

# HELL BENEATH

A Dawn of War map by Ira Aduro





IN THE FUTURE THERE IS NO HEAVEN, ONLY HELL







## FOREWORD

You will hate me after playing this map. As the enemy slams into your rear guard, vaporizing them effortlessly you will curse my father and mother for having me. As your troops are mowed down crossing a bridge you will mentally compose hate mail. You will hate me because this map is not easy. You won't win by pushing your men up a linear path. You won't win by numbers alone. No, you will win by cunning and deception. You will win by using cover well and guarding your flank. You will win after an epic struggle. But when you finally do win, you will love me for giving you Hell Beneath.

Hell Beneath sprang from my desire for a map that catered to epic struggles. I like high body counts. I like my ground blindly littered with the dead and dying. When I finally cast down my enemy I feel a tinge of sadness that such a great struggle has come to an end. These are the kind of stories you brag to your friends about. War is hell, but it should be a fun hell. And so I set about making a map that would force commanders to use good strategy or die. Also, a map where you ride that razor's edge every moment of the game. From death-trap bridges to cover providing craters and trees, every inch of this map was lovingly crafted for that purpose.

This isn't just a map. It's an epic-tale maker.

## INSTALLATION TIPS

Extract and drag the two folders ('Art' and 'scenarios') into the 'Data' folder where you keep your maps.

## LEGAL STUFF

No one likes legal stuff but then again, no one likes their stuff misused. This is a map for the community. So share it with your friends. Recommend it to your enemies. Play it 5 times a day. Just don't modify it or claim that it's yours. Also, when sharing, please include all files that were in the original .zip. This would include the custom load screen. If you want to include this map in a mappack, be sure to notify me via: [iraaduro at gmail dot com](mailto:iraaduro@gmail.com).

## COMMENTS

I'd love to hear from you. Please send me comments, positive or negative. Let me know your thoughts so my next map can be a step above this one.

## CONTACT INFO

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## STRATEGY

Knowledge is half the battle. Pour over the tactical maps on the following pages and craft your master plan. Each map displays critical knowledge every commander should know before going into battle. Know your enemy, but just as importantly, know your battleground.

There is a lot of cover in Hell Beneath. Use it often. Bridges are negative cover. Avoid getting caught on them. If you get caught on a bridge, pull back and lure the enemy onto it. Trees provide some cover. It's best to use craters but any extra cover helps. The paths leading directly into the base areas are negative cover. You are vulnerable and exposed. Plan carefully or you will find victory a coy mistress.

Hell Beneath is not a map for people who like linear attacks. You will have to guard your flank. You will have to rely on your allies. You may be pushing into the enemy base only to find their units attacking your exposed rear.

The wide bridges are the easiest to attack since you can fit more men and therefore more firepower into the battle. They are also the easiest to defend for exactly the same reason, and the two resource points stationed where they can mow down your advancing troops.

