

# Age of HeroHammer

A different way to play Age of Sigmar

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# 0. Intro

These rules or guidelines are meant to be used on top of the Age of Sigmar rules. It might not cover everything perfectly, which might even be by design so it's up to player discretion to fill these holes as they please and feel is suitable. These rules allow for any number of players in any scenario, and are probably most fun if the players come up with motivation of their own. The idea is to go on 'quests' - scenarios that are linked together - and develop their character (or characters) along the way.

What I had in mind when writing these rules were at least two players, one playing one (or more) heroes, and the other playing the "horde", Game Master-style. But that doesn't need to be true, instead each player could choose a faction and take turns playing the "horde" and heroes depending on the scenario itself. This could create as grand campaigns as the players want, even leading to their heroes becoming leaders of their own faction, moving on to a map campaign where they try to defeat the other players, using the scenarios as special undercover missions, while playing normal AoS games to represent huge battles - or it could be as simple as the players go on an epic quest for loot and experience trying to develop the most powerful hero they can. If taking the "Game Master"-approach however, I would suggest that the GM-player creates their own heroes - these are the nemesis of the "Party"-players. They can follow the exact same rules for progression as the other heroes, meaning they level up and gain items etc. But perhaps they don't need to use the follower-rules, instead they just have what the scenario specifies - representing that they might already be a recognised character. You might also want to start them on a slightly higher level, as the "villain" won't have as many opportunities to level up as the "party" does... but again, this is all ideas for how to develop your game!

# 1. Heroes

A Hero is a character with the stats given for the class below. A Hero always has the Keyword "Hero" in addition to any other keywords it might have (race specific ones etc). Also when the hero is on it's last wound it might take a special Ward Save (save that can be taken after a failed Armour Save) of 4+ - this is to represent the mighty hero's last effort. Also add a Charisma (CHA) value corresponding to race (see below). The hero starts at level 0.

Race	CHA	Racial Bonus
Human	1	
Dwarf	1	+1 Armour Save
Elf	2	+1 Initiative
Orc	1	+1 To Wound in Close Combat
Goblin	2	
Gnobblar	2	
Ogre	0	Impact hit: When hero charges roll a D6; on a 3+ target model suffers one wound
Vampire	3	
Undead	-1	
Troll	0	Regeneration: At the start of the Heroes Hero phase roll a D6, on a 4+ regain 1 wound previously lost in the scenario
Daemon (Khorne)	1	+1 To Wound in Close Combat
Daemon (Slaanesh)	3	+1 Attack in Close Combat
Daemon (Tzeentch)	3	+1 To cast if wizard

Daemon (Nurgle)	1	-1 To hit for opponents in Close Combat
Lizardmen 1	1	
Skaven	1	

## 1.1 Class Tables

Note: A "1" is always a fail when rolling dice (so no use to boost a weapon to lower than 2+)

Note: "+1 To Hit" etc are transferable between weapons, but can not be changed during the same quest

### Warrior

Start with:

Choose one:

a) Main weapon (one-handed CC-weapon):

4+ To Hit / 4+ To Wound / Rend 0 / 3 Attacks / Damage 1

Secondary weapon (one-handed CC-weapon):

5+ To Hit / 5+ To Wound / Rend 0 / 1 Attacks / Damage 1

b) Main weapon (two handed CC-weapon):

4+ To Hit / 4+ To Wound / Rend 0 / 2 Attacks / Damage 2

5 Wounds

5+ Armour Save

Level	Boost
1	+1 To Hit on one CC-weapon
2	+1 To Wound on one CC-weapon
3	Choose one: <ul style="list-style-type: none"> <li>1. "Second Wind" - Special ability allowing Hero to once per Battle regain all lost wounds</li> <li>2. "Dual Wield" - Gain an additional attack with all CC-weapons</li> <li>3. "Defend" - Special ability allowing Hero to instead of attacking boosting AS to a 2+</li> </ul>
4	+1 To Hit on one CC-weapon
5	Re-roll To Wound rolls of "1" on one CC-weapon
6	+1 To Initiative roll

