

# Reign in Hell™

DEMONIC SKIRMISH COMBAT

## Frequently Asked Questions and Errata

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### Core Rules

#### Can you activate a demon twice?

No, once a demon has been activated, you may not activate it again during that round, unless a specific rule would allow you to do so.

#### What bases does the game use?

Demon types (i.e. Leaders, Devouts and Minions) have recommended round base ranges (generally between 25-40mm with exceptions to go larger for Leaders and Devout). If you have square bases, this would not negatively impact the game play experience as long as they are still in that size range.

#### How much terrain do I need?

The scenarios will dictate the type of terrain as Light, Medium or Heavy. A light board has 3 pieces of terrain, a medium board has 4 pieces of terrain and a heavy board has 5 pieces of terrain.

#### Do my minis have to be demons?

Absolutely not. You could use anything you can imagine, this is the great part about miniatures-agnostic games. If your demons are tortured spirits, perhaps you will use ghostly minis. Perhaps your demons are based on Japanese mythology, so you will use ogres to represent Oni. Demons in the world of *Reign in Hell* have a near infinite variety of looks, so whatever you can imagine you can bring to the table.

#### Can a flying demon move over other demons as part of their move?

Yes, though they may not land on any other demon and must follow all other movement rules.

#### Does the game have a solo play mode?

At launch, there is no solo play within the book

except for one scenario called The Beast, but we are looking at how to integrate that into the game as a free PDF to make available to all as rapidly as is feasible.

#### Is there a limit to the number of Soul Dice a cabal can gain throughout the game?

No, the play sheet has 6 spots for Soul Dice, but this is a limit of the sheet of paper, not a hard limitation on the number of dice you may gain.

#### Is there an order to deployment or do we just deploy all of all miniatures in our deployment area simultaneously?

Both players simply deploy all of the miniatures in their deployment areas, there is no ordering necessary.

#### Do abilities such as the “Poisoned Soul” Essence or the “Hammer of Thunder” Relic cause 2 damage for each ‘6’ rolled or 2 damage total if ANY 6 is rolled?

In the book, you will often see the text “any” used intentionally. For example, “Poisoned Soul”: “*When your Leader is making a Combat Defense roll, if they roll any natural 6, the attacker suffers 2 damage.*” This is creating an if/then trigger. if ANY instance of the trigger occurs then the effect happens once. So in this case, no matter how many 6s are rolled, the attacker would suffer 2 damage. To phrase it another way – when you roll the dice, if any of the dice are 6, then the attacker suffers 2 damage. If something is meant to trigger on EACH example of a trigger, it will use the word “each” to indicate this.

#### Can I spend multiple Soul Dice to increase the movement of a single demon when they activate (i.e. add both a dice with a face of “4” and a dice with a face of “6” to gain +10 to the movement ability)?

No, you may only use a single dice to increase the movement of a demon during their activation.

#### Do abilities such as the “Essence of the Ram” (all combat attack rolls of a natural 6 deal 2 damage instead of 1) and the “Soul Drinker” Relic (which has a similar ability) stack?

No. In this case, the wording is intentional, anything that sets the damage to ‘2’ simply sets the

damage to 2. Multiple instances of this do not have any cumulative effect.

**What happens if a flying model moves onto a piece of tall vertical terrain where no other model can be within 2" vertically of it in any way with an objective and that area is also too small for any other demon to stand? (i.e. there is no way to fight that model).**

This is a complicated situation that can sometimes arise due to the infinite permutations of terrain. My first recommendation would be to say that terrain choice matters a lot in *Reign in Hell* as it does in most tabletop games. The inclusion of large amounts of vertical terrain will increase the power of flyers regardless of objectives as it allows them to easily move to places where other demons cannot catch them. So our advice is to make sure when you are creating your game board and placing terrain that you are both aware of what you are placing down and agree it will provide for a balanced experience between the two teams. Avoid vertical terrain with small "landing areas" that are greatly vertically separated from other areas. Barring that, here are three potential answers that should be pursued in the order presented:

1. If the only terrain options you have for your game board have lots of verticality with small landing pads that are greatly separated from other horizontal surfaces, then you can simply declare those very high, small areas impassable (basically, they act like Crag). Perhaps they are too rickety to support any weight. If other vertical areas are large enough to support multiple demons, then those areas can be traversed as normal. You may want to also think about making such terrain more dangerous (for example, making ruins with such areas haunted), so that any demon trying to evade opponents on such spaces is risking damage/death by hiding there.
2. If the area is such that another figure could fit but due to the placement of the demon already present on the space, the second demon won't fit (and hence, by the normal rules, couldn't move there), i.e. the first demon to arrive is sitting in the middle of the available area. Then the first demon to arrive should be slightly moved to one side of the platform and the second de-

mon should be placed on the space so that they can fight. The owner of the first demon should move their figure (don't touch or move your opponent's models without their permission). This should be employed if the area is actually large enough to support both models safely as in the reality of the figures, there is enough room for both demons to occupy the space.

3. If neither of these solutions are available and a demon has gotten themselves onto a space where they cannot, under any normal circumstances of what the game allows, be brought into engagement range with other demons, then other demons should be allowed to fight them "while climbing." Effectively, this would create an exception to the normal rule where the demon must end their climb move on a horizontal surface. The demon, assuming they have movement to reach engagement range, can remain "hanging" from the side of the terrain and "fight". Place the demon on the nearest horizontal safe surface and mark it's true position accordingly. This solution should ONLY be utilized if the other solutions above are untenable, as no demon should ever be beyond fighting in the game of brutal combat.

