

Wargames Unlimited Presents

DEMONÍCUS

An Army List For No Quarter



The Fantasy Battles Miniatures Wargame

Demonicus

When powerful demons tire of their netherworld domain, or they need fresh souls to torture, they burst forth from Ryft Gates into the world of man, elf, dwarf and orc.



Charnel Hellbeast by Heresy Miniatures



Feral Beastwoman by Heresy Miniatures

Demon overlords gather an army of terrifying creatures, huge hound like beasts, many times larger than a man, vast numbers of scurrying minions eager to do the bidding of their masters, and the feral beastmen, twisted incarnations of Ryft Gate corruption.

The ultimate demonic power is the Netherlord Ashtaroth. To begin to describe the might and power of Ashtaroth will take a scribe of considerable talent. To behold Ashtaroth is to look on evil incarnate. To dwell in his presence is to invite doom.



Demonic Minion by Heresy Miniatures



Composition

One elite unit may be selected for each core unit.

A character or Fallen One must be designated the army General.

Demonic magic users can use any of the five main aspects of magic, earth, water, fire, wind and light.

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This army list is intended for use with the No Quarter fantasy rules system.

The Demonicus army list is in no way connected with Heresy Miniatures or Spyglass Miniatures other than in the use of miniatures supplied by the aforementioned companies.

Netherlord, Ashtaroth, Azaroth, Fallen One, Charnel Hellbeast, Lurkers, Demonic Minions, Feral Beastmen are all models produced by Heresy Miniatures. Images used with permission. No challenge to their status is intended.

The Succubus miniature is produced by Spyglass Miniatures. Image used without permission. No challenge to its status is intended.

Individuals & Leaders

First Fallen One

Individual

The First Fallen One will lead small warbands of demons from the netherworld into the real world. Their only goal is carnage and the reaping of souls for their own nefarious purpose.



Fallen One by Heresy Miniatures

Name	AC	RA	CC	ST	T	W	CO
Fallen One	12	4	8	7	7	3	8
Weapons	Demon Sword (UC4, ST+1)						
Armour (AR)	None						
Special Rules	Magic User (Level 1) Evade Extra Attack (x3) Unerring Bloodlust Unwavering						
Structure	Individual						
Points Cost	195 points						

A Fallen One may be armed an alternative weapon at the additional points cost.

Options	Soul Scythe (UC5, ST+2)	+5 points
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Feral Priestess Queen by Heresy Miniatures

Feral Priestess Queen

Individual

The Beastmen are ruled by their brutal Feral Kings and the Priestess Queens. It is the Priestess Queens who wield the true power and command the Beastmen on behalf of the demon masters.

The Beastmen are notorious horders and the Priestess Queens have the access to the best weapons.

Name	AC	RA	CC	ST	T	W	CO
Priestess	12	2	7	5	5	2	8
Weapons	Spear (UC4, ST+1)						
Armour (AR)	Light Armour (AR2)						
Special Rules	Extra Attack (x2) Inspiring Leadership						
Structure	Individual						
Points Cost	86 points						

Succubus

Individual

In medieval European folklore, a succubus is a female demon who visits men in their sleep to lie with them in ghostly sexual intercourse. The man who falls victim to a succubus will not awaken, although may experience it in a dream. The male counterpart is the incubus.



Succubus by Spyglass Miniatures

Name	AC	RA	CC	ST	T	W	CO
Succubus	12	2	7	5	6	2	8
Weapons	Sword (UC4, ST+1)						
Armour (AR)	None						
Special Rules	Flying Evade Extra Attack (x2) Rapture (see additional rules)						
Structure	Individual						
Points Cost	103 points						

Elite Units

Hellbeast

Elite

A Hellbeast is a massive hound like beast which is well over four times the weight of a man.

Their curious loping run allowing them to close deceptively fast with their Master's enemies and their massive jaws and razor sharp claws are more than a match for most regular warriors.



Chanel Hellbeast by Heresy Miniatures

Thick drool drips from the maws of these hideous hounds as they anticipate biting into their victims with their yellowing teeth.

Often they can be seen licking the remains of their last meal from their fangs!

Name	AC	RA	CC	ST	T	W	CO
Hellbeast	9	2	6	6	6	2	7
Weapons	Claws (UC3, ST+0)						
Armour	Armoured Hide (AR4 on 2D10)						
Special Rules	Cavalry Extra Attack (x2)						
Structure	2+ per unit						
Points Cost	76 points						

Some Hellbeast can develop new skills and abilities and can learn to inflict dreadful damage to their opponents.

Options	Jaws (UC5, ST+2)	+4 points
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Lurkers

Elite

Lurkers are the heartless assassins of the demonic forces. They infiltrate behind enemy lines to lie in wait for a suitable target. Without any consideration for their own safety, they will leap at their chosen target and inflict terrible damage with their razor sharp talons.

Name	AC	RA	CC	ST	T	W	CO
Lurker	9	2	7	6	5	1	7
Weapons	Claws (UC3, ST+0)						
Armour	None						
Special Rules	Infiltrate Dodge Leap						
Structure	1 to 3 per unit						
Points Cost	55 points						

Lurkers practice their skill deep behind enemy lines and so must learn how to survive against overwhelming odds.

Options	Evade	+17 points
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Lurker by Heresy Miniatures

Core Units

Feral Beastmen

Core

A twisted hybrid of beast, demon and human, Ferals are outcasts from all other species, who infest the subterranean labyrinths and mountain lairs that riddle the world. The Feral beastman have access to various weapons and it is quite common to see a mixture of weapons within a unit.



