

# Age of Heroes Extra<sub>mk1.4</sub>

*This booklet contains extra rules, missions and upgrades for **Age of Heroes** so you'll need a copy of that booklet to use the contents of this one. Feel free to pick and choose what you'd like to use, remember it's all about the fun so...**just have a blast!***

## **Extra Rules**

Here are a few extra rules and further clarifications for your games of **Age of Heroes**, to add a bit more detail.

**Charging** If a charging model fails to reach their chosen enemy then they must still move the maximum distance they are able, towards their target.

**Split Shooting & Fighting** If a model can roll multiple dice when performing either a Fight or Shoot Roll then they may choose to split them between targets; simply nominate how many dice for each target and then roll as normal. Fight Rolls may only be split if there are two or more enemy models in base contact, while Shoot Rolls may only be split between two or models within 10cm of the first target.

**Obscuring Terrain** Just like your warriors, some terrain is denser than others! There are two types of terrain that can obscure your models from shooting; soft terrain (such as hedges, trees and long grass) confers -1 to the Shoot Roll while hard terrain (such as rocks, walls or buildings) confers a -2 to the Shoot Roll.

**Difficult Ground** Some terrain can be difficult to traverse, slowing down those who cross it; models moving across such terrain may not Run. Players should agree beforehand which terrain is Difficult Ground but as a guide this includes such features as rubble, ponds and rivers, as well as any surface that players agree can be climbed upon.

**Jumping** Models may jump any gap up to half their Move Stat; but there is always a chance they'll fall; the jump is successful on a D6 roll of 2+ but should you roll a 1 the models falls. For every 3cm the model falls they must pass an Armour Roll or else lose a Health Point.

**Elite Warbands** Players may wish to build a smaller elite warband; for each Warrior you drop from your warband you may choose an extra upgrade. So, if you have 4 models in your warband then you may pick 6 upgrades, if you have 3 models you may choose 7 upgrades and so on.

## Missions

*Allow me to present you with a small selection of characterful missions for you to play through, though remember feel free to adapt them and make up your own.*

**Run Away!** Should a warband lose enough models there is a chance they will panic and Run Away; if a warband's total Health Points drop to below half their starting total then at the start of the next turn they must roll 2+ on a D6 or they will Run Away; the following turn they will have to roll 3+ on a D6 and so on until the game ends or the warband Runs Away.

### **Mission – *Fight! Fight! Fight! Fight!***

*This mission is a classic punch up...both players deploy their forces and kick the snot out of each other!*

**Terrain** Place a good amount of terrain with plenty of sight blocking pieces.

**Deployment** Players should Roll-Off with the winner choosing to deploy first or second. The first player to deploy chooses an edge of the battlefield and places their models up to 10cm on from that edge; the other player then deploys their models up to 10cm on from the opposite edge.

**Victory** At the end of the fifth turn the player with the most Health Points still on the board wins but, if all your models are removed before this or your warband Runs Away then you loose!

### **Mission – *Get to the Transport!***

*In this mission one warband is desperately making for their transport, whether it be a rocket ship or a rowing boat, but their foes are hot on their heels...*

Players should agree who is attacking and who is defending, alternatively just roll a dice; 1-3 the player who rolled the dice is the attacker, 4-6 they are the defender.

**Terrain** First pop a suitable transport in the centre of one board edge then continue to place a good amount of terrain over the rest of the board, making sure to use plenty of sight blocking pieces.

**Deployment** The defending player deploys their warband up to 15cm on from the board edge opposite their transport. The attacking player then moves their models on from the adjacent sides of the board in the first turn.

**Victory** At the end of the fifth turn, if half or more of the defender's total starting Health Points have made it to their transport, or the attacker's warband has Run Away, then they win! Any other result is a win for the attacker. Defending model's that make it to the transport get on board but may continue to be activated as normal.