7	<p>Choose one:</p> <ol style="list-style-type: none"> <li>1. "Mighty blow" - Replace all attacks with a single attack that has -3 Rend for one round</li> <li>2. "Endurance" - Add 1 W</li> <li>3. "Glorious charge!" - Gain special ability allowing you to run and charge the same turn</li> </ol>
8	Add -1 Rend to one CC-weapon
9	+1 To Hit on one CC-weapon
10	<p>Choose one:</p> <ol style="list-style-type: none"> <li>1. "Attack is the best defence" - Gain +1 to Initiative roll</li> <li>2. "Flurry of blows" - Once per game, double the amount of attacks</li> <li>3. "Endurance" - Add 1 W</li> </ol>

## Ranger

Start with:

Main weapon (shooting):

4+ To Hit / 5+ To Wound / Rend 0 / 2 Attacks / Range: 18" / Damage 1

Secondary weapon (CC):

5+ To Hit / 5+ To Wound / Rend 0 / 1 Attacks / Damage 1

5 Wounds

5+ Armour Save

Level	Boost
1	+1 To Hit on one ranged weapon
2	+1 To Wound on one ranged weapon
3	<p>Choose one:</p> <ol style="list-style-type: none"> <li>1. Gain ability Multi-shot. Does D6 Damage on one ranged weapon</li> <li>2. Gain ability Sniper. Replace all shooting attacks with one weapon with a single attack that has Rend -4.</li> <li>3. Gain ability Point Blank. If shooting when locked in combat, all shooting attacks against unit that the hero is locked in combat with are resolved at -3 Rend.</li> </ol>
4	+1 To Hit on one ranged weapon
5	+1 Attack with one ranged weapon
6	+1 To Wound on one ranged weapon

7	<p>Choose one:</p> <ol style="list-style-type: none"> <li>1. Gain ability Leading shot. If hero shoots at a target and hits, all units within 12" from the hero gains +1 to hit when shooting at the same target.</li> <li>2. Hero can run and shoot the same turn.</li> <li>3. If hero doesn't move this turn can fire one ranged weapon twice that turn (double A)</li> </ol>
8	+1 Attack with one ranged weapon
9	+1 Initiative
10	<p>Choose one:</p> <ol style="list-style-type: none"> <li>1. Hero can disengage from a combat and shoot the same turn.</li> <li>2. If hero wounds target, that model reduces it's AS by 1 for the rest of the game.</li> <li>3. Learn dodge. When hit in close combat may roll a dice, if 4+ hit is ignored.</li> </ol>

## Mage

Start with:

Main weapon (CC): 5+ To Hit / 5+ To Wound / Rend 0 / 1 Attacks / Damage 1

5 Wounds

6+ Armour Save

Keyword: Wizard

Magic Missile: Cast on 6+ Range: 18" Cause 1 Mortal Wound

Choose one:

- a) Pyromancer
- b) Summoner
- c) Druid

Level	Boost
1	+1 To Hit on one weapon
2	Magic Missile now cause D3 Mortal Wounds instead of 1
3	<p>Pyromancer: Learn spell Burning Hands; Cast on 6+. Hero gains +2 to wound, +2A, -2 rend and Damage D3 until the next hero phase</p> <p>Summoner: Learn Summon spell; Cast on 8+. Summon hero's level number of wounds worth of infantry models</p> <p>Druid: Learn Mystic Shield; Cast on x+. One unit gains +1 AS for one turn</p>
4	+1 to cast and unbind

