

# SPACE INFANTRY: THE HORDE

ver 0.5.2

The Horde is the second mini-game for Space Infantry: in this game your soldiers will face endless (?) waves of enemies, trying to survive as long as possible.

## Main changes from the standard game.

The Horde is played on a tactical map: Nodes have no Requirements or Event Strings. Instead of a counter representing the full Squad you will manage counters for the single Units and Enemies involved in the combat.

The standard game sequence is not used: a special game sequence is instead followed.

## 1 GAME COMPONENTS

One Single Player Horde Map

One 2-Players Horde Map

Ten Horde Cards

40 Counters, including Enemy Counters, Unit Counters, Cover, Obstacle

### 1.1 HORDE MAP

The Horde is played on a tactical map that represents a small terrain area: the Nodes are represented as simple squares since there are neither Node requirements nor Event string associated. On each Node only one Unit or one Enemy counter can be present at any time during the game.

The map is divided in three zones:

**Battlefield:** is the main part of the tactical map, composed of a series of nodes connected by vertical and horizontal links: the bottom row (orange borders) is the Squad Setup Line, where you will place your Units, while the top row is the Enemy Entrance Line.

**Squad Setup Line:** the bottom row of the battlefield, where the Nodes have a brown border. Your Units will start the game here: Enemies will never enter this area. Three sectors in the Squad Setup

Line are marked with a white hexagon: those are the sectors where a Unit can access the Resource Reserve.

**Horde Area:** the box on the top part of the map represents the area where the enemies are gathering before the assault. Newly entered enemies are placed here while waiting to be transferred on the Battlefield. Enemies in this area cannot be targeted during the Combat resolution. The zone labeled with "Special Entrance" is used to keep track of the Enemies that will follow a special entrance procedure.

In addition, the map contains two additional zones:

**Resources Reserve:** this area is used to keep track of the Resource not assigned to an Unit, and hence available.

**Breach Level:** the box on the bottom right part of the map with a '5' marked on it is used to keep track of Breach Level reached by the Enemies. Once the Breach Level reaches the value of 5 the game is over.

### 1.2 HORDE CARDS

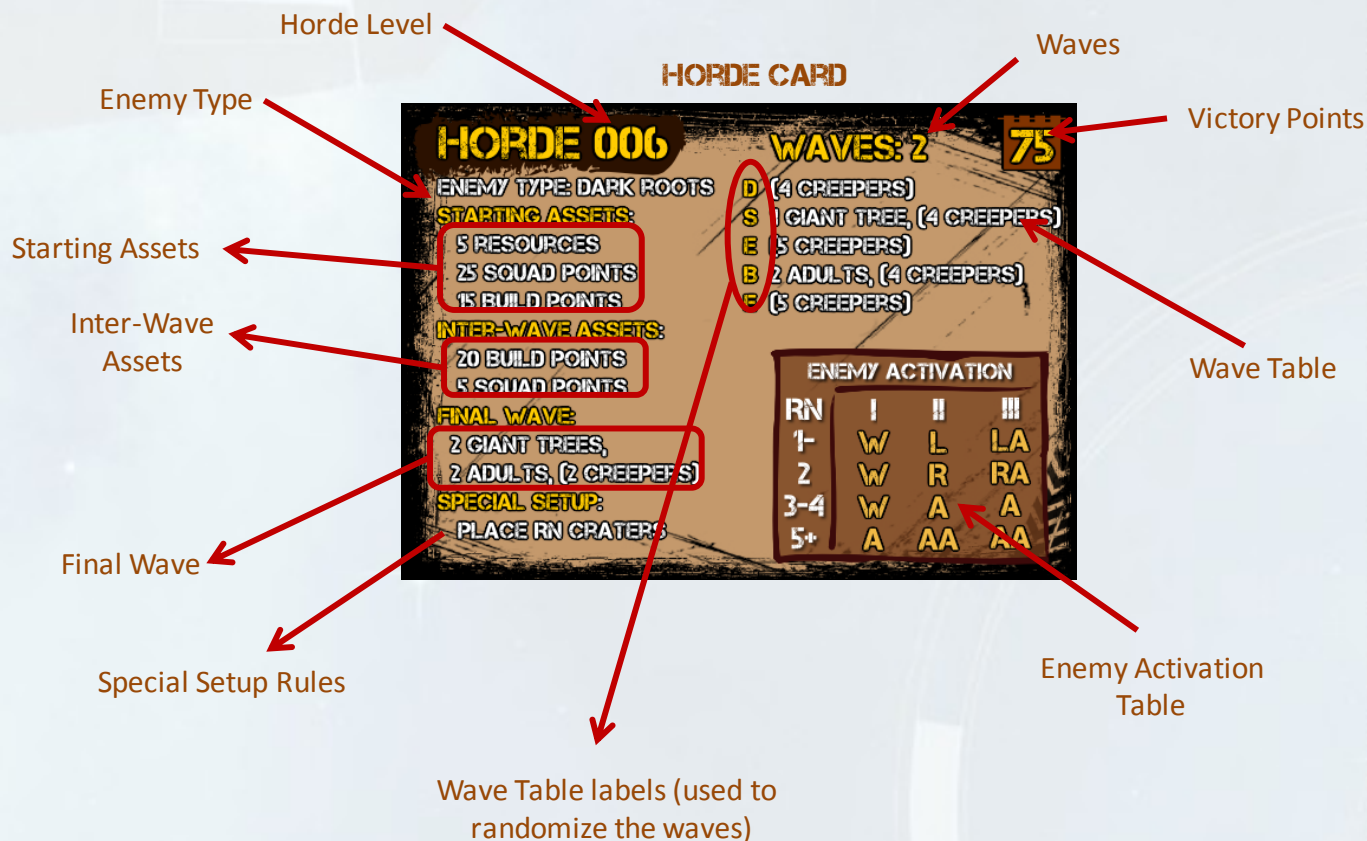
Horde cards describe the attributes of one Horde, and in particular the composition of the enemy groups (Waves) that you will face, their behavior during Combat and the available assets.

