

BELIAL'S LEGION



Main gods: The Trinity of the Abyss

Headquarters: Pandemonium

Commander: Belial

Favorite allies: The Meanders of Darkness

BELIAL

UNIT FORMATION

Belial is a unit of his own.

RECRUITING THE INCARNATE

Belial can join any army of the Meanders of Darkness. He cannot become the avatar of a god.

Belial: 665 AP

Resurrection/Duel: 13 Elixir points.



Reach: A fighter with a weapon that has reach can attack enemies he is in contact with and those within 3 cm of him.

Avatar of the Ram: Belial gains an extra advantage when he joins a company entirely composed of Ram units. During its activation, any unit can spend 10 faith or mana points. Belial recovers one health point. This power can be used several times by the same unit during its activation.

Immortal: Immortal creatures are affected by particular game effects.

Insensitive: When a unit containing an Inensitive is targeted by a miracle, a spell, a communion or a ritual, the player chooses if it is affected or not.



Regeneration: The player rolls as many dice as there are damage points inflicted on the fighters capable of regenerating, just before removing the losses. Each  or  cancels a damage point.

Strategist: The fighter's Authority oppositions are resolved rolling one bonus die. The player keeps the best.

TITANIC ABILITIES



Sweep: The player designates an enemy unit in contact with the titan. Each fighter in the unit suffers a Strength test whose action value is 6. The closest fighters are eliminated first.

Roar: Each enemy unit within 15 cm of the titan suffers a Courage test, whose difficulty is equal to the titan's Fear. If it fails, the unit is in rout.

ATTRIBUTES

Belial has the three artifacts below. He cannot take any other.

Burn: The player chooses one of the following effects when resolving a Hand to hand Strength test with Belial.

- The victim is automatically eliminated;
- The Strength test is resolved in the +/+ column

Leather of souls: Belial cannot lose more than one life point per Strength test.

Horns of blackness: Belial can use any Value 1, 2 or 3 communion or ritual of the Ram per round. The roll is automatically successful. No faith or mana points are spent. This effect cannot be countered or censured.



FEAT: HIDDEN VICE

For 1 Elixir point, the Incarnate makes one of his enemies in contact lose the use of one ability until the end of the round.

PLAYING BELIAL'S LEGION

Belial's legion includes units from any army of the Meanders of Darkness (Hydra, Hyena, Ram, Scorpion, Serpent and Stag).

Belial is always part of his legion. He is the commander, even when another Incarnate might have a higher Authority value than he.

















A company of Belial benefits from the **Gift of the Ram:** The fighter's Courage tests are automatically successful. During an assault, his Fear value is always considered as the highest when determining which unit needs to take a Courage tests. This gift does no work against Hyperians.

The player can choose any order of the banners to build his company, but he can only use one at a time. Only the order of the banners of Belial's legion benefits from the advantage and disadvantage below:

Advantage of Belial's legion: The Incarnates belonging to Belial's legion can use the Feats of any Incarnate on the battlefield. Belial backs the Damned!

Disadvantage of Belial's legion: The Incarnate belonging to Belial's legion cannot be resuscitated. Belial knows no mercy!

Order of the banners:

- Infantry unit  () !
- Infantry unit  ( / )
- Infantry unit or Creature unit  /  ( / )
- Cavalry unit  ( / )
- Infantry unit or War machine unit  /  ( / )

! *Priority unit. It must always be picked first.*