5	Allowed to cast two spells per turn
6	Learn spell: Dispell magic; Cast on 8+. Remove all magic effects within 6" of the hero.
7	<p>Pyromancer: Learn spell Flaming shield; Cast on 8+. Cast on unit within 12". Enemy models in base contact with unit takes D3 damage (Rend -1) until hero's next hero phase.</p> <p>Summoner: Summon spell can now summon twice the hero's level number of wounds of either infantry or cavalry models</p> <p>Druid: Learn spell Heal; Cast on 8+. Heal D6 wounds on friendly model within 12" (includes self)</p>
8	+1 To cast and unbind
9	Allowed to cast three spells per turn
10	<p>Pyromancer: Learn spell Inferno; Cast on 10+. Chose a spot within 18". All models within D6+3" takes D3 Mortal Wounds</p> <p>Summoner: Summon spell can now summon either infantry, cavalry or monster</p> <p>Druid: Learn spell Flesh to Stone; Cast on 9+. Cast on a unit. Enemies attacking this unit gets -2 to wound against this unit for one turn</p>

## Priest

Start with:

Main weapon (one handed CC-weapon): 4+ To Hit / 5+ To Wound / Rend 0 / 3 Attacks / Damage 1

Shield (one-handed) +1 AS

5 Wounds

5+ Armour Save (so 4+ with the shield)

Level	Boost
1	Gain Keyword: Priest and Learn prayer Heal: Once per Hero phase may heal 1W within 3" of model.
2	+1 CHA for hero
3	<p>Choose one prayer to learn:</p> <ol style="list-style-type: none"> <li>1. Blessing: Once per Hero phase may pray for Blessing. Choose one unit within 12" and roll a dice, on 1-2 nothing happens on a 3+ this unit gets +1</li> </ol>

	<p>To Hit until the Hero's next Hero phase.</p> <ol style="list-style-type: none"> <li>Godly Fury: Once per Hero phase may pray for Godly Fury. Roll a dice, on a 1-2 nothing happens, on a 3+ the Priest may re-roll To Hit rolls until it's next Hero Phase.</li> <li>Smite: Once per Hero phase may pray for Smite. Roll a dice, on a 1-2 nothing happens, on a 3+ a unit within 12" suffers D3 Mortal Wounds.</li> </ol>
4	+1 To Hit on one weapon
5	May now attempt to pray and Unbind twice per Hero phase.
6	+1 To Wound on one weapon
7	<p>Choose one prayer to learn:</p> <ol style="list-style-type: none"> <li>Soulfire: Once per Hero phase may pray for Soulfire. Roll a dice, on a 1-2 nothing happens but on a 3+ roll a dice for each enemy unit within 3" of the hero; on a 4 or more they are struck by inner soulfire and suffer a mortal wound.</li> <li>Shield of Faith: Once per Hero phase may pray for Shield of Fate. Roll a dice, on a 1-2 nothing happens but on a 3+ a unit within 12" can roll a dice each time the unit suffers a wound or a mortal wound. On a 5 or 6, that wound is ignored. Lasts until the Priests next Hero phase.</li> <li>Forgefire: Once per Hero phase may pray for Forgefire. Until your next hero phase, increase the Rend characteristics of the Priests and all friendly models within 3" weapons by 1 (i.e. '-' becomes -1, -1 becomes -2 and so on).</li> </ol>
8	+1 To Wound on one weapon
9	May now attempt to pray and Unbind thrice per Hero phase.
10	<p>Choose one prayer to learn:</p> <ol style="list-style-type: none"> <li>Pray for Salvation: Once per Hero phase may Pray for Salvation. Roll a dice, on a 3+ a unit of D6 avatars of the Priests chosen god manifests with the following profile:  Move: 8" / Bravery 9 / 1W / 5+ AS  4+ To Hit / 4+ To Wound / Rend -1 / 3 Attacks / Damage 1  For each following Hero phase, roll a die for every summoned unit; on a 3+ the unit remains as usual but on a 1-2 the unit disappears.</li> <li>Battle Fury: Once per Hero phase may pray for Shield of Fate. Roll a dice, on a 1-2 nothing happens but on a 3+ all friendly units within 12" of the hero can re-roll failed To Wound rolls until the next Hero phase.</li> <li>Manifest God: Once per game in the Hero Phase may pray to manifest it's god. For the rest of the game the priest manifests it's god, and doubles its Attacks and Wounds and improves its AS to a 2+. May also re-roll all failed To Hit rolls and To Wound Rolls. At the start of each following Hero phase after the first roll a die: on a 2+ nothing happens, but on a 1 the Priest lose D3 wounds with no saves allowed.</li> </ol>