The different sections of the Horde Card are described here below: in this document a Horde Card section will be referred by placing the section name between angular parenthesis; as an example <Waves> refers to the section labeled "Waves" in the Horde Card.

**Horde Level:** the level (difficulty) of the horde card. Horde cards are sorted using this value.

**Victory Points:** the VP gained if you survive this Horde card.

**Enemy Type:** the Enemy Sheet (or Special Enemy) that will be used.



**Waves:** the number of enemy groups (waves) that will enter the battlefield.

**Final Wave:** composition of the final wave of enemies.

**Starting Assets:** Squad Points, # of Resources and Build Points available when you reveal the Horde card

**Inter-Wave Assets:** Squad Points, # of Resources and Build Points available once you finish one Wave.

**Wave Table:** the Enemy counters that will be placed on the map once a Wave is revealed

**Enemy Activation Table:** used to determine the behavior of the Enemies during the Combat phase

**Special Setup Rules:** special rules applied when the Horde Card is selected.

## 1.3 FORTIFICATIONS

This module includes several counters to represent special terrain features and fortifications that will influence the movement and combat of your Units and of your Enemies. With the exception of Cover, only one Fortification counter can be placed on a sector.

### 1.3.1 COVER



Cover counters are placed in the five Sectors of the Unit Setup Line at the beginning of every Horde: once placed Cover counters cannot be moved.

Multiple Cover counters can be placed on a single sector: this is an exception to the standard stacking rule for the fortifications. If a Unit suffers a Wound while on a Unit Setup Line where a Cover counter is



present, you can discard the Cover counter to cancel the wound. Similarly, if an Enemy suffers a Wound while on a sector where a Cover counter is present, you must discard the Cover counter to cancel the wound.

### 1.3.2 OBSTACLES

Obstacle counters represents impassable areas of the battlefield. Obstacles can never be placed in adjacent sectors: a max of 2 Obstacle counters can be present on the Battlefield at any time and can only be placed in the battlefield row marked with the "3-4" label (the central row). LOS is blocked by an Obstacle counter.

No Unit or Enemy can enter a sector with an Obstacle counter on it; exception: Type III Enemies attempting to enter a sector with an Obstacle counter on it will remove the Obstacle.

