

HORDE 001

WAVES: 2

50

ENEMY TYPE: FLESH EATERS

STARTING ASSETS:

6 RESOURCES
30 SQUAD POINTS
20 BUILD POINTS

INTER-WAVE ASSETS:

20 BUILD POINTS
5 SQUAD POINTS

FINAL WAVE:

QUEEN, 5 SCOUTS

D 4 SCOUTS

S 1 WARRIOR, 4 SCOUT

E 5 SCOUTS

B 2 WARRIORS, 2 SCOUTS

E 5 SCOUTS

ENEMY ACTIVATION

RN	I	II	III
1-	LA	LA	AA
2	RA	RA	A
3-5	A	A	A
6+	AA	AA	AA

HORDE 002

WAVES: 2

55

ENEMY TYPE: CYBERS

STARTING ASSETS:

6 RESOURCES
30 SQUAD POINTS
20 BUILD POINTS

INTER-WAVE ASSETS:

20 BUILD POINTS
5 SQUAD POINTS

FINAL WAVE:

BEHEMOTH, 1 GUARDIAN
3 DRONES

D 3 DRONES

S 1 GUARDIAN, 3 DRONES

E 4 DRONES

B 2 GUARDIANS, 2 DRONES

E 4 DRONES

ENEMY ACTIVATION

RN	I	II	III
1-	L	L	W
2	R	R	W
3-4	W	W	W
5+	A	A	A

HORDE 003

WAVES: 2

60

ENEMY TYPE: MUTANTS

STARTING ASSETS:

6 RESOURCES
30 SQUAD POINTS
20 BUILD POINTS

INTER-WAVE ASSETS:

20 BUILD POINTS
5 SQUAD POINTS

FINAL WAVE:

ABOMINATION, 1 HYBRID
3 MUTANTS

D 4 MUTANTS

S 1 HYBRID, 4 MUTANTS

E 5 MUTANTS

B 3 HYBRIDS, 1 MUTANT

E 5 MUTANTS

ENEMY ACTIVATION

RN	I	II	III
1-	L	L	LA
2	R	R	RA
3-4	W	W	A
5+	A	A	AA

HORDE 004

WAVES: 2

65

ENEMY TYPE: MERCENARIES

STARTING ASSETS:

6 RESOURCES
25 SQUAD POINTS
20 BUILD POINTS

INTER-WAVE ASSETS:

20 BUILD POINTS
5 SQUAD POINTS

FINAL WAVE:

2 ASSAULT TEAMS,
1 SERGEANT, 2 SOLDIERS

SPECIAL SETUP:

SMOKE SUPPORT

D 4 SOLDIERS

S 1 SERGEANT, 4 SOLDIERS

E 5 SOLDIERS

B 2 SERGEANTS, 2 SOLDIERS

E 5 SOLDIERS

ENEMY ACTIVATION

RN	I	II	III
1-	L	LC	LA
2	R	RC	RA
3-4	W	W	A
5+	A	A	AA

HORDE 005

WAVES: 2

70

ENEMY TYPE: FOLLOWERS

STARTING ASSETS:

5 RESOURCES
25 SQUAD POINTS
15 BUILD POINTS

INTER-WAVE ASSETS:

20 BUILD POINTS
5 SQUAD POINTS

FINAL WAVE:

2 DAEMONS,
1 SERGEANT, 2 CULTISTS

D 4 CULTISTS

S 1 DAEMON, 4 CULTISTS

E 5 CULTISTS

B 2 ACOLYTS, 2 CULTISTS

E 5 CULTISTS

ENEMY ACTIVATION

RN	I	II	III
1-	LA	L	LA
2	RA	R	RA
3-4	A	A	A
5+	AA	AA	AA

HORDE 006

WAVES: 2

75

ENEMY TYPE: DARK ROOTS

STARTING ASSETS:

5 RESOURCES
25 SQUAD POINTS
15 BUILD POINTS

INTER-WAVE ASSETS:

20 BUILD POINTS
5 SQUAD POINTS

FINAL WAVE:

2 GIANT TREES,
2 ADULTS, (2 CREEPERS)

SPECIAL SETUP:

PLACE RN CRATERS

D (4 CREEPERS)

S 1 GIANT TREE, (4 CREEPERS)

E (5 CREEPERS)

B 2 ADULTS, (4 CREEPERS)

E (5 CREEPERS)

ENEMY ACTIVATION

RN	I	II	III
1-	W	L	LA
2	W	R	RA
3-4	W	A	A
5+	A	AA	AA

HORDE 007

WAVES: 2

75

ENEMY TYPE: FLESH EATERS

D 6 SCOUTS

STARTING ASSETS:

S (2 WARRIORS), 4 SCOUTS

5 RESOURCES

E 7 SCOUTS

25 SQUAD POINTS

B (3 WARRIORS), 3 SCOUTS

15 BUILD POINTS

E 7 SCOUTS

INTER-WAVE ASSETS:

20 BUILD POINTS

5 SQUAD POINTS

FINAL WAVE:

2 QUEENS, 6 SCOUTS

ENEMY ACTIVATION

RN	I	II	III
1-	LA	LA	AA
2	RA	RA	AC
3-5	A	AC	AC
6+	H	AA	AA

REFERENCE SHEET

GAME SEQUENCE

1. Initial setup
2. Draw next Horde card: proceed to 13 if the deck is empty
3. Wave pool preparation
4. Determine next Wave
 5. Assets management
 6. Unit setup
 7. Fortifications Setup
 8. Special Setup
 9. Combat
 10. Go to 4 and proceed with the next Enemy wave: if you've just faced the Final Wave proceed to 11.
11. End Horde Phase.
12. Restart the sequence at 2 with the next Horde Card.
13. Victory Points calculation

COMBAT SEQUENCE

1. Enemy Entrance
2. Enemy Activation
3. Unit Movement
4. Attack resolution
5. Reorganization
 - o Remove killed Units and killed Enemies
 - o Check for smoke removal: draw a RN for each smoke counter, and remove it on a result of 6+.
6. If there are no more Enemies on the Map (both on the battlefield and in the Horde Area) the combat phase is completed, otherwise start another turn from step 1.
7. Final reorganization
 - o Heavy Guns are considered as out-of-ammo: move the counter to the Resource Reserve area.
 - o Units can be freely repositioned on the battlefield.
 - o Remove one Breach Level from any one sector of the map.

FORTIFICATION COSTS

- 2 Cover=5 Build Points
- Mines, Explosives, Obstacles=5 Build Points
- Heavy Gun=10 Build Points
- Reloading Heavy Gun=5 Build Points
- Remove one Breach Level=5 Build Points

STARTING ASSETS

- 70 Squad Points
- 4 Resources
- 5 Build Points