



## STC Apotheosis

**Masters of the Forge On Your Tabletop Supplement for 9th Edition**

V.9.1.0

***Note:** This is a fairly crunchy supplement and includes a fairly long list of abilities which require an associated value. As such, it is extremely prone to over-valuing or under-valuing. We'll rely on our community to help us fine-tune the Destiny Points of each ability. Also, please feel free to hop on the Discord and discuss with us any additional abilities you might imagine.*

Not all heroes are stamped out by the same die. In the vast reaches of the galaxy, unique heroes of all stripes strive for greatness. These superlative heroes lead mighty warbands, elite kill teams, and zealous hordes into the innumerable battlefields of the 41st Millennium.

If you've ever wanted to hand-craft your own hero for Warhammer 40,000 from the ground up, then STC Apotheosis will give you the tools to do so. This is a fan supplement based closely on the Anvil Apotheosis rules for Age of Sigmar, available in the General's Handbook 2019.

### Playing Games with Your Apotheosis

When playing a game with your STC Apotheosis Character, they are included in your army list as an HQ choice.

Champions use up 6 Power and Conquerors use up 10 Power.

During games played with an Apotheosis, they earn **Renown**. Every time an Apotheosis scores your army Victory Points for holding an objective,

standing in a location, killing an enemy unit or model, or performing an Action, they receive Renown. The amount of Renown the Character earns is equal to **1 for every 5 Victory Points** they scored. The maximum renown a Character can earn during a battle is **8**.

For every **6 total Renown** earned, your Apotheosis gains **1 additional experience point**.

## Recruiting Your Hero

You may only have **one** STC Apotheosis Character in your Crusade Roster at a time. You can create an Apotheosis character in one of two ways, either as a hand-picked member of your Crusade Roster or as a Requisition.

### Hand-Picked Apotheosis

If you hand-pick your Apotheosis, then you must allocate Power Rating in your Crusade Roster for this character; **6 Power** for a Champion or **10 Power** for a Conqueror. You are free to select whatever Apotheosis abilities you desire for this character as long as you don't exceed **14 Destiny** points for a Champion or **21 Destiny** points for a Conqueror.

### Requisitioned Apotheosis

You may, instead, use Requisition Points to recruit an Apotheosis.

**Recruit Hero (1 or 2 RP):** Recruit an Apotheosis to your army. Spend **1 Requisition Point** to recruit a Champion or **2 Requisition Points** to recruit a Conqueror. You may add this character to your Crusade Roster without spending from your Supply Limit, but be sure to make note of this fact on the unit's

Crusade Card. You may select the Character's Ancestry and Training, but you must randomly generate the rest of their abilities and equipment. The requisitioned Apotheosis may be dismissed at any time, but you do not recoup the RP spent when you recruited them.

## Starting Traits and Destiny Points

STC Apotheosis character creation starts by selecting a base Character. The base Character should follow these criteria:

- Must be a legal selection for your Crusade force.
- Can be chosen from an existing **Codex** or from your available **Legends**. It's important that the range of Legends models, at least for Apotheosis characters, be allowed in STC Apotheosis campaigns. This opens up many options that are suitable for narrative play and add a great deal of variety to players' armies.
- May **not** be unique.
- Should be **6 Power or less** for a Champion and **8 Power or less** for a Conqueror. More powerful characters, such as Imperial Knights, are beyond the scope of this game type since many of the missions will pit one Apotheosis vs the other, such as in single combat.
- May come pre-equipped with any wargear normally allowed for that Character at no Destiny Point cost. However, if any upgrade would cost additional Power Level, then

the Character's Power must also be increased.

After selecting a Character, reduce your available **Destiny Points** by a number equal to their **power rating multiplied by 2**. Remember that the starting Destiny Points for a Champion is 14 and for a Conqueror, 21.

**Example:** Say you were playing an Aeldari force led by a Succubus, that 3 Power base Character would cost 6 Destiny Points ( $3 \times 2 = 6$ ). This would leave you with 8 Destiny Points for a Champion ( $14 - 6 = 8$ ) and 15 Destiny Points for a Conqueror ( $21 - 6 = 15$ ) to spend on additional upgrades.