Feral Beastman by Heresy Miniatures

Name	AC	RA	CC	ST	T	W	CO
Beastmen	8	2	5	5	5	1	6
Weapons	Sword (UC4, ST+1)						
Armour	None						
Special Rules	None						
Structure	4+ per unit						
Points Cost	27 points						

Beastmen may be armed with various weapons. Models in a unit may be armed differently. It is quite acceptable for models with spears and shields to be mixed in with models armed with swords and axes.

Weapons details below replace the standard weapon detailed above.

Options		
	Axe	+1 point
	Spear (UC4, ST+1, Rank)	+1 point
	Shield (AR1)	+1 point
	Bow	+1 point
	Crossbow	+2 points

As a standard formation, Beastmen with shields and spears will form the front rank whilst warriors armed with axes or swords follow ready to charge the enemy.

Demonic Minions

Core

The Minions are countless in number. They are small with long arms and tend to operate in quite large units.

Although individually weak, their swarming nature and speed gives them the ability to take on even the most daunting foes.



Demonic Minion by Heresy Miniatures

Name	AC	RA	CC	ST	T	W	CO
Minions	9	2	5	4	4	1	5
Weapons	Sword (UC3, ST+0)						
Armour	None						
Special Rules	Double Time Team Work						
Structure	4+ per unit						
Points Cost	30 points						

Models in a unit may be armed with different weapons. As with the Beastmen, it is quite acceptable for models with spears to be mixed in with models armed with swords.

Weapons details below replace the standard weapon detailed above.

Options		
	Axe	+1 point
	Spear (UC4, ST+1, Rank)	+1 point



Demonic Minion by Heresy Miniatures

Characters

Aszaroth: Fallen Lord

Character

One of the most powerful of the Fallen is Aszaroth, The Fallen Lord of the Demonicus. Aszaroth is a huge manifestation of the demon world and will usually carry a massive sword twice the height of a man. His huge powerful wings enable him to fly across great distances with ease and attack victims with a moments notice.

Name	AC	RA	CC	ST	T	W	CO
Fallen Lord	12	6	8	7	7	5	9
Weapons	Demon Sword (UC4, ST+1) or Soul Scythe (UC5, ST+2) +5 points						
Armour (AR)	Demonic Aura (AR6)						
Special Rules	Flying Magic User (Level 2) Extra Attack (x3) Unerring Unwavering Fear (1) Large Model						
Structure	Character						
Points Cost	294 points						



Fallen Lord by Heresy Miniatures Painted By Chris Webb

Ashtaroth, The Netherlord

Character

The undisputed master of the demon world is Ashtaroth, the Netherlord. He is an awesome site and stands the height of a church. Ashtaroth usually manifests with an array of huge spines on his back although he has been seen with huge leathery wings.

Name	AC	RA	CC	ST	T	W	CO
Netherlord	12	5	8	7	8	7	9
Weapons	Sword (UC3, ST+0)						
Armour	Demon Aura (AR7)						
Special Rules	Magic User (Level 4) Adept Fear (2) Extra Attack (x4) Extended Reach 3" Unerring Unwavering Very Large Target (see additional rules) Massive Strides (2AC to move 6")						
Structure	Character						
Points Cost	388 points						

If the Netherlord model has wings, the model gains the flying ability at additional points.

Options	Flying	+6 points
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Additional Rules

Rapture

Any medium sized enemy model within 2" of a model with the rapture ability must make a command (CO) test or lose its next activation. If an enraptured model is attacked in close combat, the attacking model gains +2 to its CC value. A model only makes one rapture test per battle.

Very Large Target

Any model with line of sight (LOS) and a ranged attack capability (within the weapons maximum range) will automatically strike a very large target (VLT) on a D10 roll of 9 or less, in other words, only a fumble will result in a miss. The firing model must still use the required number of actions to make the ranged attack.



Netherlord by Heresy Miniatures

Collecting Demon Models

The models detailed in this army list are from two sources. The Succubus demonette model is from Spyglass Miniatures and the remainder are from Heresy Miniatures.

Spyglass Miniatures

Spyglass Miniatures is Steve Buddle's own miniatures company set up to allow him to sculpt the models he wants, as opposed to being given a project by another company.

The Spyglass range is small at the moment (May 2004), the only figure used in this army list is the wonderful Succubus. I wonder what the chances are of an Incubus figure?

Model Code Succubus SGM002



www.SpyglassMiniatures.com

steve@SpyglassMiniatures.com

Heresy Miniatures

Andy Foster founded Heresy Miniatures to make multi-part models for experienced gamers. Such figures provide the opportunity to convert with relative ease and at the very least, vary the pose and appearance of models in a unit. The Beastmen and Minions are prime examples of this, with their choices of weapons and heads.

With so many demon style figures available from Heresy, this Demonicus army list was inevitable!

Model Code Netherlord Redux HV005a

A massive winged version is also available.



Model Code "Azaroth" Fallen One HM009



Model Code Fallen One (2002) HV001



Model Code Feral Priestess Queen HV014



Model Codes Charnel Hellbeast HM006 HM007 HM008



Model Code Leaping Lurkers! Leaping Lurkers!



Model Codes Feral Beastmen HV007 HV008 HV009



Model Codes Demonic Minions HV006 HV010 HV011



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www.HeresyMiniatures.com

Heresy Miniatures
5 Porthcawl Place
Oakwood
Derby, DE21 2RU
England

suggestions@HeresyMiniatures.com