

THE SOLO HERESY

A Warhammer 40K variant for 1 player alone, or 2+ playing cooperatively.

by Nicholas Musurca (nick.musurca@gmail.com)

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*“But the prisoners,” I pressed him again. “What have you done with them?”
“I have discovered a new use for the servitor apparatus,” the Adept said, smiling at me with bone-white teeth.*

He was only too happy to demonstrate his machine to me. He threw the switch, and I recoiled in horror as the Chaos Marine—whom I had just slain—rose from his slab. But there was no recognition in his milky gaze; only a deep and cruel indifference.

“I remove most of the brain, you see,” the Adept continued. “But by programming rudimentary behaviors for their bodies, I give them a simple kind of intelligence. Predictable, yes, but quite relentless en masse. You will see...”

All around me, bodies began to stir under their sheets. The dead Traitor took a step toward me. I saw now the chainsword in his hand.

Emperor forgive me—I fled. But I swore to return with an army of my own, to burn the Adept atop the bodies of his abominable creatures...

— from the private letters of Inquisitor Arabella

INTRODUCTION

Let’s face it: it can be hard to find an opponent for Warhammer 40K. But now you can play by yourself, using simple rules to automate the deployment and behavior of your enemy’s army.

Heresy? No. It's not quite the same as playing against a human partner, but it's useful if you're still learning the game, want to practice with an unfamiliar army, or simply want to have fun playing 40K on your own. You can also use these rules to play cooperatively with your friends against the "A.I."

Rules for automating units have appeared in the Warhammer world before (see the Epic 40K rules for Imperial Robots and Ork "Natural Instincts," or the Legio Cybernetica in "White Dwarf" #104), but I have attempted to simplify these ideas to make them easy to remember and implement, using nothing more than the 7th Edition rules and the scatter die required for a regular game of 40K.

Enjoy!

GAME TYPES

You can play The Solo Heresy in one of three ways:

— **Solo**

One player fights the enemy horde alone.

— **Cooperative**

Two or more players work together against the enemy horde, sharing Victory Points / Kill Points.

— **Cooperative / Competitive**

Two or more players fight against the enemy horde, but all try to win the glory for themselves. Each player attempts to win the most Victory Points / Kill Points, and does not share with the others. You may not directly attack other players, nor can you claim an objective that another player is holding.

SETTING UP THE GAME

- 1) Choose one of the following Mission Types for your game:

<u>Mission Type</u>	<u>Objective</u>	<u>Special Rules</u>	<u>Difficulty</u>
Exterminatus	Score more Kill Points than the enemy.	<i>Night Fighting, Reserves</i>	Easy
Raid	Score 4 Victory Points. The player holds 3 Tactical Objective cards at all times.	<i>Night Fighting, Mysterious Objectives, Reserves, Slay the Warlord, First Blood, Linebreaker</i>	Medium
Victory or Death	Score more Victory Points than the number of Tactical Objective cards still in your hand at the end of the game. The player holds a number of Tactical Objective cards opposite to the current turn number, starting with 6.	<i>Night Fighting, Mysterious Objectives, Reserves, Slay the Warlord, First Blood, Linebreaker</i>	Hard
Eye of Terror	Score more Victory Points than the number of Tactical Objective cards remaining in your hand at the end of the game. The player holds a number of Tactical Objective cards equal to the current turn number.	<i>Night Fighting, Mysterious Objectives, Reserves, Slay the Warlord, First Blood, Linebreaker</i>	Very Hard

2) Set a point limit, and create your army. If you're playing with friends, divide the point limit equally amongst yourselves. (If you are mixing factions, you should observe 7th Edition rules about Allies to keep it interesting.)

3) Create an enemy army with an equal or higher point limit—anywhere between 100-125% of your own.