## **Mission – Protect the VIP!**

*One warband has been charged with getting an important character safely off the board while the other is eager to grab them...*

Players should agree who is attacking and who is defending, alternatively just roll a dice; 1-3 the player who rolled the dice is the attacker, 4-6 they are the defender; the attacker automatically wins the first turn.

**Terrain** Place a good amount of terrain with plenty of sight blocking pieces, perhaps place a building or a crashed shuttle in the boards centre.

**Deployment** The defending player places the VIP and their warband within 20cm of the centre of the board. The attacking player will then move their warband on in the first turn.

**VIP** The VIP is a non-combatant with a Move Stat of 10cm; they cannot shoot, fight or be targeted by such in return. Apart from this they are treated as a member of the defenders warband. However, if an attacking model moves into base contact with the VIP then they have been captured, though the VIP can only be captured if there is no defending model in base contact at the same time.

Once captured the VIP must then stay in base contact with the attacking model. If the captor is removed as a casualty or charged by a defending model then the VIP can escape when they are next activated.

**Victory** The victory conditions here are simple...if the defender gets the VIP off the board or if the attacker Runs Away then the defender wins! Any other result is a win for the attacker.

## **Mission – Cut Off the Head!**

*Maybe it's a grudge match or maybe an assassination attempt, either way both players are trying to take out their opponent's Hero...happy hunting!*

**Terrain** Place a good amount of terrain with plenty of sight blocking pieces.

**Deployment** Players should Roll-Off with the winner choosing to deploy first or second. The first player to deploy chooses a corner of the battlefield and places their models up to 15cm on from that corner; the other player then deploys their models up to 15cm on from the opposite corner.

**Victory** The first player to remove their opponent's Hero is the winner. Otherwise the player whose Hero loses the most Health Points loses. If there is no clear winner then both players should hang their heads in shame!

# New Upgrades

Here are a few more upgrades for use in your games of **Age of Heroes**.

- **Inventor** *This model has an uncanny skill with technology or can mutate their flesh at will; they may spend an activation changing one upgrade to another; can't be used with Runt, Shuffle, Swarm, Big Guy or Infected.*
- **Long Ranged** *Increases range to 40cm; can't be combined with Grenades or Spray.*
- **Swarm** *Some warbands use swarms of tiny creatures that can be difficult to target; -1 to Shoot and Fight Rolls when targeted; can't be combined with Runt, Shuffle or Big Guy.*
- **Runts** *This upgrade allows you to field diminutive warriors or runts; you essentially swop one Warrior for two smaller runt models; can't be combined with Swarm, Shuffle or Big Guy.*

	Move	Shoot	Fight	Health	Armour
Runt	10	5+	5+	1	6+

- **Push-Back** *Attacks from this weapon are powerful, thudding into their target and knocking them back; if hit, the target is pushed D6cm directly away from the shooter, this is in addition to any Health Points lost.*
- **Grenades** *This model carries a supply of hand held grenades, some are designed to pierce even the heaviest armour or explode and shred foes over a larger area while others obscure their target. The wielder must choose which one type of grenades they carry (see relevant upgrade) Obscure, Piercing or Explosive; Range 15cm.*
- **Obscure** *This model can summon a cloud of smoke or dust; pick a point within range and place a 12cm diameter template centred over this point. Models may not shoot through the template. The effect lasts until the shooter is next activated, then the template is removed.*
- **Camouflage** *This model blends into their surroundings; if targeted by shooting, the Shoot Roll is always reduced by 1. Should the model be obscured by terrain then the Shoot Roll will be reduced by 2; can't be combined with Big Guy or Rider.*
- **Regeneration** *In addition to the rules from the **Age of Heroes** booklet, if a model with Regeneration is reduced to zero Health Points lay them on their side rather than remove them. When the model is next activated you may attempt to recover a lost Health Point as usual; if successful stand the model up and they may only Move & Shoot this turn, but if they fail, remove the model as a casualty.*