

PREPARATION

The Horde Mode rules allow players to face off against ever increasing enemy waves, trying to survive to get a high score.

The Party: The game is played solo or co-op, with 2-4 player controlled Heroes that must start at Level 1.

The Enemies: Before the game begins, you will need to prepare a collection of enemy models for the AI to control.

The Battlefield: The game is played on a 4'x4' area, with 20+ pieces of terrain. The game can be also played on a smaller 2'x2' area, by halving all distances used.

Objective Markers: Place five objective markers numbered 1-5, one at the centre of each table quarter, and one at the centre of the table. The marker closest to an enemy counts as its AI Goal.

Search Tokens: Place four Search Tokens, one in each table quarter placed randomly at the centre of that table quarter or within 6" of its table corner.

Hero Deployment: The Heroes must be deployed within 6" of the table centre.

THE MISSION

The mission ends when any of these conditions have been met:

- All Heroes are Unconscious at the same time.
- All objective markers have been destroyed by enemies.
- The Heroes have successfully finished wave 10.

High Score: The final high score is the sum of all XP that was earned across all Heroes during the mission, multiplied by the number of the last wave the Heroes successfully finished.

Example: A party was destroyed during wave 4 and earned 10 XP across all Heroes, so it gets a high score of 30pts.

GAME STRUCUTRE

The game is played with this structure:

1. Set Priority
2. Deploy Wave
3. Play Mission
4. End of Wave

Each step must be followed in this order and once all steps have been completed you start from the first again.

1. SET PRIORITY

Roll one die, on a 1-5 the objective with that number counts as the priority objective, and on a 6 you may pick which objective counts as the priority objective instead. If a number is rolled for which there is no objective, keep re-rolling until you roll one that does. The new priority objective must be different from the last one (re-roll or select a different one if necessary), and if there is only one objective left, then there isn't a priority anymore.

2. DEPLOY WAVE

Wave Size: The total point value of all enemy units in a wave is X*25% of the total point value of the Heroes, where X is the current wave number.

Example: If party with total point cost of 300pts is deploying wave 2 of enemies, then the total point value is 50% of the Heroes, so 150pts.

Deployment: Waves are deployed within 6" of a random table corner. Number each table corner from 1-4, then roll one die for each unit separately, and on a 1-4 place that unit within 6" of that table corner. On a roll of 5-6, you may pick in which corner that unit is placed instead.

3. PLAY MISSION

After the new wave of enemies has been deployed, the game is played normally.

Objectives: At the end of each round, if any enemy is within 3" of an objective marker while Heroes aren't, then place one damage token on the objective. Once an objective has taken 3 damage tokens, it is destroyed and removed from the table.

Alertness: At the end of each round, increase Alertness by 1, or if no enemies are on the table increase Alertness by 2 instead. Once you reach 6 Alertness, the wave ends and all Alertness is removed.

4. END OF WAVE

XP Rewards: At the end of each wave, if any Hero is within 3" of an objective marker while enemies aren't, then that objective counts as seized. The party gets 2 XP for each seized objective, plus 1 XP for each if they seized the primary objective, and multiply that total by the current wave number. Then the party must divide the total XP as equally as possible among all Heroes.

Levelling Up: Whenever a Hero earns enough XP to level up, they improve one of their stats, picking one of the available options.

LVL	XP	Improvements
1	0	n/a
2	2	+1 Tou / +1 Skill
3	4	+1 Str / +1 Dex / +1 Wil
4	8	+2 Tou / +1 Qua
5	12	+2 Pow / +2 Skill / +1 Caster
6	18	+1 Tou / +1 Pow
7	24	+1 Str / +1 Dex / +1 Wil
8	32	+2 Tou / +2 Pow
9	40	+2 Pow /+2 Skill / +1 Caster
10	50	+1 Tou / +1 Skill
11	60	+1 Str / +1 Dex / +1 Wil
12	82	+2 Tou / +1 Qua
13	94	+2 Pow / +2 Skill / +1 Caster
14	108	+1 Tou / +1 Pow
15	122	+1 Str / +1 Dex / +1 Wil

Shop: Heroes may buy and sell Items from the shop, and may transfer any Items and Gold to other Heroes.

New Search Tokens: If there are no Search Tokens left on the table, place four new Search Tokens, one in each table quarter placed randomly at the centre of that table quarter or within 6" of its table corner.

Start Over: After Heroes are done levelling up, buying Items from the shop, and new Search Tokens have been placed, the wave ends and a new one begins.

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SEARCH TOKENS

Hidden Treasure: When a Search Token is revealed, roll one die to see what it contains. If it's an Item or Gold, and the Hero is within 1", then it picks it up, else replace the token with a Treasure marker.

Roll	Treasure
1-2	**Hazard -** Remove token, and if the Hero is within 1", it gets one random condition: • 1 = Afflicted • 2 = Diseased • 3 = Impaired • 4 = Crippled • 5-6 = None
3	**Elixir Pouch -** Replace with Treasure marker, which contains one random Item: • 1-3 = Heroic Elixir • 4-5 = Conquest Elixir • 6 = Power Elixir
4	**Bomb Bag -** Replace with Treasure marker, which contains one random Item: • 1-3 = Noise Bomb • 4-5 = Grease Bomb • 6 = Stunning Bomb
5	**Potion Box -** Replace with Treasure marker, which contains one random Item: • 1-3 = Curing Potion • 4-5 = Teleport Potion • 6 = Health Potion
6	**Gold Stash -** Replace with Treasure marker, which contains a random amount of Gold: • 1-3 = 5g • 4-5 = 10g • 6 = 15g
7+	**Treasure Trove -** Replace with Treasure marker, which contains any two Items or Gold of your choice from the options above.

OPTIONAL CHALLENGES

For an additional challenge, players may choose any of the following optional rules:

- Boss Fights
- Hero Injuries
- High Alertness
- Time of Day
- Changing Weather
- Random Events

Boss Fights: At the beginning of waves 4, 7, and 10, players may choose to trigger a boss fight, and deploy a wave of reinforcements of double point value. If all enemies from the boss wave are destroyed, players earn double as much XP at the end of the wave.

Hero Injuries: If a Hero is Unconscious at the end of a wave, and the Heroes have seized at least one objective, players may choose to revive them with an injury. The Hero restores 3 wounds, and may then be placed within 3" of any objective seized by the Heroes. Then roll one die to see what injuries they get, which last until the end of the next wave:

Roll	Injury
1	**Chest Wound:** -1 to Def rolls
2	**Blinded Eye:** -1 to Qua rolls
3	**Smashed Leg:** -2" on Advance, and -4" on Rush/Charge
4	**Broken Arm:** -1 to Str rolls
5	**Spinal Injury:** -1 to Dex rolls
6	**Crushed Spirit:** -1 to Wil rolls

Increased Alertness: Pick how alert the enemies are, or roll for it:

Roll	Alertness
1	**Full Assault –** At the end of each round, roll one die. On a 1-2, increase Alertness by 1.
2-3	**Alarmed** – At the end of each round, roll one die. On a 1, increase Alertness by 1.
4-6	**Vigilant** – No effect

Random Time of Day: Pick at what time the mission takes place, or roll for it:

Roll	Time of Day
1	**Dusk** – No effect. Switch to Night at the start of the next wave.
2	**Night** – Units get -1 to hit rolls when shooting, and line of sight is limited to 12". Switch to Dawn at the start of the next wave.
3	**Dawn** - Units get -1 to hit rolls when shooting. Switch to Day at the start of the next wave.
4-6	**Day** – No effect.

Random Weather: Pick in what weather the mission takes place, or roll for it:

Roll	Weather
1	**Worsening** – No effect. Switch to Bad at the start of the next wave.
2	**Bad** – Units get -1 to hit rolls in melee, and all movement is halved. Switch to Improving at the start of the next wave.
3	**Improving** - Units get -1 to hit rolls in melee. Switch to Good at the start of the next wave.
4-6	**Good** – No effect.

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RANDOM EVENTS

Random Events: Whenever a new wave is deployed, a random event happens. Roll two separate dice one at a time, where the first one represents the first number, whilst the second one represents the second number, and resolve that event.

Example: A player rolls two dice, with the first result being a 2 and the second result being a 1. This would mean that event 21 is chosen.

11 - Lightning Strike

One random Hero becomes Unconscious.

12 - Stuck in the Mud

One random Hero becomes Impaired.

13 - Debilitating Curse

One random Hero gets -1 to Str rolls until the next event.

14 - Falling Debris

One random Hero takes D3 wounds.

15 - Razor Vines

One random Hero becomes Crippled.

16 - Shifting Illusion

One random Hero gets -1 to Wil rolls until the next event.

21 - Magic Trap

One random Hero takes D3 hits.

22 - Eldritch Shriek

One random Hero loses D3 Power.

23 - Hexed Gale

One random Hero becomes Afflicted.

24 - Swarm Attack

One random Hero becomes Shaken.

25 - Sticky Foliage

One random Hero gets -1 to Dex rolls until the next event.

26 - Venomous Moss

One random Hero becomes Diseased.

31 - Crumbling Earth

One random table quarter counts as Dangerous terrain until the next event.

32 - Melting Curse

All Heroes and enemies get -1 to Defense rolls until the next event.

33 - Dazing Spores

All Heroes and enemies get -1 to hit rolls until the next event.

34 - Heavy Rain

One random table quarter counts as Difficult terrain until the next event.

35 - Thick Clouds

All Heroes and enemies get -6" range when shooting until the next event.

36 - Terrifying Quakes

All Heroes and enemies get -1 to Morale Test rolls until the next event.

41 - Magical Pool

One random Hero gets +1 to Morale Test rolls until the next event.

42 - Animal Guide

One random Hero gets +1 to Dex rolls until the next event.

43 - Treasure Map

Place D3 Search Tokens each within 6" of the centre of different table quarters.

44 - Spotter Bird

One random Hero gets +6" range when shooting until the next event.

45 - Refreshing Grubs

One random Hero restores D3 Power.

46 - Sinkhole

One random enemy unit becomes Shaken.

51 - Mystic Fog

One random Hero gets +1 to Wil rolls until the next event.

52 - Haste Berries

One random Hero moves +2" on Advance and +4" on Rush/Charge until the next event.

53 - Weapon Enchantment

One random Hero gets +1 to hit rolls in melee until the next event.

54 - Supporting Spirit

One random Hero gets +1 to Str rolls until the next event.

55 - Enchanted Winds

One random Hero gets +1 to hit rolls when shooting until the next event.

56 - Guardian Spirit

One random Hero gets +1 to Defense rolls until the next event.

61 - Elixir Pouch

One random Hero gets one Power Elixir.

62 - Prophetic Vision

Reveal the contents of D3 random Search Tokens that haven't been revealed yet.

63 - Bomb Bag

One random Hero gets one Stunning Bomb.

64 - Gold Stash

One random Hero gets 15g.

65 - Potion Box

One random Hero gets one Health Potion.

66 - Godly Sunrays

One random Hero gets D3 XP.

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