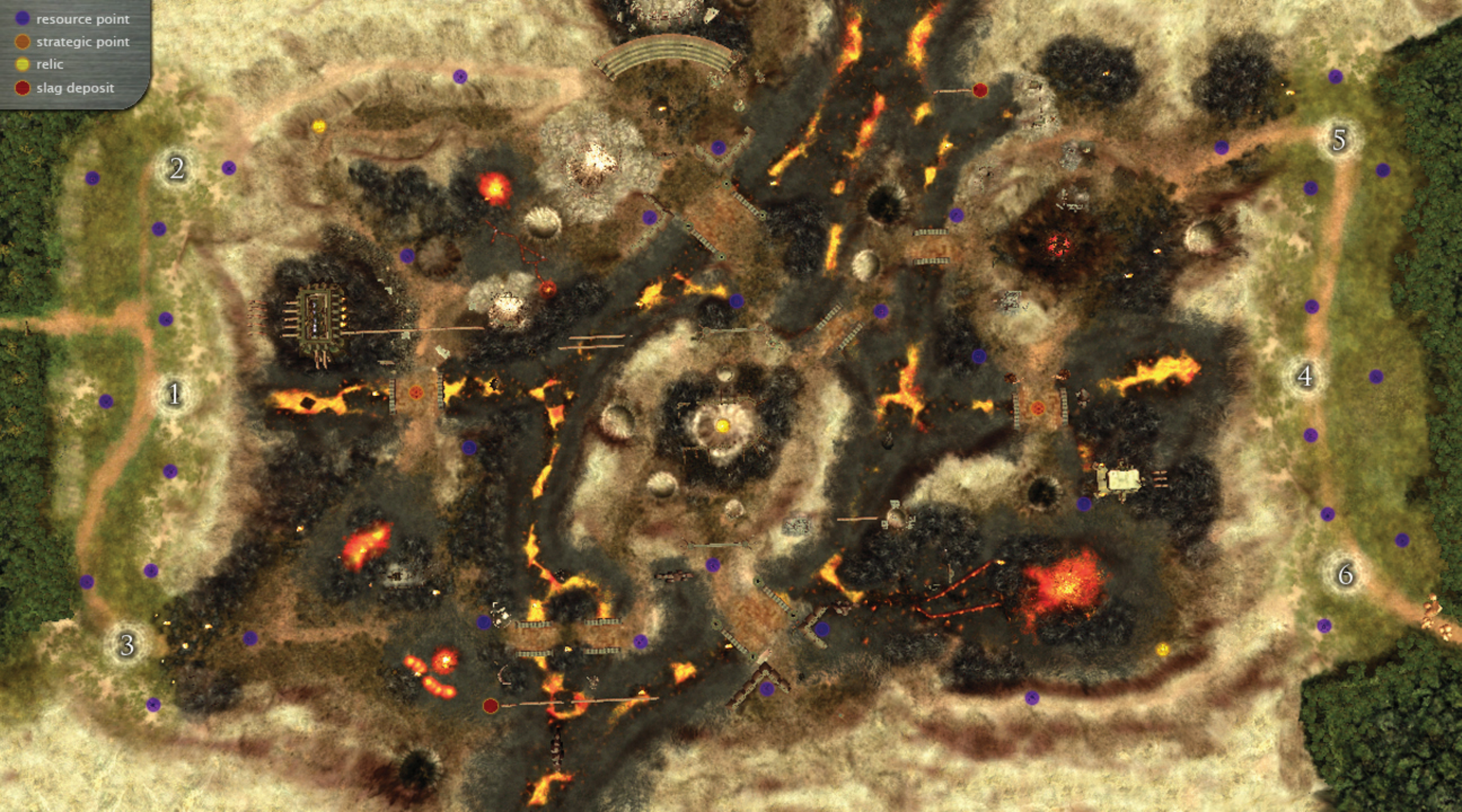
The narrow bridges quickly become congested and confused. If your enemy is competent, pushing up the narrow bridges will bring you high losses. They are quickest way into the enemy base but also the deadliest.

Similar facts are true about the two paths into the base area. The broad path is more defended, but the narrow pass is congested and long, leaving you exposed to fire for a longer period. The enemy can congregate large masses of troops at the narrow passes entrance into the base area, where they will easily mow your troops down as they trickle into the base.

A note about the tactical maps: the first one is self explanatory. The second map shows possible paths. This doesn't show every place you can go on the map, just general routes. The third map displays cover. A few of the light cover areas are in trees on ridges that you can't fully access.

Take this knowledge and use it well. Victory is fleeting. Defeat is forever. Go forth and conquer.





- resource point
- strategic point
- relic
- slag deposit

2

1

3

4

5

6



possible path  
■■■■■







- heavy cover
- light cover
- negative cover

2

1

3

5

4

6



## CREDITS

Give credit to whom credit is due.

Thank you to Relic for making this map possible. The mod-ability of DoW is the reason I've been playing it for this past year.

Thank you RelicNews forums for giving me a place to discuss DoW and get feedback on this map.

Thank you DoW40K:Firestorm mod team for also letting me create a thread on their forum for the discussion of this map, and for the excellent mod they have made. You guys are great to work with.

Thank you to Hangar-8 for the excellent burnt grass/lava/brown grass decals. Your work is inspiring. Thank you also to all the people whose decals I used but have no idea who made them.

And a big thank you to my girlfriend for acting interested whenever I discussed my map. :) You'll probaly never read this manual but you deserve the mention.

## TESTERS

Thank you to the following people for their feedback and critique of this map. Without their comments I would not have been able to refine the map into what it is now. They were my sounding board and for that I am very grateful.

Vol907

Kendallv2000

Mirage Knight

Jaguar-Lord

s1\_ONE

inklimited

Vaaish

Prometheus

Sabre

Khorney

Lobo4u





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