

Hell On Earth Monster Abilities

Sniper. This monster's ranged attack always has the “sustained fire” bonus.

Dispenser. If this monster's ranged attack causes a wound, it spawns a Lost Soul adjacent to the target. If there are no Lost Souls available to spawn, the monster cannot use its ranged attack. When it dies, spawn 3 Lost Souls in its place (if possible).

Akimbo. This monster fires two projectiles at once, either one shot at two different targets or both at the same target. If it uses the former attack type, it chooses two targets before rolling its attack: both targets defend against the result. With the latter attack, the same target defends twice against the attack roll, but removes 1 Hit from the attack before making the second defense roll.

Seeker. This monster's missiles can chase its enemies around corners. It can shoot any target not in its line of sight, as long as it is possible to reach and Brawl the target within 2 full moves; otherwise the target is too far away to shoot.

Stigmata. This monster can spend an action to remove 1 wound from all adjacent monsters. It cannot heal itself.

Leader. Mastermind rolls 1 extra die per Leader in play when spawning reinforcements.



Hell On Earth Expansion
for Meet Thy Doom v.7 and up
By Mike MacDee (at yahoo dot com)
version 1.1

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New Doomer Faces Provided by RustBot



NAME:

CLASS:

Promotion: 1 2 3 4 5 6 7 8 9 10 11 12 13 14

RANK: 1 2 3 4 5 Tactics:

Spd: Mxi: Scn: Dex: Sht:

- PICKUPS -

- OTHER -

- AMMO -



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Monster Reference
Cards



PS:1

COMMANDO
Shoot: 3 (*Chaingun*)
Brawl: 1 Speed: 3
Wits: 2 Moxie: 2
Sniper, Loot (Chaingun)