### 1.3.3 EXPLOSIVES



Explosives can be detonated during the Combat by successfully targeting the sector where they're located (i.e. gaining one SL on Fire or Melee on the basis of the distance and spending the SL to target the sector). Pick a RN and determine the number of wounds to be allocated in the sector where the explosive is located and on the four adjacent sectors:

- 1 or Less: no effect (dud)
- 2-4: two wounds in the sector where the explosive is located; no effect on the adjacent sectors
- 5+: three wounds in the sector where the explosive is located and one wound on every adjacent sector

Remove the counter after the detonation and place a smoke counter in the sector.

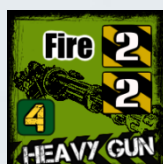
### 1.3.4 MINES



Mines automatically detonate when one Enemy counter moves into the sector where the Mine counter is located.

Pick a RN and determine the number of wounds to be allocated to the Enemy entering the sector with the Mine counter: on a result of 0-1 no wounds are allocated, on a result of 2-4 allocate 3 wounds, on a result of 5 allocate 4 wounds, on a result of 6+ allocate 5 wounds. Remove the counter after the detonation.

### 1.3.5 HEAVY GUN



A Unit on a sector where is present a Heavy Gun counter can use the Fire skill values of the Gun ([2], [2]) instead of the Unit's Fire skills. If the RN used

for the activation of a Heavy Gun gives a result of zero the Heavy Gun is considered to be out of ammo: move the counter to the Reserve Resource area (you will be able to reload it later).

### 1.3.6 CRATERS



Craters provide a permanent Cover point to any Unit/Enemy in the sector where the counter is located (in other words a Crater will always

cancel the first wound inflicted to a Unit/Enemy placed on the sector where the crater is located). Craters are normally placed on the map as a result of a special setup requirement of an Horde Card and stays on the map for the rest of the game. Remove any other fortification when placing a crater on a sector.

A max of 5 Crater counters can be placed on the battlefield.

## 1.4 ASSETS

During a Horde game session you will manage several “assets”, including:

- Squad Points: used to buy Units
- Build Points: used to buy fortifications
- Units
- Resources

Assets are incremented in different phases of the game: you start the game with some initial assets; you gain assets once you select a new Horde card and you also gain assets after each attack wave.

Keep track of all the assets on a sheet of paper.

## 2 GAME SEQUENCE

To play a Horde session you must follow the sequence here below until the game ends.

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

### 2.1 END OF THE GAME

A Horde session ends when one of the following cases applies

- 1) All the Units are killed during the Combat Phase
- 2) Enemies reach a Breach level of 5 during the Combat Phase
- 3) The Horde deck is empty.

In all the cases, proceed with the Victory Points calculation phase to determine your success level.

### 2.2 INITIAL SETUP

You start with 70 Squad Points, 4 Resources and 5 Build Points.

Create the Horde deck sorting the Horde cards by Horde Level: in other words each Horde Card will always be followed by a Card with greater Horde Level. You are always free to remove some cards from the Horde Deck to create a shorter gaming session or “skip” some cards (for whatever reason): removing some cards will only reduce the number of VP at the end of the Game.

### 2.3 DRAW NEXT HORDE CARD

Draw the first card from the Horde deck. If the Horde Deck is empty the game is over: proceed to the Victory Point calculation.

### 2.4 WAVE POOL PREPARATION

The <Wave Table> in the Horde Card defines the list of enemy groups (Waves) that will enter the game. Each Wave is labeled with a letter: pick the Special Nodes whose letter corresponds to the Wave label, shuffle those counters and create a pile. This pile is called the Wave Pool.

*Example:*

*Horde 0001 has the following <Wave Table>*

*D 4 Scouts  
S 1 Warrior, 4 Scouts  
E 5 Scouts  
B 2 Warriors, 2 Scouts  
E 5 Scouts*



You must then pick the Special Nodes with the letters D,S,E,B and E, shuffle those counters and create a pile with the 5 counters.