## Rogue

Start with:



Choose one:

a) Main weapon (CC):

4+ To Hit / 4+ To Wound / Rend -1 / 2 Attacks / Damage 1

Secondary weapon (CC):

5+ To Hit / 6+ To Wound / Rend -1 / 1 Attacks / Damage 1

b) Main weapon (Ranged):

4+ To Hit / 5+ To Wound / Rend 0 / 2 Attacks / Range 12" / Damage 1

Secondary weapon (CC):

5+ To Hit / 6+ To Wound / Rend -1 / 1 Attacks / Damage 1

5 Wounds

5+ Armour Save

Level	Boost
1	+1 To Hit on one weapon
2	+1 Initiative
3	Choose one: <ol style="list-style-type: none"> <li>Learn ability Backstab: may replace all attacks with a single attack that hits on 2+ and wounds on 3+ and has -3 Rend and Damage D3</li> <li>Sneaky: May roll an extra die when running and add the results to decide the distance.</li> <li>Learn ability Dodge: when an enemy model makes an successful attack (it wounds) against the Rogue roll a D6: on a 4+ the attack is ignored.</li> </ol>
4	+1 To Wound on one weapon
5	+1 Attack on all weapons
6	Re-roll all 1's when rolling To Hit
7	Choose one: <ol style="list-style-type: none"> <li>Sticky fingers: When recruiting mercenaries for gold, only pay half the price.</li> <li>Break free! After resolving a round of combat (battleshock test has been taken) may disengage for free. Pick a direction and move the Rogue 2D6" in that direction.</li> <li>Distraction! All friendly models locked in the same combat as the rogue gains an additional attack this round.</li> </ol>
8	+1 To Hit on one weapon
9	Learn ability Dodge: when an enemy model makes an successful attack (it wounds) against the Rogue roll a D6: on a 4+ the attack is ignored. If you already have dodge, this is improved to a 3+.
10	Choose one: <ol style="list-style-type: none"> <li>Suprise! When the Rogue charges or shoots an enemy may double the amount of attacks.</li> <li>Riposte! Whenever the Rogue is attacked in CC may make a single attack</li> </ol>

	<p>in return at the attacker.</p> <p>3. Marked for Death. Once per Hero phase may mark a single enemy model. Until this model is dead all friendly models re-rolls To Hit rolls against it.</p>
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## 1.2 Injuries

If a hero takes equal to or more wounds than their profile says the hero is taken out of action. After the scenario is finished, roll a D6 and apply the result:

1. Dead. The character is dead and all experience and items the character carried are lost.
2. Smashed knee. Permanently reduce MOV by 1.
3. Crippled. Permanently reduce "To Wound"-rolls by 1.
4. Dazed. In the next scenario, at the start of each turn roll a D6: on a 1 the hero is confused and can't take any action this turn. Any other result means the hero acts as normal.
5. Injured. Suffer a -1 W on the character in the next scenario .
6. Full recovery. No ill effects suffered!

## 1.3 Gain experience

If a hero slays an enemy model the hero gains the number of W of the slain model in experience. Level up as follow:

Level 1:	8
Level 2:	17
Level 3:	35
Level 4:	50
Level 5:	65
Level 6:	80
Level 7:	110
Level 8:	145
Level 9:	175
Level 10:	200

## 1.4 Gain gold

If a hero slays an enemy model the hero gains that models wounds times ten amount of gold. If the slain model was a dwarf multiply by twenty instead. If the slain model was undead or Daemon they didn't carry any gold at all, so gain no gold.

## 1.5 Weapons / Equipment

A hero can at most have 2 weapons at any time. A hero may never have more than one of the same equipment. Note that weapons are one handed or two handed, a hero can thus

only use as many weapons as they have hands for in a single turn. Note that some equipment also takes a hand (like a shield).  
How to apply a weapon profile: Simply add the profile on top of the base stats of the hero.

