

40,000 HEROES



Siegfried is an exemplar of Black Templar zeal, equal to a Marshal in his skill at arms, but has not been promoted as he tends to lead his squad into situations that only he alone manages to survive.

++ *Thought of the Day: For every battle honour, a thousand heroes die alone, unsung, and unremembered.* ++

++ Introduction ++

40,000 Heroes is a Warhammer 40,000 multiplayer expansion focusing on Custom Characters using Chapter Approved 2018's rules. It is designed for 3 or more players with each controlling a lone Hero.

++ Create Your Hero ++

Each player picks an unnamed CHARACTER datasheet with 9 Power Level or below that does not have the MONSTER or VEHICLE keywords from any Codex or supplement to be his Hero.

A Hero may pick any wargear options from his datasheet, but he does not get to use Warlord Traits, Relics, Command Points or Stratagems. He retains Faction-specific rules such as Chapter Tactics.

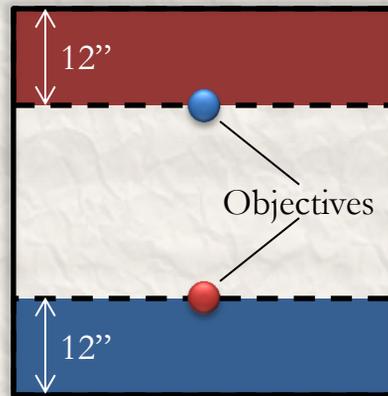
He may then choose 1 Custom Character ability from Chapter Approved 2018. For each Power Level below 9, he may have an additional ability (i.e. number of abilities = 10 – datasheet's Power Level).

For example, Siegfried is a Space Marine Captain in Terminator Armour. He takes a Thunder Hammer and Storm Shield as wargear. As a Black Templar, he can re-roll charge distances. At Power Level 7, he can get up to 3 abilities, so to reflect his survivability, he selects Hard to Kill, Indomitable and Resilient.

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++ Team Play Mission: Red & Blue ++

The players and their Heroes form 2 equal Teams, deploying on opposite sides 12" from the table edge. A small skirmish-sized 4' x 4' table is recommended. Each Team has an Objective 12" from their table edge along the centre axis, as shown in this diagram:



The Team that scores the most Victory Points from the following conditions at the end of 6 turns wins:

Killing a Hero: your Team scores 1 Victory Point each time a Hero from the opposing team is killed.

Holding the Objective: your Team scores D3 Victory Points for each of your Team's Heroes within 1" of the enemy's Objective (the one in their deployment zone) at the end of your Team's turns.

If a Hero dies, he "respawns" in his Team's deployment zone at the beginning of his Team's next turn, at least 9" away from enemies.

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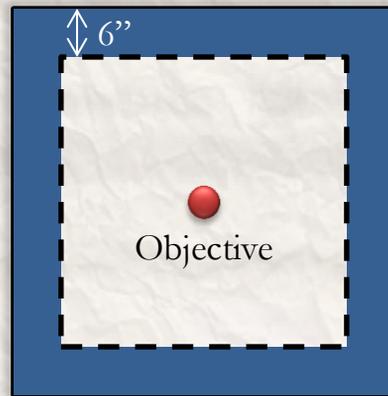


Remember Jenkins

we ARE Jenkins

++ Free For All Mission: King of the Hill ++

Each player pits his lone Hero against all the others. A small skirmish-sized 4' x 4' table is recommended. An Objective marker is placed at the centre of the table. Each player may deploy his Hero within 6" of the table edge, at least 9" from other Heroes.



The Hero that scores the most Victory Points from the following conditions at the end of 6 turns wins:

Killing a Hero: your Hero scores 1 Victory Point each time he kills another player's Hero.

Holding the Objective: your Hero scores D3 Victory Points if he is within 1" of the Objective at the end of your turns.

If a Hero dies, he "respawns" anywhere in the deployment zone at the beginning of his next turn, at least 9" away from enemies.

You're Alpharius.

*NO YOU'RE
ALPHARIUS³*