

Battle Honours / Heroic Feats

[illegible]

Legendary Heroes

- Player must inform their opponent that they have a legendary hero or heroes in their list. Two are allowed per game.
- A player has to keep track of his Legendary heroes by himself.
- Each hero must play a game with each new skill before taking in a next one.
- lvl 0 effects will only come into play when the legendary hero has experience of 35 or more.
- LvL 0 Legendary heroes gets to choose their Warlord trait and gains the objective secured special rule. nothing else.
- For each level of a hero (levels added together) player has over his opponent, the opponent will get to re-roll one dice roll in the game.
- For each wound or limitation the hero has suffered in the previous game and that is in effect for the current game, the hero is counted as being a one level less for counts of how many re-rolls the opponent gets.

Slain

Each time a character that has been collecting experience in the game is slain in a game that is part of the campaign, roll on the table below. Add +1 to the roll for each surviving medic, sorcerer or apothecary after each battle for one slain character per medic etc. (no more than +3).

- 1 if slain in a challenge
- 1 if killed by instant kill, (does not stack with destroyer weapons)
- 2 if killed by a destroyer weapon

Table of Death roll d6

0 Out of Action. The hero is not available for the next d6 game's as he is treated for the grievous wounds. In addition roll again on this table with +1 modifier. If you roll this result three times in a row the hero dies permanently and a new one can be chosen.

1 roll thrice on the injury table, both apply to the next d4 battles

2 roll twice on the injury table, applies to the next d3 battles

3 roll on the injury table, applies to the next d3 battles

4 roll on the injury table, takes effect on d6 roll of 1 before each battle, lasts for d6 battles

5 roll on injury table, effect is for next game only

6 Lucky escape, no adverse effects

Injury table roll 2d6

- On 5+ drops one random relic on the battlefield.
- 2 Mortal Wound festers, roll on the death table with -1
- 3 Leg injured, Cannot run or turbo boost, and moves as in difficult terrain.
- 4 Weapon arm injured -1WS
- 5 Shield arm wounded, may not use additional weapon or shield. (reduce the cost of that weapon from his profile for the battles)
- 6 Torn muscle -1S
- 7 Injury prone -1T
- 8 Shoulder injured -1A
- 9 Slower reactions, I is halved, rounding up. If 2 or below, cannot fire overwatch
- 10, Refused to be hospitalized, seriously battered and weakened. -1W
- 11 Aiming eye damaged, -1BS
- 12 Serious head wound or Psychological trauma, will be lessened, Faith in own success and purity of purpose is faltering and trust in mental stability is on question. Losses the adamantium will, shall know no fear, fearless and stubborn special rules. -1ld to all friendly units inside 6", cannot act as a warlord anymore until healed.

Between battles:

Any skill gained may be changed, to change a skill the character will lose 1/2 the xp required to acquire that skill (the difference between the levels)

Experience can be earned in a battle by completing following categories.

Each category can only be completed only once per unit per battle if not stated otherwise;

- Survived the battle they fought in +40xp/50 if warlord
- Did not survive the battle (ran off the board) + 30xp
- Destroys enemy unit of total value over 150p (or several squads with total value over 200p) +10xp
- Killed enemy character in challenge +10xp
- Killed enemy independent character in challenge +20xp
- Killed enemy (tough guy) grandmaster/ Chaos lord / hero with more xp than yourself or named character in a challenge, heroic feat, +30xp
- Killed a monstrous creature or dreadnought +20xp
- Killed a super heavy +30xp
- Any change in weapons, equipment, numbers from the last battle participated in, -10 xp
- Acting beyond the Call of duty; used some weapon, power or skill to effect the game significantly, (killed a enemy unit or helped in it or saved a friendly unit. +10xp (bot players must agree on the unit)

Level	Ex required	Cost of skill	Skills will increase the model cost by following
1	100	5	Stats can be upped only once per stat per level skill. If a lvl 4 hero chooses two lvl 1 skills, one lvl 3 skill and one level 4 skill the model would cost 5pts+5pth+15pts + 20pts = costing then 45pts more than normal.
2	200	10	
3	400	15	
4	600	20	
5	900	25	
6	1300	25	

Level 1 Heroic Upgrades		Level 2 Heroic Upgrades	
Ability	Ability Type / Rules	Ability	Ability Type / Rules
+1 Ballistic Skill	(Stat Increase) : Up to BS 10	+1 Attack	(Stat Increase) : Up to A 5
+1 Initiative	(Stat Increase) : Up to I 10	+1 Strength	(Stat Increase) : Up to S 5
+1 Leadership	(Stat Increase) : Up to Ld 10	+1 Toughness	(Stat Increase) : Up to T 5
+1 Weapon Skill	(Stat Increase) : Up to WS 10	Empower (Psyker)	The Psyker generates one additional Warp Charge. Empower does <u>not</u> increase the Psyker's overall mastery level.
Acute Senses	(USR) : Per WH40k BRB	Feel No Pain (5+)	(USR) : Per WH40k BRB : Cannot be further upgraded by traits or relics
Adamantium Will	(USR) : Per WH40k BRB	Fleet	(USR) : Per WH40k BRB : Confers to Attached Unit
Counter Attack	(USR) : Per WH40k BRB	Psychic Dissonance (Psyker)	The Psyker expands his ability to Deny the Witch. Friendly units within 6" of the Psyker may use his Psyker level in all attempts to Deny the Witch. If the hero already has an ability similar to psychic dissonance (i.e. Space marine psychic hood), increase the range of the ability by 6" instead.
Crusader	(USR) : Per WH40k BRB	Furious Charge	(USR) : Per WH40k BRB : Confers to Attached Unit
Fear	(USR) : Per WH40k BRB	Hit & Run	(USR) : Per WH40k BRB
Master-Crafted	(Wpn Upgrade/Melee) : Per WH40k BRB	Infiltrate	(USR) : Per WH40k BRB
Monster Hunter	(USR) : Per WH40k BRB	Inspire (Champion)	Friendly units within 18" of the Hero may use his leadership value as their own.
Pinning	(Wpn Upgrade/Ranged) : Per WH40k BRB	Move Through Cover	(USR) : Per WH40k BRB
Rage	(USR) : Per WH40k BRB	Night Vision	(USR) : Per WH40k BRB
Rending	(Wpn Upgrade/Any) : Per WH40k BRB	Scout	(USR) : Per WH40k BRB
Stubborn	(USR) : Per WH40k BRB	Skilled Rider	(USR) : Per WH40k BRB
Twin-Linked	(Wpn Upgrade/Ranged) : Per WH40k BRB	Sniper	(Wpn Upgrade/Ranged) : Per WH40k BRB