

Player and army can collect experience to as many characters, vehicles or units that are troops as they want, but only for two Legendary units per game per player.

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

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

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 is 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. -1Id to all friendly units inside 6", cannot act as a warlord anymore until healed. Also drops all relics and relic items on the battlefield. The faction who retains control of the battlefield will gain the items.

Between battles:

Any skill gained may be changed, to change a skill the character will lose 1/3 the xp required to acquire that skill (the difference between the levels) or half, if the new skill is of lower level than the one being changed away.

Units that Can join together or separate during deployment: If emerging two different units with different skills, roll d6 for each skill, on 4+ that skill is not in use in the game, if both units have the same skill, no need to roll.

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 +40 xp / 50 if the warlord
- Did not survive the battle (ran off the board) + 35xp
- 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 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 player's must agree on the unit)

Skills will increase the model cost by following

Stats can be upped only once per stat per level skill.

Level	Ex required	Cost of skill chosen from this level
1	100	5
2	200	10
3	400	15
4	600	20
5	900	25
6	1300	25

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.

<http://www.gamermancy.com/custom-heroes-legendary-vehicles-and-xp.html>

Klaus Henrik Von Krieg

1th battle, survived the battle as general, killed a sergeant in challenge: 60xp

2th battle Were killed, didn't accomplish anything. +35xp

After a character is killed in a close combat. (It has to be some effort to go and capture an enemy leader) Leave the model on its side or place a token on the spot. This token will then work like a relic worth 1vp for the remainder of the game. If the character was bulky, the relic can only be moved 3inc, and if extremely bulky or monstrous creature, the character cannot be moved. If the character objective is controlled by the enemy at the end of the game, the character is then captured.

The player whose character has just been captured, may attempt to rescue his leader.

The next mission this character must be included as a prisoner as per Horus Heresy book 4. p227. Or plain and simple play a Liberation mission from Horus Heresy book 4. p227.

If played as part of a campaign, the defender may choose what tile is being attacked.

If the rescue attempt has failed the player controlling the prisoner may attempt at interrogation. The player that has captured an enemy character can roll d6 6+ they may extort tactical information from the character. Add +1 to the roll for each surviving psyker, renegade enforcer, commissar, greater daemon, dark apostle, inquisitor, chaplain, medic, or apothecary.

If successful the player may choose to gain preferred enemy for the army commander and his unit, +1 to choosing sides, +1 to who goes first, +1 to seize the initiative rolls or to ask to see the opponent's army list. The opponent must assemble 50% of his list and tell the units chosen. The interrogator player may then tailor and change his list accordingly.

Legendary hero or unit	Owner	Army	New skills	Experience	History	Wounds and injuries
Captain Överst	Esko	Raptors		-	Leads a squad of scouts in daring raids.	
Biker Captain x	Esko	Raptors		35xp		7 Injury prone -1T takes effect on d6 roll of 1 before next battle
Klaus Henrik Von Krieg	Esko	Renegades		125xp		
Cyrophaus Narthusa Bahadur	Esko	Word Bearers		35xp		

		51th War Host.				
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