Example:

A Warrior on level two has this profile for the main weapon (if chosen to improve the main weapon for the level ups):

Main weapon (one-handed CC-weapon): 3+ To Hit / 3+ To Wound / Rend 0 / 3 Attacks / Damage 1

So if this hero equips a 1-handed Magic Weapon +3 the attack profile will be:

Main weapon (one-handed CC-weapon): 2+ To Hit / 2+ To Wound / Rend -1 / 3 Attacks / Damage 3

## Generic magic weapons

1-handed Magic Weapon +1

Range 1" / +1 To hit / +1 To Wound / Rend - / Dmg +1

1-handed Magic Weapon +2

Range 1" / +1 To hit / +1 To Wound / Rend -1 / Dmg +1

1-handed Magic Weapon +3

Range 1" / +1 To hit / +1 To Wound / Rend -1 / Dmg +2

2-handed Magic Weapon +1

Range 2" / +1 To hit / +1 To Wound / Rend -1 / Dmg +2

2-handed Magic Weapon +2

Range 2" / +1 To hit / +1 To Wound / Rend -2 / Dmg +2

2-handed Magic Weapon +3

Range 2" / +1 To hit / +1 To Wound / Rend -3 / Dmg +3

Magic Bow (2-handed) +1

Range 24" / +1 To hit / +1 To Wound / Rend -1 / Dmg +1

Magic Bow (2-handed) +2

Range 24" / +1 To hit / +1 To Wound / Rend -2 / Dmg +2

Magic Bow (2-handed) +3

Range 24" / +1 To hit / +1 To Wound / Rend -3 / Dmg +2

## Generic Equipment

Shield (one handed)

Improve AS by +1

Magic Shield (one handed)

Improve AS by +1 and re-roll AS rolls of 1.

Boots of Haste

+1 Movement

Lucky Charm

Once per turn may re-roll one die

Potion of Health

One use only. In the Hero phase may recover D3 Wounds lost earlier in the battle.

Potion of Invisibility

One use only. Used in Hero phase, hero turns invisible until the hero's next hero phase. While invisible can't be attacked or detected. (Note that auto-hits may still harm the hero)

Rope

Hero can climb twice of it's MOV-value. (may not be used with a mount)

Torch

LOS is twice as long as normal in darkness (special scenario rules)

## 1.6 Mounts

Mounts can either be normal (horse, wolf, boar etc) or monstrous (dragon, wyvern etc). A normal mount can always be bought for 200 gold. It gives the character an increased movement, extra wound(s) and an extra attack profile (as per the mount profile).

A monstrous mount must be earned by a special quest (see scenarios below). Once gained you add the monsters profile to your heroes profile.

Some common mounts

Horse

+1 W / Move 10"

Hooves: Range 1" / Attacks 2 / To hit 4+ / To Wound 4+ / Rend - / Dmg 1

Elven steed

+1 W / Move 14"

Hooves: Range 1" / Attacks 2 / To hit 4+ / To Wound 5+ / Rend - / Dmg 1

Cold one

+1 W / Move 10"

Cold One's Ferocious Jaws: Range 1" / Attacks 2 / To hit 4+ / To Wound 3+ / Rend - / Dmg 1

Boar

+1 W / Move 9"

Tusks: Range 1" / Attacks 2 / To hit 4+ / To Wound 4+ / Rend - / Dmg 1

SPECIAL: Re-roll failed to wound rolls if charged

Wolf

+1 W / Move 12"

Jaws: Range 1" / Attacks 2 / To hit 4+ / To Wound 4+ / Rend - / Dmg 1

SPECIAL: Pile in 6" instead of 3"

Spider

+1 W / Move 8"

Fangs: Range 1" / Attacks 2 / To hit 4+ / To Wound 4+ / Rend - / Dmg 1

SPECIAL: On a to hit roll of 6 automatically inflict a mortal wound

Note: Rules for all mounts can be found on GW's homepage.