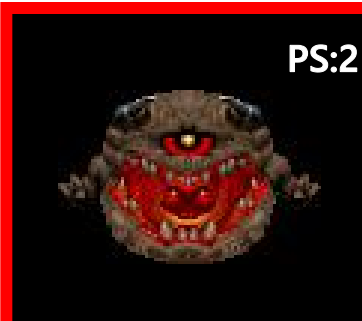
PS:2

ARACHNOTRON
Shoot: 2
Brawl: 3 Speed: 3
Wits: 2 Moxie: 2
Heavy, Sniper



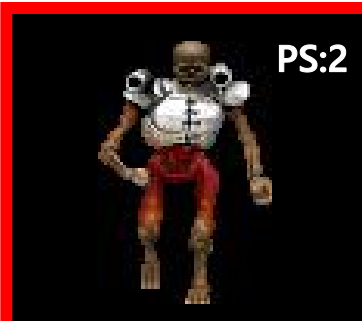
PS:2

MANCUBUS
Shoot: 3
Brawl: 3 Speed: 2
Wits: 2 Moxie: 3
Beast, Heavy, Akimbo



PS:2

PAIN ELEMENTAL
Shoot: 2
Brawl: 3 Speed: 2
Wits: 2 Moxie: 2
Flying, Dispenser



PS:2

REVENANT
Shoot: 3
Brawl: 3 Speed: 4
Wits: 1 Moxie: 6
Seeker



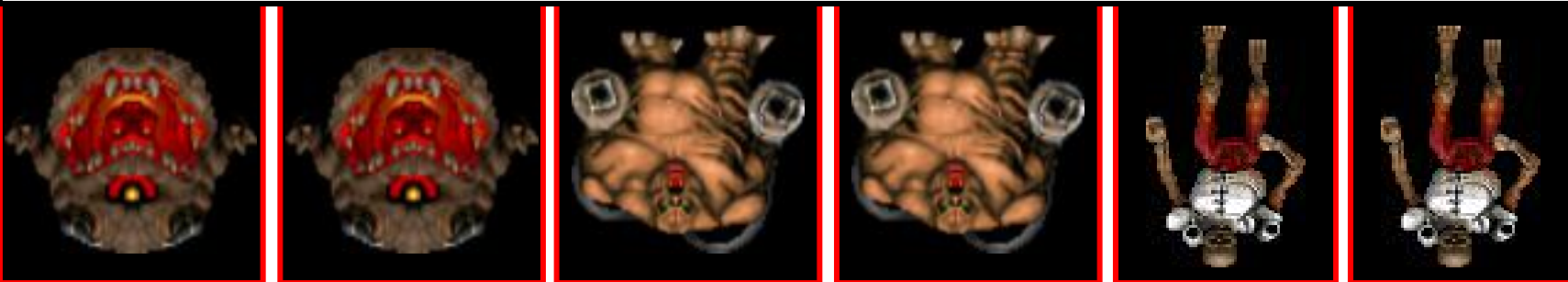
PS:3

ARCHVILE
Shoot: 4
Brawl: 2 Speed: 6
Wits: 6 Moxie: 6
Horror, Stigmata, Leader

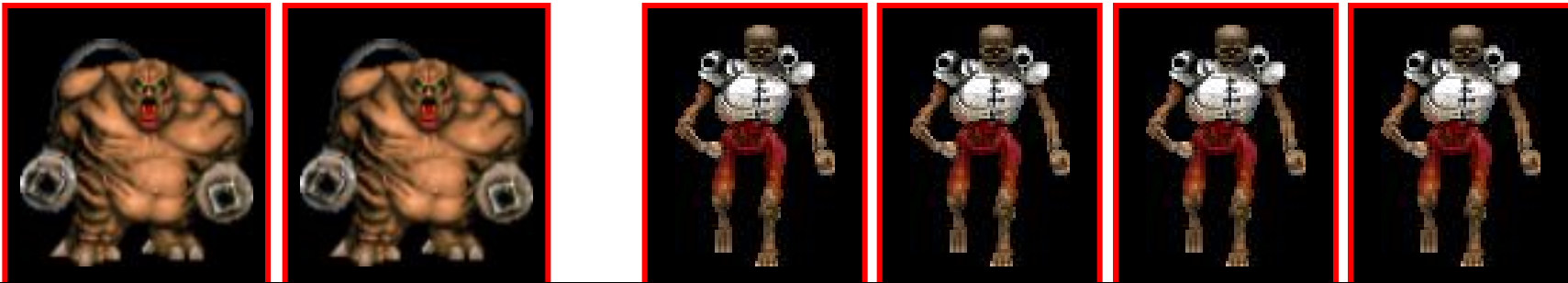
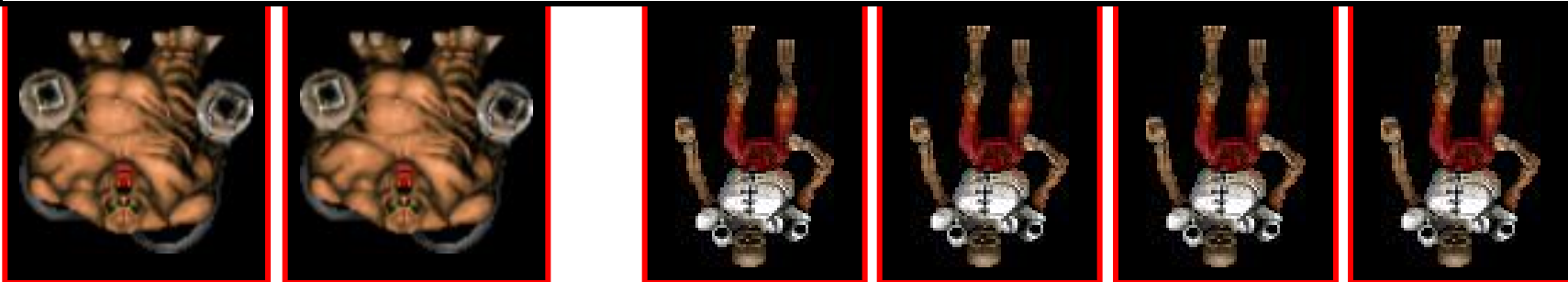


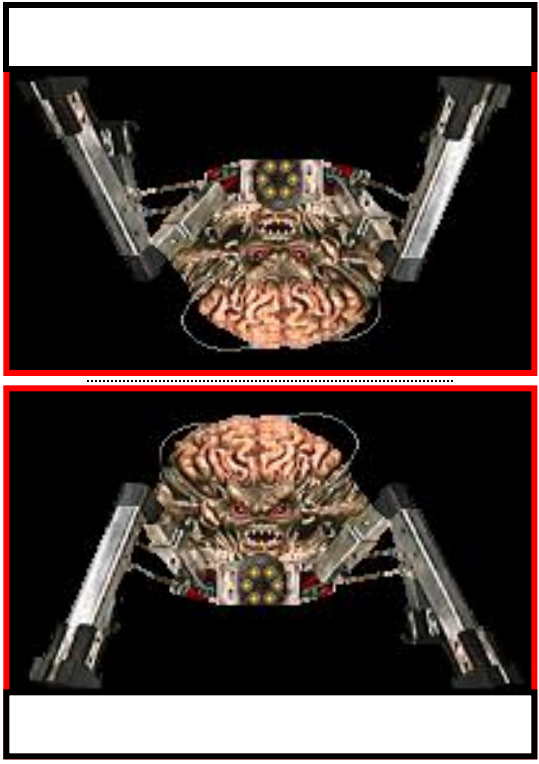
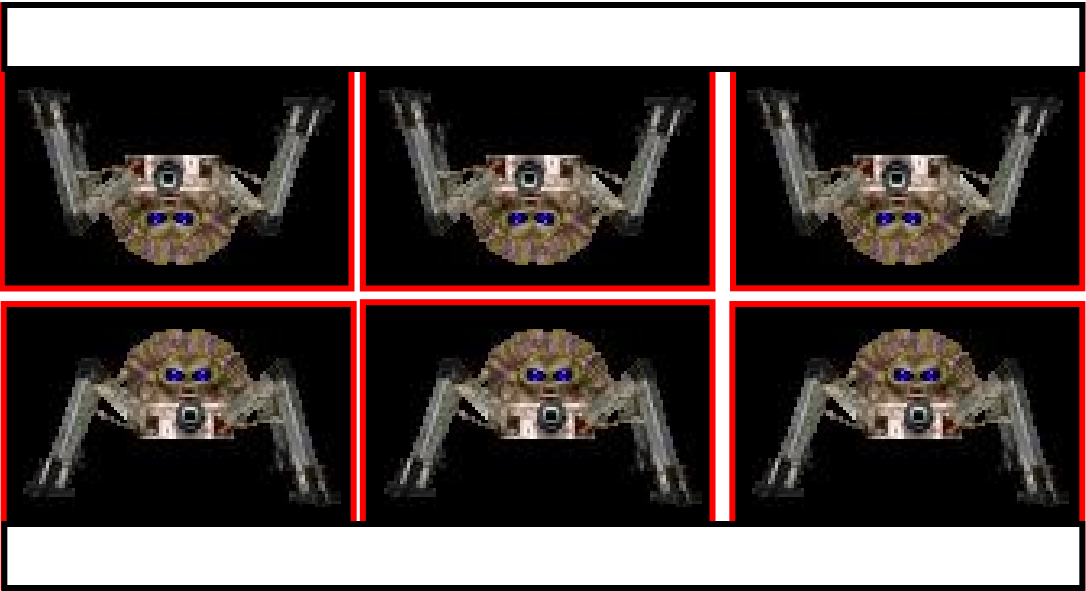
PS:6

SPIDERDEMON
Shoot: 3 (*Chaingun*)
Brawl: 5 Speed: 4
Wits: 8 Moxie: 6
Heavy, Sniper, Leader



Pain Elemental,
Mancubi,
Revenants





Commandoes, Spiders, Archviles