## Weapons

You may select any weapon upgrade available in the Character's Codex whether that upgrade is normally allowed for your Character or not. Weapons are divided into three categories: pistols, grenades, 1-handed weapons and 2-handed weapons. Grenades and Pistols are simply weapons with those weapon types. Heavy ranged weapons or a melee weapon with a Strength bonus greater than +1 are considered 2-handed weapons. All other weapons are considered 1-handed weapons.

The guidelines for carrying weapons is as follows:

- Your Character may have no more than 2 pistols.
- Your Character may have no more than 1 grenade.
- Your Character may carry either a single 2-handed weapon or two 1-handed weapons.

If a weapon selection would be illegal, you can remove any weapons normally carried by your base Character in order to make it a legal selection. You do not receive a Destiny Point refund for doing so.

There are abilities that you can purchase later which improve your Character's ability to wield additional weapons or to wield weapons with greater efficiency.

If your character already has the ability to wield multiple weapons, they are locked into those weapon types and cannot add any more, even those of a different type. For example, if your character already wields three 1-handed weapons (such as with a Tau Commander), then they can only ever replace those weapons with other 1-handed weapons. The Kelermorph wields 3 pistols and a knife, so they can upgrade their pistols and the knife, but they may not add another 1-handed weapon or replace them with a 2-handed weapon.

## Destiny Point Cost

- 1 for each weapon beyond those already equipped on the base Character
- 1 if the weapon's strength is greater than 5 for a ranged weapon or greater than +1 for a melee weapon
- 1 if the weapon has an ability that multiplies all the Character's attacks
- 1 if the weapon's AP is better than -2

- 1 if the weapon's damage characteristic is greater than 1 for all fire modes

## Abilities

Each Ability below has a Destiny Point cost. You may pick any number of Abilities for your Character, but not in excess of your Destiny Points total. **You may not select an Ability more than once unless otherwise stated.** All STC Apotheosis Characters have the **Destined for Greatness** ability.

### Destined for Greatness (0)

A unit with this ability cannot lose more than three wounds per phase (after all saves and other damage mitigation has been resolved).

### Battlefield Presence (1 or 2)

Increase the range of one of the Character's auras by 3". If you pay 2 Destiny Points for this ability, then instead increase the range of all of this Character's auras by 3".

### Bulging Muscles (2)

This Character may wield 2-handed melee weapons as if they were 1-handed weapons. They also do not receive a penalty for moving and firing Heavy weapons.

This ability can only be selected by a Character with a Strength characteristic of 5 or more

## <Characteristic> Increase (1 or 2)

You may increase one of your Character's Characteristics by 1.

You may select this ability multiple times, once for each Characteristic for a Champion and twice each for a Conqueror. This ability costs 2 Destiny Points for Wounds, Toughness, and Attacks, or 1 for Leadership, Weapon Skill, or Ballistic Skill.

Movement and Saves cannot be increased with this ability.

### Cunning (1)

Select a second Warlord Trait for this Character. At the start of the game, decide which Warlord Trait to use. Once per game, during one of your Command Phases, you may switch to the other Warlord Trait.

### Companions (3 or 5)

An Apotheosis Character can select one Companion for 3 Destiny Points or two Companions for 5 Destiny Points. This companion can either be represented on the same base as the Character or a separate one, but in both cases, it is just a token to represent that companion's abilities.

The companion grants the following attacks profile in addition to any the Character might have:

**Companion (melee):** Attacks 2, Strength 4, AP -, Damage 1, Melee

The Companion may also provide one of the following abilities:



- **Bodyguard:** The strength of the Companion's attacks increases to 5 and the AP to -2.
  - **Null:** The Companion may attempt to deny one psychic power in each enemy Psychic phase.
  - **Psychic Resonance:** Once per game, you may re-roll one or both of the dice when manifesting a psychic power.
  - **Psyker:** Through this Companion, the Character may attempt to manifest the Smite psychic power once in each friendly Psychic phase. If the Character is already a Psyker, then, when they successfully manifest the Smite psychic power, they deal an additional mortal wound.
  - **Living Bomb:** Select a unit within 18" in your shooting phase and remove the companion from play. The selected unit suffers d3+1 Mortal Wounds.
  - **Informer:** The Companion provides 1 additional Command Point at the beginning of the game.
  - **Sensor:** The Companion allows your Character's ranged attacks to ignore the benefits of cover.
  - **Shield:** The Companion protects the Character with a 5++ invulnerable save.
  - **Sentry:** The Companion gains a ranged attack.
- Companion (ranged):** Assault 3, Range 18", Strength 4, AP -1, Damage 1

### Dual Wielding (1)

When this Character is wielding two of the same melee weapon, they may make one additional attack with either of those

weapons (even if that melee weapon already allows them to make an additional attack).