## 2. Henchmen / Mercenaries

Henchmen and grunts are basically any unit in AoS. They can be recruited or hired in two different ways, either you pay them or you coerce them to join you. If they join you they always stay for an entire quest (unless a scenario specifies otherwise).

### Hire Mercenaries

Mercenaries cost 50 gold per wound to hire per quest. Also models killed by hired mercenaries does not generate gold for the hiring hero.

### Coerce henchmen

If you're short on gold you can try to convince some to join you. To do this you make a roll-off against your opponent and add your hero's CHA-value to the roll. If your hero is of another faction than the models they try to hire add +3 to the opponent's roll. Also add +1 to the opponent's roll for every 10 wounds the hero is trying to hire. Models that are coerced to join will add gold for slain enemies, but instead of giving the usual amount to the hero instead create a pool, at the end of each quest divide the total amount of gold by the number of models that survived. This is the amount of gold the hero gains (all spoils divided equally!).

Example:

A Human hero wants to hire 3 Stormcast Liberators. They are 2 wounds each, and thus the hero can either pay them  $50 \times 6 = 300$  gold or try to coerce them to join. In that case the human has a CHA value of 1, the Stormcast Liberators are also of the Order faction and the number of wounds are less than 10. So the hero rolls  $D6+1$  and the opponent rolls  $D6$ . If the hero rolls higher the 3 Liberators join the hero for the next quest.

A Vampire hero wants to hire 15 Empire Militia. Militia are 1 wounds each and belongs to Order, while the Vampire belongs to the Death faction. Vampires has a CHA of 3 however, so the different factions are offset by that. 15 is still higher than 10 however so the opponent gains +1. So the Vampire rolls  $D6+3$  and the opponent rolls  $D6+4$ .

## 3. Scenarios

The idea is to play scenarios linked together, this is called a quest. If a player completes (achieves the win-condition) in each scenario of a quest they're awarded with the quest reward. A scenario can be played outside a quest however (if short on time or simply want to gather experience and gold).

### Scenario: Travelling the lands for Fortune and Glory

The heroes are travelling across the lands to some destination that will lead them to fortune and glory! This scenario can also be used as a "transition" in a longer quest.

The hero(es) set up somewhere along one of the short table edges and needs to get within 6" of the opposite short table edge. Set up terrain in a suitable manner.

The "horde" consists of basic soldiers of an opposite faction from the heroes. The horde has 10 times as many wounds as the heroes. Divide the horde into two equal groups. These groups can not deploy within 24" of each other.

Note: This scenario is easily modified to include hero groups of opposite factions. Then the two groups can travel in opposite directions for example. Also if used in a quest, it might be interesting to add some special rules that suit the storyline, for example if the heroes travel across a graveyard it could be a good idea to add rules for zombies that rise from their graves etc...

### Scenario: Beat 'em up!

Some good ol' action. Simply set up two groups of opposing heroes (and their hirelings) and play a deathmatch following the normal rules for AoS.

### Quest: Taming the Beast

Quest reward: Hero gains monstrous mount

#### Scenario 1: Travel to the realm of the beast

This mysterious and mighty beast lives in some far away location that's not easy to reach. The journey there is an adventure in itself!

Play the scenario Travelling the lands for Fortune and Glory above.

#### Scenario 2: Into the Lion's Den

Once our hero(es) have reached the den of the beast the most difficult part of the quest remains! To tame the beast!

The hero wishing to gain the monstrous beast must defeat the beast in combat! The hero can bring help, but it is important that the last wound is dealt by the hero that wishes to gain the mount. If another model deals the last wound the beast is instead slain (and thus gives experience as normal if appropriate).

## Quest: Hunt for the Epic Loot

Quest Reward: Hero gains one Lucky Charm

### Scenario 1: At the tavern

The hero(es) hear a voice cutting through the loud talk at the tavern, something about some magical artefact... but before they hear any more a huge brawl erupts at the tavern!

In this scenario the hero(es) can not hire any mercenaries. They're on their own.

This scenario is set in a 3'x3' board representing a tavern or beer garden or such. The important thing is that there's a marked exit point at one table edge.

