

The Incubus is one of the largest demons observed and seems the result of a merge of living tissues with machine components. Large and slow, accompanied by a foul stench, those enemies have powerful bio-engineered weapons inserted on their arms, making them a tank-like unit in the Demonic ranks.

Power Armors are strongly suggested with facing the Incubus

INCUBUS

HP 42

— Melee — — Bio Cannon —

Move	Attack	DMG	Attack	DMG	Range	TN/ Shield	DR
3	3D	H	4D/3D	H+L*	15/25	13	-2

#1 ○○○○ ○○○○ ○○○○ ○○○○ ○○○○
 ○○○○ ○○○○ ○○○○ ○○○○ ○○○○
 ○○○○ ○○○○ ○○○○ ○○○○ ○○○○

-2 Atk -1 Atk
 -2 TN -2 TN
 -1 Move -2 TN

Bio Cannon Special Rules

Variable Attack and Range. The Bio Cannon has 4D of Attack against a target withing 15 MP and an attack of 3D for targets from 16 to 25 MP of range.

Penetration. The Bio Cannon has PEN(3).

Blast (Area effect).
 Area(1). The Blast of the Bio Cannon effects every character within 1MP from the target.

Stench
 During a Melee attack, if the Special Dice is a '1', the target must execute a CON(9) check. If not successful, the target will lose one action in the next activation.

ENEMY SELECTION

Roll 1d6, adding +2 if RL=4:

- (1-4) Incubus (2x)
- (7+) Incubus (3x)