

# HERO MODE

TABLETOP TACTICS

DLC v1.0

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## 1. HERO ARMY SELECTION

Hero Mode is designed for 2-5 players. 1-4 players should control the Hero army and 1 player should be nominated as the Game Master, taking control of the Horde army. Hero army selection follows the Muster Your Army rules of the Warhammer 40,000 Rulebook with the following changes:

- The Hero army has 400pts. Players must split these points evenly amongst themselves.
- All Players must choose the same faction and share the same Army and Detachment Rules.
- Only Character units may be selected from your chosen faction.
- The army cannot include the same Data Sheet more than once.
- 1 Character must be nominated to be the overall army Warlord.

## 2. HORDE ARMY SELECTION

Horde Selection follows the Muster Your Army rules of the Warhammer 40,000 Rulebook with the following changes:

- The Horde army has 2500pts.
- The army may be chosen from any number of Codexes or Indexes but all units in the army must have a shared Army Faction Keyword.
- The army must include a minimum of 5 Battleline units and each unit must include the maximum amount of models allowed.
- Aircraft units may not be selected.
- The Horde army may not choose any Detachment rules or Enhancements.
- The Horde must choose the Army Rules for the faction that has made up the majority of points in the army.
- 1 Character from the faction that has made up the majority of points in your army, must be nominated to be the army Warlord.

## 3. HERO ARMY RULES

The following special abilities are given to player Character units 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'.

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

- **Destruction Incarnate:** When player Character units 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.

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

## 4. HORDE ARMY RULES

The Game Master will control the Horde at their discretion. Players may however wish to have the Horde be run by an 'AI' for a pure Co-Op experience. If so, we recommend using Poorhammer's 'Horde Mode' AI system. In either case, the Horde should be run with the following restrictions:

- The Horde army does not generate CP and may not use any Stratagems.
- The Horde army must be split into 5 battle round numbered waves. The first 3 battle round waves must be no more than 500pts. Battle round Waves 4 and 5 must divide the remaining points evenly.
- The first and second wave must include 2 Battleline units each and the third wave must include 1 Battleline unit. The fourth wave must include your Warlord unit.
- Your Warlord unit must seek to engage the enemy Warlord unit as quickly as possible, moving towards, shooting and charging them if able to do so.

## 5. CORE RULES CHANGES

When an Infantry Character unit is destroyed, place a marker where it was removed from play. Additionally, add the following Core Stratagem:

2 CP

### HEROIC RECOVERY

CORE - EPIC DEED STRATAGEM

**WHEN:** Your Command phase.

**TARGET:** One INFANTRY CHARACTER unit from your army that is below its starting strength or has been reduced to 0 Wounds and destroyed.

**EFFECT:** That unit immediately regenerates 2D3 Wounds. Allocate the number of Wounds rolled, beginning with models that have fewer than their starting Wounds remaining. Continue allocating Wounds to models until they are back to their starting strength. If all models have been restored to their starting strength, Wounds rolled may be allocated to a destroyed model in that unit, returning them to play with that many Wounds remaining. Models returned to play must have Wounds allocated to them until they are returned to their starting strength before assigning wounds to another destroyed model.

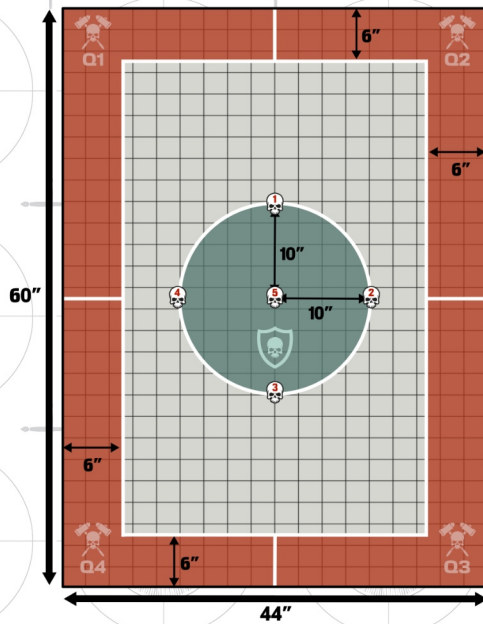
- In addition to generating 1CP every Command Phase, the Hero Army immediately generates 1CP for every Horde Army unit when it is destroyed. Note that this is not limited by the Gaining Command Points rule of 1CP a battle round in the Leviathan Rule Book.

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## DEPLOYMENT CRUCIBLE OF HEROES



## MISSION RULE ESCALATING THREAT

In the Deployment Phase, the Horde Army must set up waves 1-5 in Strategic Reserves. Up to half the units from each of waves 2-5 may be deployed in Deep Strike if they have that ability instead.

The Horde Army is the Attacker and takes the first turn.

### START OF EVERY BATTLE ROUND

The Horde Army deploys that battle round number's wave. Roll a D4 to determine which quarter that turn's wave deploys in.

Units arriving via Strategic Reserves must be set up wholly within the deployment zone of that quarter and may be set up within 9" of enemy units. These units may then move normally in the Movement Phase.

## PRIMARY MISSION EVACUATION ZONE

**Start of every Battle Round:** Roll 1D6. On a 1-5 the corresponding objective marker on the Crucible of Heroes Deployment is active for this Battle Round. On a 6, every objective is active for this Battle Round.

### FIRST BATTLE ROUND ONWARDS

**WHEN:** End of your turn.

The player whose turn it is scores 5VP for holding at least 1 active objective marker that turn.

### END OF GAME

**EVAC ZONE SECURED:** The army that has secured 3 or more active objectives throughout the game receives 20VP at the end of the battle.

## SECONDARY MISSION NO MERCY

### FIRST BATTLE ROUND ONWARDS

**WHEN:** End of your turn.

**PURGE THE FOE:** The player whose turn it is scores 5VP if 1 or more enemy units were destroyed this turn.

### END OF GAME

**SLAY THE WARLORD:** Score 20VP if the enemy Warlord is destroyed at the end of the battle.