## Campaign Play

### How many games is a typical campaign?

There is no set limit or end-point to campaigns. They can generally run whatever distance you and your group feel is reasonable and fun. That being said, the game was designed to curve out at about 10 games in a campaign before your warbands start to cap out on their power and abilities, so that is a reasonable number if you are looking to set a limit.

## Scenarios

### The Beast doesn't have any stats? Help.

Yes, sadly this got cut off in the proof and we didn't recognize it. This has been corrected in the current version. You can also download the corrected Scenario from the *Reign in Hell* website. The Beast is meant to have Move 8, Life 40 and Combat 12. (He is in fact, a beast).

**Can the “Burn it All” ability of The Empty be used to destroy the objective in The Twins scenario?**

The intention of The Twins is that you can only destroy the objective if you are the controller of the other objective. The updated Victory Condition text for The Twins is below:

*“The game lasts five rounds. The winner is the cabal that destroys an objective. **The Objective cannot be destroyed by any other means.** If no cabal destroys an objective, the game is a draw. If a player retreats from the field, they lose the battle.”*

**Relic Hunters - When counting relics to determine the winners, do you count the Relics carried by demons already (i.e. those they are equipped with)?**

No, this is meant to be a count of the number of relics (objectives) gained during scenario play. The number of Relics carried by any warband is irrelevant to this calculation.

**If a victory condition is met before the allotted duration of the scenario, does the scenario end immediately?**

Yes, if one side has achieved the victory condition, then the scenario is concluded.

**To earn the King of the Hill Title, you have to occupy the central terrain piece for all five rounds - can you use Running Skirmish to move off, attack and then return?**

Yes, as long as the demon does not end their activation off of the terrain at any point in the five rounds, then they have occupied the terrain for all five rounds and qualify.

**How many demons can attempt to extract power each round in the Extracting Power scenario?**

One demon from each cabal.

## **Philosophies**

**Does the Schemer’s “Master Manipulator” ability allow it to break the normal rules and cause a demon to activate twice?**

No it does not. The “Master Manipulator” ability consists of two distinct parts. Let’s look at each in turn:

*“Whenever the Schemer activates, he may choose to remove one die from your set of activation dice when his turn is complete. If he does so, another demon within 12” may instead be activated and take their turn immediately.”*

So in this case, it is allowing a second demon to jump in the line of activation, i.e. after the Schemer has completed their turn, they may remove one unspent activation dice (it could be any number) and choose a second demon to activate immediately. This demon could not have already activated as the ability does not allow any exception to the normal rule that a demon may not activate more than once per round in that text. The benefit here is that it allows you to break the normal initiative order of the activation dice.

The second part of the “Master Manipulator” ability is as below:

*“In addition, once per round, when an enemy demon would attack the Schemer, the Schemer may choose to remove one unspent activation die. If he does so, he may move.”*

In this case, the Schemer is not activating a second time, they are using a special triggered ability. The trigger is an enemy would attack the demon, the effect is the Schemer may remove one of your unspent activation dice and move. They are not activating as the ability does not grant that action, they are simply moving their move ability away (they may not use any Combat Styles for this move, as it is not an activation).

**Does the Succubus’ “Too Charming” ability cause the enemy demon to activate?**

It does not. The text of “Too Charming” does not mention activation of the enemy demon and this is intentional. This does not count as the enemy demon’s activation and the player does not have to remove an activation dice.

This is a special ability that allows the Succubus to move the enemy demon a number of inches equal to their move ability and then make a Combat Attack against any enemy demon of their choice (including no one if they just wish to move the enemy demon). Because this is not an activation,

the enemy demon may not choose a Combat Style. If the enemy demon activated earlier in the round and chose Focused Combat, they would still receive that bonus, as that bonus applies until that demon's next activation, but the demon could not benefit from Running Skirmish or Charge.

### **What can the Succubus do in a turn where they use "Too Charming?"**

Too Charming is meant to replace the Succubus' attack for that round. So the Succubus may still move, but may not attack. They may still use a Combat Style as they would like, but it will have diminished effect as no attack may be made.

### **Can the Succubus use "Too Charming" to control the Beast?**

No, "Too Charming" is meant to control enemy demons. It cannot be used to control The Beast.

### **Can the Demented change the value of a roll (with a Soul Dice or with a reroll) to cause a triple for the "Unpredictable Defense" ability?**

Throughout the book you will see the use of the term "natural roll" often. For example, the "Hammer of Thunder" example: *"if any of the dice result in a natural 6."* You can find the full explanation for natural rolls on Page 7. If this language is not used, for example in the Demented Ability "Unpredictable Defense": *"When rolling your Combat Defense dice, if you roll any triples..."* In this example, the "natural" word was not used. This was intentional to allow the Demented player to change the dice and force a triple to occur (or to ruin a triple if they change a dice out of it).

### **When can the Leader who uses "One with Nothing" return to play?**

*"Leader Bonus: One with Nothing - Once per game, when your Leader activates, before any action, attack or move is taken, you may remove them from the game. During your next turn, you may allocate initiative to your Leader and replace them on the board anywhere more than 3" away from an enemy. The Leader may then act as normal for that activation."*

In this case, the turn refers to the next round. So during the next round of play, you may allocate one of your activation dice to the Leader and place them

on the board as described.

### **Is the Madness Demon exchanging Combat Scores with the enemy?**

No, though the full text uses the word exchange in the last sentence, the Madness Demon simply makes the chosen enemy's combat attack ability match his own. (i.e. if the Madness Demon had a Combat Ability of 3, this would become the Combat Ability of the demon targeted by "Infected by Madness.")