HERO MODE DLC BETA v1.0

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Hero Mode is a DLC add on for Horde Mode by the Poorhammer Podcast. This DLC follows all of the rules for Horde Mode with the the following modifications. The game size is always played at 1000 points.

1. HERO SELECTION

Hero Mode is designed for 1-4 players. Optionally 1 extra player could be added as a dedicated Game Master controlling the Horde and helping with resolving steps of the game, however this role is not necessary. Hero Selection replaces the player Army Construction rules of Horde Mode. Horde Factions and spawning are generated as per the Horde Mode rules.

- Choose 4 Infantry Characters from any Warhammer 40,000 faction and divide them evenly among the players. There are no points limits applied to the character units taken and gear may be taken as outlined on their data sheet.

- Each player must nominate 1 Character to be their Warlord.

- Additionally, no enhancements may be taken for the Infantry Characters. Enhancements are purchased during the game as per the Horde Mode rules.

- When Player Characters are reduced to 0 wounds, do not remove them from play, instead place the miniature on its side.

2. PLAYER CHARACTER RULES

*The following special abilities are given to all player Infantry Characters to allow them to face the Horde. Note that Horde characters **do not** benefit from these rules. Additionally, change all instances on a Character Datasheet of 'Whilst leading a unit' to 'Models in this unit'.*

- **Fate's Armour:** All saving throws, including invulnerable saves are re-rollable. You may not re-roll a re-roll with a CP. Note that Feel No Pain is not a saving throw.

- **Trademark Weapons:** At the beginning of the game, select one ranged and one melee weapon equipped by the bearer (excluding Epic Heroes or weapons that have Master-crafted on their data sheet entry). Add 1 to the Strength and Damage characteristics of those weapons.

- **Destruction Incarnate:** When player **Infantry Characters** allocate damage points to an enemy horde unit, the damage points are allocated to it one at a time. Each time the number of damage points allocated to the unit equals the **Wounds** characteristic of that unit 1 model in that unit is slain and removed from play. Keep allocating damage points until there are none left in the damage pool.

Example: If a Damage 2 weapon inflicts 1 hit and unsaved wound on a unit of 10 Termagants with 1 Wound each, 2 damage points would be allocated 1 at a time, removing 2 Termagants from play.

- **Chosen Heroes:** Player **Infantry Characters** that do not already have so, gain the **Lone Operative** special rule.

3. RESUPPLY TABLE

Remove the following from the Resupply table in Hero Mode:

- **Patched Up**
- **Field Promotion**

Add the following to the Resupply table in Hero Mode:

- **Field Apothecary:** Choose a unit that is not locked in combat and within 3" of a wounded or fallen Player Character. Pay 3SP to return the chosen unit to its starting strength. Maximum one use per turn, per player.

4. MISERY TABLE

Remove the following from the Resupply table in Hero Mode:

- **A Worthless Sacrifice**
- **Sinking Showboats**

5. WINNING THE GAME

- Half of your Player Characters (rounding up) must be alive at the end of the game.

- Half of your Players (rounding up) must have completed their Secret Objective at the end of the game.