- 4) Choose the enemy Warlord, and roll for his Personal and Command Traits. Ignore Strategic and Tactical Traits.
- 5) Determine your deployment zone by rolling for it or simply deciding on it ahead of time.
- 6) Place 6 Objective Markers in interesting places on the battlefield anywhere outside of your deployment zone. This can include sites that would normally be in a human opponent's deployment zone in a "normal" game of 40K.
- 7) For each of the 6 Objective Markers on the battlefield, roll a scatter die and use the directional arrow to place a correspondingly numbered **Enemy Spawn Marker** 2D6" from it. (This marker can be anything roughly the size of an objective marker or smaller—a quarter, for example.)
If the scatter die hits or the Spawn Marker would end up outside of the battlefield, reroll the die.
- 8) You should now deploy your army in your deployment zone. If you are playing with friends cooperatively, you may either alternate unit placement, roll dice to determine order, or simply work out your own deployment order amongst yourselves.
- 9) If you decide to play with an optional Challenge Event, roll for that now. (See "Challenge Events" below.)
- 10) Decide whether you will be playing with Battlefield Events. (See "Battlefield Events" below.)
- 11) Perform the first Enemy Spawning Phase. (See "The Enemy Spawning Phase" below.)
- 12) You may now deploy Infiltrators or redeploy Scouts.
- 13) Draw Tactical Objectives if needed for this Mission Type. (In a **Cooperative/Competitive** game, each player draws their own Objectives.)
- 14) Roll D6. On a 4+, you will take your turn first. Otherwise, the enemy goes first. (You may attempt to seize the Initiative if you want.)

THE ENEMY SPAWNING PHASE

The Enemy Spawning Phase occurs once during the initial setup of the game, and again at the beginning of each enemy turn prior to the Movement Phase if the enemy still has units in reserve.

- 1) For each enemy unit in reserve, roll D6 to determine whether it spawns. On a 5+, the unit stays in reserve this turn, but otherwise the unit spawns.
- 2) If the unit spawns, roll D6 to determine which Enemy Spawn Marker the enemy unit spawns near.
- 3) Determine the exact location the unit spawns by rolling a scatter die. If the roll scatters, spawn the unit 2D6" away from the selected Spawn Marker in the direction of the arrow. Otherwise the unit spawns directly on the marker.
- 4) Finally, determine the unit's Enemy Type by rolling D3 and referring to the following table:

<u>D3 Result</u>	<u>Enemy Type</u>	<u>Behavior</u>
1	Erratic	<p><u>MOVEMENT PHASE:</u> This unit moves randomly in a direction determined by the scatter die. If the roll scatters, the unit attempts to move D6" in that direction. Otherwise the unit stays put for the turn. The unit will always face the closest player-controlled unit within line of sight.</p> <p><u>SHOOTING PHASE:</u> This unit will fire all available weapons, starting with its most effective, at the closest player-controlled unit in range.</p> <p><u>ASSAULT PHASE:</u> If this unit can assault and a player-controlled unit is within 7", roll D6. On a 4+, the unit will attempt to charge it.</p>

2	Tactical	<p><u>MOVEMENT PHASE:</u> This unit always moves toward the nearest objective marker at its normal speed. Once it controls an objective, it will move only to keep the nearest player-controlled unit within line of sight if it can do so without breaking control of the objective.</p> <p><u>SHOOTING PHASE:</u> If there is a player-controlled unit within line of sight, this unit will fire all available weapons, starting with its most effective, at the closest player-controlled unit. Otherwise, if the unit has not reached an objective, the unit will instead attempt to run toward it.</p> <p><u>ASSAULT PHASE:</u> If not controlling an objective, this unit will always attempt to charge the nearest player-controlled unit within 7" that has a weaker Weapon Strength rating.</p>
3	Berserk	<p><u>MOVEMENT PHASE:</u> The unit always moves normally toward the nearest player-controlled unit. (If the unit is a vehicle and there are no player-controlled units with line of sight, the unit will move at Cruising Speed.) It will stop moving when it is within 6" of a player-controlled unit, or within range of all of its weapons if it cannot charge.</p> <p><u>SHOOTING PHASE:</u> This unit will fire all available weapons, starting with the most effective, at the nearest player-controlled unit in range that carries the highest-strength weapon.</p> <p><u>ASSAULT PHASE:</u> This unit always attempts to charge if it can do so and a player-controlled unit is within 7".</p>

You may also choose to skip the die roll and assign a fixed Enemy Type to a particular unit if it makes sense within the narrative of the campaign. For example, a squad of Chaos Cultists might always be **Erratic**, or Tyranid Hormagaunts might be always be **Berserk**.

You should feel free to create your own Enemy Types and behaviors to model different opponent personalities, or to account for the quirks of unique unit types.

THE ENEMY TURN

The Enemy Turn works exactly like a human player's turn, but the actions of each unit are determined by following the behavior dictated by its Enemy Type in each phase. The exception is the enemy's Psychic Phase, which is skipped entirely. (The players of course may play their own Psychic Phase.)

During each phase, choose each enemy unit in the order that it was originally spawned, and follow the instructions given for its behavior. When moving, simply move the unit in a straight line unless that would put it in Dangerous or Impassible Terrain, in which case you should move the unit around the obstacle taking the shortest route available to its destination.

7th Edition 40K rules apply to all other actions. If there are applicable special rules or abilities that would require the enemy to make a choice, they should be ignored entirely for the sake of simplicity.

THE PLAYER'S TURN

Your turn works just as it does in a normal game of 40K. If playing a **Cooperative** or **Cooperative/Competitive** game, you should roll off at the end of the setup phase to determine the order in which players will take their turns.

VICTORY CONDITIONS

Solo Heresy games are slightly longer than regular 40K games. Beginning on Turn 6, roll D6. On a roll of (Turn Number - 3)+, the game continues. Otherwise, it is over.

When the game ends, evaluate the objectives for the current Mission Type, and determine whether you have won the day, or been defeated by the servitor horde.

In a **Cooperative/Competitive** match, the winner is the player with the most Victory Points at the end of the game, or the most Kill Points if playing **Exterminatus**.

CHALLENGE EVENTS

While setting up the game, you can choose to begin with a **Challenge Event**, an unexpected complication that will change the course of the battle.

To determine the challenge, roll D6 and refer to the following table:

<u>D6 Result</u>	<u>Event</u>
1-2	<u>Nothing</u>
3	<p style="text-align: center;"><u>Bombardment</u></p> <p>The enemy is supported by a walking artillery bombardment, forcing you to advance or be destroyed. This new Bombardment Phase begins just before the player's movement phase on Turn 2.</p> <p>Place three Large Blast markers in the vertical center of your Deployment Zone and horizontally equidistant from each other. Scatter each marker by 2D6". Any units underneath a Large Blast marker are considered hit by an Artillery Shell with S 10, AP 2.</p> <p>Leave the markers on the field, and roll D6 before the player's movement phase on the next turn. On a 6, the bombardment stops. Otherwise, scatter the markers again and roll To-Wound on any units hit. Repeat this for future turns until the bombardment stops or the game is over.</p> <p style="text-align: center;">If a marker scatters off the battlefield, remove it from play.</p>

4	<u>Quagmire</u>
	During the Deployment Phase, roll D6 for each of your units. On a 5+, the unit has failed to mobilize in time and must be placed in reserve.
5	<u>Mine Field</u>
	When any of your units tries to run, roll D6. On a 6, one soldier of your choice in that unit steps on a Land Mine with S 6, AP 4, and is hit. Roll a Morale check to determine if the entire unit is pinned.
6	<u>Betrayal</u>
	Choose one of your units. Remove it from your deployment zone and add it to the enemy's reserve force.

BATTLEFIELD EVENTS

You can also choose to play with **Battlefield Events**, which are dramatic twists that may either give you an advantage or sabotage you. At the end of each Enemy Turn, roll D66 and refer to the following table:

<u>D66 Result</u>	<u>Event</u>
11-16	<u>Unpredictable</u>
	<i>“Don’t try to understand the enemy. Just shoot in their direction, okay?”</i> —written in the margins of a war-library textbook Choose an enemy unit. Re-roll its Enemy Type, and use the new type for the rest of the game.
21	<u>Trick Shot</u>
	<i>“The Sarge once put out an Ork’s eye at five hundred meters with his pistol. I swear! I seen it!”</i> —Trooper Sal “Lyin’ Sal” Shraggy If one of your Warlord’s attacks hits during the Shooting Phase, all of your other units receive +1 to their Ballistic Skill until the end of the turn.

22	<p style="text-align: center;"><u>Scrambled Order</u></p> <p><i>“Blasted vox set’s on the fritz again! Time to improvise, lads...”</i> —Sergeant Mortiz, just before his platoon was wiped out</p> <p>Choose one of your units. This unit will be controlled autonomously until the end of the turn. Roll D3 to give it an Enemy Type and follow that behavior, targeting enemy units instead of your own.</p>
23	<p style="text-align: center;"><u>Insane Heroism</u></p> <p><i>“The Colonel prided himself on leading the first rank of the charge. ‘Course, that’s probably how he caught that bolt round.”</i> —anonymous Trooper</p> <p>If your Warlord charges this turn, all of your other units in an assault get an additional attack until the end of the turn.</p>
24	<p style="text-align: center;"><u>Blind Panic</u></p> <p><i>“Ya never think yer gonna break—until ya do...”</i> —Sergeant Stark</p> <p>Choose one of your units and perform a Morale check. If the unit fails, it Falls Back immediately.</p>
25	<p style="text-align: center;"><u>Intimidation Factor</u></p> <p><i>“Are they running away?”</i> <i>“Yeah, they saw your ugly face.”</i> —overheard in the 24th Grenadiers</p> <p>Choose an enemy unit and perform a Morale check. If the unit fails, it Falls Back immediately.</p>
26	<p style="text-align: center;"><u>Untouchable</u></p> <p><i>“That gunner was ten meters away—I don’t know how he missed us! By all rights we should be holier than Saint Sabbat.”</i> —Hospitaller Agatha after the Charge of the Seven Sisters</p> <p>Choose one of your units. That unit receives a 3+ Cover Save until the end of the turn.</p>

31	<p style="text-align: center;"><u>False Alarm</u></p> <p><i>“Sure, but what if they HAD been shooting at us? I’m just saying, sir, better to play it safe—”</i> —the last words spoken by a Trooper to his Commissar</p> <p>Choose one of your units and perform a Morale check. If it fails, that unit Goes to Ground immediately.</p>
32	<p style="text-align: center;"><u>Shoddy Maintenance</u></p> <p><i>“Course it won’t fire, you dolt—your focus pin’s rusted. You leave your lasgun out in the rain again?”</i> —Sergeant Katz</p> <p>Choose one of your units. That unit cannot fire anything other than close-combat weapons until the end of the turn.</p>
33	<p style="text-align: center;"><u>Bogged Down</u></p> <p><i>“Unfortunately, the charge stalled when Captain Lethe led his regiment into the tar pit...”</i> —from <i>The Lesser Battles of the Great Crusade</i></p> <p>Choose one of your units. That unit can only move at half speed, may not run or charge, and can only fire Snap Shots until the end of the turn.</p>
34	<p style="text-align: center;"><u>Curse of the Machine God</u></p> <p><i>“I don’t care how many offerings it takes—if those tanks aren’t running in five minutes, I’ll shoot you on the spot.”</i> —Commissar LeCarre</p> <p>All of your vehicles may not move or change their facing until the end of the turn.</p>
35	<p style="text-align: center;"><u>Fragged</u></p> <p><i>“You might want to get off my back, sir. Wouldn’t want you to catch an unlucky round, after all...”</i> —Trooper Stryker, 13th Penal Legion</p> <p>Choose one of your units and perform a Morale check. If it fails, apply one unsaved Wound to the soldier of your choice with the highest Leadership skill in the unit.</p>

36	<p style="text-align: center;"><u>Warp Shift</u></p> <p><i>“During a Warp Storm, entire divisions have been known to vanish and reappear in the oddest places...”</i> —from <i>Ars Militaris Empyreae</i></p> <p>Roll D6 to choose an Objective at random. Choose one of your units and place it on that Objective. If the unit does not include a Psyker, you must then scatter the unit by 2D6”. Reroll if the scatter would place the unit off the field.</p>
41	<p style="text-align: center;"><u>Assassination</u></p> <p><i>“Shoot the idiot waving his pistol around.”</i> —Corporal Metreos</p> <p>Choose an enemy unit, and apply one unsaved Wound to the soldier with the highest Leadership skill.</p>
42	<p style="text-align: center;"><u>Shell-Shocked</u></p> <p><i>“In the weeks following the savage trench action, the 8th Legion lost more men to suicide than they had to enemy fire...”</i> —from <i>An Account of the Tenth Black Crusade</i></p> <p>Choose one of your units, and perform a Morale check. If it fails, apply one unsaved Wound to the soldier of your choice with the lowest Leadership skill.</p>
43	<p style="text-align: center;"><u>Latent Ability</u></p> <p><i>“I wanted to thank the Sarge for saving my skin. But the Black Ships took him before I had the chance...”</i> —from <i>A Trooper’s Memoir</i></p> <p>Choose one of your units. One soldier of your choice in that unit is now a Psyker of Mastery Level 1. Generate the unit’s power immediately.</p>
44	<p style="text-align: center;"><u>Occupational Hazard</u></p> <p><i>“Hey freak—why’s your nose bleeding?”</i> —the Astropath’s minder</p> <p>All of your Psykers immediately suffer Perils of the Warp.</p>

