

WE COULD BE HEROES

JUST FOR ONE DAY

Deployment: Vanguard Strike

Mission: Crusade

Special Rules: Night Fighting, Reserves, Random Game Length, Fallen Heroes

Fallen Heroes: After deployment but before the first turn select one of the following heroes that your Warlord idolises. Place a dice showing which hero you chose (a 1, 2 or 3) and cover it with your hand. Then at the same time, both you and your opponent reveal your choice. Depending on your choice of hero, your Warlord is subject to different special rules, as below.

Hero	Rules
LEMMY	Overkill: Your Warlord and any unit he is joined to gain the Rampage special rule. Additionally the Warlord re-rolls all failed to-hit and to-wound dice while in a challenge.
	Ace of Spades: Whenever your Warlord fails a save of any kind on a roll of 1, they must immediately take another save of the same type or suffer a wound. If this save is also a 1, they must take a further save. Keep making saves until the result is not a 1.
BOWIE	I am a Laser: Whenever your Warlord and his unit fire a ranged weapon, increase the strength of their weapons by 1, to a maximum of 10.
	Starman: Whenever your Warlord and his unit fire a ranged weapon, all other friendly units within 6" count as having been hit with a weapon with the Blind special rule. Even units normally immune to this rule must test.
RICKMAN	Die Hard: Your Warlord gains the Feel No Pain and Eternal Warrior rules. If they already have the Feel No Pain rule they add 1 to their Feel No Pain rolls (a roll of 1 always fails).
	The Paranoid Android: Your Warlord and any unit he joins loses the Fearless rule, the Stubborn rule, and the And They Shall Know No Fear rule and cannot gain them or any reason counts as Leadership 8 for the purposes of Morale and Pinning checks, unless they would normally have a lower leadership. If your Warlord is from the Chaos Daemons codex, instead whenever they take a Daemonic Instability test, roll an extra d6 and add it to the total.

Turn 3 Victory Condition: Control more objectives than your opponent at the end of the 3rd game turn.

Total Victory: You win, and you control all objectives on the table.