### Expert (1)

This Character may make attacks and use aura abilities without disrupting an Action they are taking. They may also perform Actions on a turn in which they fell back.

### Flight (2 or 3)

The Character gains the **Fly** keyword. Increase their **Speed to 9"** The character should increase their base size to accommodate the model's new girth. Look at similar models with similar abilities for guidance.

This ability costs 2 Destiny Points for a Character who already has the Mount ability, otherwise it costs 3 Destiny Points.

### Implacable (3)

The Character gains the Objective Secured ability and counts as a number of models equal to their Wounds Characteristic.

### Masterwork Armor (4)

Increase the Character's armour save by 1 (to a maximum of 2+) or their invulnerable save by 1 (to a maximum of 3++).

### Mount (4 or 7)

This Character rides on a mount, either one of flesh and blood or a vehicle. This ability could also represent some kind of exo armour or extreme mutation. The character should increase their base size

to accommodate the model's new girth, usually the same base that would be provided with the mount's base model.

The Character's Infantry keyword changes to Cavalry, Bike, Vehicle, or whichever appropriate keyword(s) are necessary to best represent the Character's new form. For example, if the Character is a **Dark Angel**, then it might be prudent to give them the **Ravenwing** keyword and the **Bike** keyword if you model them on a Bike.

The character's **Speed** changes to 12" and their **Toughness** and **Wounds** characteristics both increase by 1. This **can** be taken in conjunction with the **<Characteristic> Increase** ability.

If you spent 7 Destiny Points on this ability instead of 4, then the Character's **Strength** characteristic is increased by 1 and their **Wounds** characteristic is increased by an **additional** 1.

The mount comes prepared with a set of secondary attacks:

- **Mount (secondary attacks):**  
Attacks 2, Strength 4, AP -, Damage 1, Melee

You may, then, choose for the mount to be equipped to make a series of primary attacks. Pick one of the profiles below:

- **Mount (Primary attack):** Attacks 2, Strength +3, AP -2, Damage 2, Melee

Alternatively, you may equip your Mount with a Mount's Ranged Weapon instead of its Primary Attack. The Mount's Ranged Weapon may be any Assault or Rapid Fire weapon from your Codex

whose damage characteristic times its attacks characteristic is less than 8.

You may spend 1 Destiny Point to equip your mount with an additional Mount's Ranged Weapon.

You may spend 1 Destiny Point each to replace one of your mount's Assault or Rapid Fire weapons with any weapon from their Codex whose damage characteristic x its attacks characteristic is less than 14.

## **Null (2/5)**

For 2 Destiny Points, this Character may be a weak, untrained, and unregistered Null. This Character may attempt to deny one psychic power in each enemy Psychic phase. In addition, the character has the **Null (Aura):** Psykers, friend or foe, within 9" suffer a -1 to all psychic checks.

For 5 Destiny Points, the Character may be a strong, highly-trained, and almost certainly registered Null. This Character may attempt to deny two psychic powers in each enemy Psychic phase. In addition, the character has the **Null (Aura):** Psykers, friend or foe, within 18" suffer a -1 to all psychic checks.

Cannot be selected by a **Psyker**.

## **Psychic Acolyte (2)**

This Character may attempt to manifest one psychic power in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the Smite psychic power and one psychic power from any

Disciplines normally allowed to units with their Faction Keyword.

Cannot be selected by **Drukhari**, **Necrons**, **Tau**, **Black Templars**, or any other faction which abhors psychic powers.

### **Speed (2)**

Increase the Character's **Speed to 12"**. If they already move 12" or faster, increase their speed to 18" instead.

### **Weapon Mount (1 or 3)**

This Character's is equipped with one or more weapon mounts (or an extra arms) which allows them to carry one additional 1-handed weapon per weapon mount.

This upgrade costs 1 Destiny Point for one weapon mount or 3 Destiny Points for two weapon mounts.