45	<p style="text-align: center;"><u>Artillery Support</u></p> <p><i>“Right two hundred, drop fifty—well, close enough.”</i> —overheard on the front</p> <p>You can immediately shoot one Artillery round anywhere on the field of type S 8, AP 2, Large Blast, Barrage.</p>
46	<p style="text-align: center;"><u>Suppression</u></p> <p><i>“Don’t care if you hit ‘em. Just let ‘em know we’re here.”</i> —Sergeant Klobb</p> <p>Choose one enemy unit and perform a Morale check. If they fail, that unit Goes to Ground immediately.</p>
51	<p style="text-align: center;"><u>Cook-Off</u></p> <p><i>“You didn’t store the explosive shells near the radiator again, did yo—”</i> —the last words of Tank Commander Frask</p> <p>Choose one of your vehicles. That vehicle immediately takes a hit on its side armor from its own highest-Strength weapon.</p>
52	<p style="text-align: center;"><u>The Big Chill</u></p> <p><i>“On an Ice World I could fire my plasma gun all day—that is, before all my fingers froze off...”</i> —retired Trooper Haskell</p> <p>Any weapon that normally Gets Hot will stay cool no matter what, until the end of the turn.</p>
53	<p style="text-align: center;"><u>Area Denial</u></p> <p><i>“Don’t call it an ‘improvised’ explosive device. That makes it sound like I don’t know what I’m doing.”</i> —Major “Ka-Boom” Pol</p> <p>Place a marker anywhere on the battlefield. If any unit passes within 1” of the center of the marker, that unit takes a hit from a Land Mine with S 6, AP 4, and must take a Pinning test. Remove the marker afterwards.</p>

54	<p style="text-align: center;"><u>Supply Drop</u></p> <p><i>“Love to see those parachutes floating down—like I’m looking up the skirt of the Emperor himself..”</i> —Corporal Stahl</p> <p>Choose one of your units. Give them one of the following special abilities until the end of the game: Night Vision, Rage, Fleet, Stealth, or Rampage.</p>
55	<p style="text-align: center;"><u>Demoralized</u></p> <p><i>“I just wish they’d stop that blasted chanting and fight already!”</i> —Cadet Fornax</p> <p>Choose one of your units. All soldiers in that unit receive a -2 penalty to Leadership until the end of the game.</p>
56	<p style="text-align: center;"><u>Properly Motivated</u></p> <p><i>“Didn’t you hear? The cultists hide their confiscated gold in that bunker...”</i> —a rumor</p> <p>Choose one of your units. That unit can move an additional 2D6” until the end of the turn.</p>
61	<p style="text-align: center;"><u>The Emperor Protects</u></p> <p><i>“We all laid perfectly still in the crater as the enemy charged right over us...”</i> —overheard in a bar</p> <p>Roll D6. On a 6, select any unit, or partial unit, that has been destroyed. If it’s a full unit, place it back in your deployment zone. If it’s a partial unit, return it to its original unit.</p>
62	<p style="text-align: center;"><u>Out of Position</u></p> <p><i>“I thought YOU were carrying the map!”</i> —Trooper Rozencranz</p> <p>Choose one of your units. Immediately scatter it by 2D6”.</p>

63	<p style="text-align: center;"><u>Adrenaline Shot</u></p> <p><i>“I don’t care if my heart explodes, doc—I’m not going back out there until I’m juiced up.”</i> —Trooper Chafee</p> <p>Choose one of your units. That unit receives a +1 bonus to Toughness until the end of the turn.</p>
64	<p style="text-align: center;"><u>Lucky Break</u></p> <p><i>“A hero is nothing more than a very lucky bastard.”</i> —scrawled on the side of a latrine</p> <p>Roll D6. On a 6, gain one Victory Point, or eight Kill Points if you’re playing Exterminatus.</p>
65	<p style="text-align: center;"><u>Sisyphus</u></p> <p><i>“They say the General has a remarkable talent for snatching defeat from the jaws of victory.”</i> —overheard in the wardroom</p> <p>Roll D6. On a 1, lose one of your Victory Points (if you have any), or eight of your Kill Points if you’re playing Exterminatus.</p>
66	<p style="text-align: center;"><u>Gambler’s Fallacy</u></p> <p><i>“Every winning streak must end, I suppose.”</i> —last words of Warmaster Hark before he was executed by firing squad</p> <p>Optional: you may bet on the result of a D6 roll. If you correctly guess the number that comes up on the die, you may immediately destroy one enemy unit of your choice. However, if you guess wrong, all of your units Fall Back. Repeat this until you guess wrong once, or all enemy units are destroyed.</p>

If you’re playing with friends, you should alternate who draws the Battlefield Event using the order in which you take your turns. The player who drew the event makes the final decision if the event requires a choice.

When you draw a Battlefield Event in a **Cooperative / Competitive** game, you may apply its effect to another player’s unit.