The horde consists of infantry sized models who are all on their own (no units in this scenario!). It should be around ten times as many wounds on the horde's side as the heroes. When it's the hordes turn each model must roll a die: if the result is a 1-3 it MUST charge the closest model no matter what side it's on (he said something about your mother!). On a 4+ the player controlling the horde may move and act with the model as normal.

The Heroes goal is to reach one model which is placed in the middle of the board, make sure it survives and escort it out of the tavern (reach the marked area along one table edge). This model has 5W and no save and will move D6" in a random direction (roll a scatter die) at the start of the horde player's turn.

The heroes may deploy anywhere on the board that is further away than 12" from the target model. The horde deploys anywhere it likes.

### Scenario 2: Onwards to glory!

So you found out where the treasure is, now you only need to get to it!

Play the Travelling the Lands for Fortune and Glory above with the following addition:

After the first turn roll a D6 and add the current turn number. If the result is 5 or more an additional unit consisting of five times the wounds of the heroes turn up from the same table edge that the heroes deployed on. Another group heard of the artifact, and they want it too!

Note: This new force isn't necessarily friendly with the horde that deployed on the board. But that depends on your resources...

### Scenario 3: Crawling the Dungeon

Getting close to the destination, you can almost smell the treasure! All you have to do is pass through this smelly dungeon... what could possibly go wrong?

Set up a board with lots of terrain, ideally the layout should be like a maze or labyrinth.

Come up with a theme that suits you, either a dark cave with a guarding monster or a wonky wizard-tower.

The horde player sets up first and deploys ten times the wounds of the heroes in infantry sized models. The horde player also deploys one model that's either a hero or a monster. This is the big bad of the scenario. After this is done the horde player may also secretly mark 6 spots anywhere on the board (either use tokens and take a picture or draw a quick map to remember where they are). These spots represents traps. Whenever model on the hero side gets within 3" of this spot, roll a dice. On a 3+ the trap is sprung and on a further 3+ the model takes one mortal wound.

The heroes set up on the opposite side of the board as the horde. Their goal is simply to slay the big bad boss on the other side.

Note: If you choose to set this scenario in a dungeon or cave you may want to use special rules for darkness: No model can see further than 12", and thus not target any model outside of 12". (A torch might improve this, see item list)

### Quest: Summoning the power!

Quest Reward: Gain access to allies

Scenario 1: Steal the scroll!

Scenario 2: Find the entrance!

Scenario 3: Defend the Ritual!

Scenario 4: Vengeance!

### Quest: The sword in the stone

Quest Reward: Hero gains one +1 Magic Weapon of their choice

Scenario 1: Enter the Dungeon

You've heard that inside this dungeon there's an epic weapon and you really, really want it. You have to have it. It's your precious...

Set up a normal board. Along one of the long table edges is a 6" long entrance to the dungeon/castle/etc. The horde deploys ten times the heroes wounds within 12" of the board edge that contains the entrance. The heroes deploy on the opposite board edge.

The hero that wishes to win the magic weapon must reach the entrance, if it does so they win.

Scenario 2: Defeat the Guardian

Okay, so you got in. Now you just have to defeat the Guardian... mano-e-mano. No problem, eh?



The hero wishing to win the magic weapon must defeat a model of similar strength (ie about the same number of wounds) in single combat. Set up the two combatants within 18" of each other and duke it out.

**Quest: Storm the Castle!**

Quest Reward: Hero gains one +2 Magic Weapon of their choice and 500 gold

Scenario 1: Sneak in!

Scenario 2: Storm the Gates!

Scenario 3: Defend the Hero!

Scenario 4: Defeat the Vault Guardian!

## 4. Character sheet

Note: Don't forget to add keywords for your race and class etc

**Name:**

Class:

Race:

Keywords: Hero,

Level:

Experience:

Gold:

Move:

Wounds:

Bravery:

Save:

Charisma:

Mount:

Equipped weapons:

Name

Range

Attacks

To Hit

To Wound

Rend

Damage

Inventory:

Special Skills:

Notes: