


## 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 Credits 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 Credits, 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:<br>• 1 = Afflicted<br>• 2 = Diseased<br>• 3 = Impaired<br>• 4 = Crippled<br>• 5-6 = None |
| 3 | **Injector Pouch -** Replace with treasure marker, which contains one random Item:<br>• 1-3 = Courage Injector<br>• 4-5 = Frenzy Injector<br>• 6 = Power Injector |
| 4 | **Grenade Bag -** Replace with treasure marker, which contains one random Item:<br>• 1-3 = Noise Grenade<br>• 4-5 = Grease Grenade<br>• 6 = Stun Grenade |
| 5 | **Kit Box -** Replace with treasure marker, which contains one random Item:<br>• 1-3 = Curing Kit<br>• 4-5 = Teleport Kit<br>• 6 = Med Kit |
| 6 | **Credits Stash -** Replace with treasure marker, which contains a random number of credits:<br>• 1-3 = 5c<br>• 4-5 = 10c<br>• 6 = 15c |
| 7+ | **Treasure Trove -** Replace with treasure marker, which contains any two Items or Credits 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 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 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 in melee, and all movement is halved. Switch to Improving at the start of the next wave. |
| 3 | **Improving** - Units get -1 to hit 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 Static**

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 - Explosive Trap**

One random Hero takes D3 hits.

**22 - Alien Shriek**

One random Hero loses D3 Power.

**23 - Anomalous 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 - Solar Flare**

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 - Psychic Pool**

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

**42 - Robot Guide**

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

**43 - Treasure Holopad**

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

**44 - Spotter Drone**

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

**45 - Refreshment Kit**

One random Hero restores D3 Power.

**46 - Sinkhole**

One random enemy unit becomes Shaken.

**51 - Psychic Fog**

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

**52 - Haste Stims**

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

**53 - Invigorating Fumes**

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

**54 - Support Robot**

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

**55 - Enhancing Force-Field**

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

**56 - Shield-Projector Drone**

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

**61 - Injector Pouch**

One random Hero gets one Power Injector.

**62 - Prophetic Vision**

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

**63 - Grenade Bag**

One random Hero gets one Stun Grenade.

**64 - Credits Stash**

One random Hero gets 15c.

**65 - Kit Box**

One random Hero gets one Med Kit.

**66 - Godly Blessing**

One random Hero gets D3 XP.

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