## **2.5 DETERMINE NEXT WAVE**

If you've already faced a number of Waves equal to the value of the <Waves> section in the Horde Card, place in the Horde Area the enemies listed in the <Final Wave> section of the Horde Card. Otherwise pick the first counter from the Wave Pool: consult the <Wave Table> to determine the composition of the enemy group for the selected Wave and place the corresponding counters in the Horde Area.

*Example: You pick the first counter in the Wave Pool: it's a "S". Consulting the <Wave Table> you got the following info:*

*S 1 Warrior, 4 Scouts*

*You must place 1 Type II counter (Warrior ) and 4 Type I counters (Scouts) in the Horde Area.*

If a group of enemies is marked between parentheses place the corresponding counters in the "Special Entrance" zone of the Horde Area.

*Example: Wave S corresponds to "1 Giant Tree, (4 Creepers)"; place the Type III counter (Giant Tree) in the Horde Area and the 4 Type I counters (Creepers) in the Special Entrance zone.*

### **2.5.1 NEW ASSETS**

If this is the first Wave, add to your Assets any element included in the <Starting Assets> section of the Horde Card, otherwise add to your Assets any element included in the <Inter-Wave Assets> section.

## **2.6 ASSETS MANAGEMENT**

You can now use your Assets to prepare your defense. Squad Points are used to purchase Basic Units as for the standard rules. Resources can be purchased and allocated to your Units (max two resources per Unit): place the Resources on the Unit Card as a reminder; additional Resources can be placed in the Resource Reserve area in the map. The Leader is always available at zero cost: you don't need to place the Leader counter on the Map (the Leader is never placed on the Battlefield).

You can spend 5 Squad Points to buy one resource: note that this is an exception to the normal rules to spend Squad Points. Fortifications can be purchased as follows:

2 Cover=5 Build Points

Mines, Explosives, Obstacles=5 Build Points

Heavy Gun=10 Build Points

Reloading Heavy Gun=5 Build Points  
(move the counter from the Resource Reserve to the Map).

In addition you can spend 5 Build Points to remove one Breach Level (remove one damage counter from any sector in the Setup Line).

## **2.7 UNIT SETUP**

Place the Unit counters corresponding to the selected Units on the Squad Setup Line. Freely reposition any Unit already on the map.

## **2.8 FORTIFICATION SETUP PHASE**

Place the previously purchased Fortifications on the map: remember that only one Fortification can be placed on a

sector (except Cover); Obstacles can only be placed in the "3-4" row of the Battlefield and cannot be placed in adjacent sectors.

## **2.9 SPECIAL SETUP**

If an Horde Card includes a <Special Setup> section, during the first wave (only) apply the following effects on the basis of the content of the <Special Setup> section.

**Place RN Craters:** randomly place RN Craters using the Special Entrance procedure (3.5.2), i.e. drawing two RNs and using those values to identify column and row of placement on the Battlefield. A max of 5 Craters can be present in the battlefield: if 5 Craters are already present stop placing additional counters.

**Smoke Support:** randomly place RN Smoke Counters using the Special Entrance procedure (3.5.2), i.e. drawing two RNs and using those values to identify column and row of placement on the Battlefield. Add +1 to the RN for the row placement (example: a result of "6","2" is modified to "6","3").

# **3 COMBAT**

## **3.1 OVERVIEW**

Combat is resolved in turns: during each turn you will activate the Enemies to determine their movement, and then you will move your Units. After all the movements, attacks are resolved: eligible Enemies and Units will perform an attack using the Melee or Fire skill depending on the range from the attacker and the target sector.

## **3.2 DISTANCE AND LOS**

Distance is determined by calculating the number of sectors in the shortest path from the attacker to the target. If the shortest path includes one Obstacle counter, a Smoke counter, an Enemy or a Unit the LOS is blocked and the attack is not possible.

The distance from the attacker to the target sector determines the Skill to be used during the Attack Resolution Step

Distance 1: Melee

Distance 2-3: Fire

Sniper only can Fire at distance 4

Grenades can be launched at distance 2.

## **3.3 MOVEMENT OVERVIEW**

Movement is always performed from one sector to an adjacent, empty sector. A sector is considered empty for the movement purpose if there are no Obstacles, Enemies or Units in the sector.

## **3.4 COMBAT TURN SEQUENCE**

1. Enemy Entrance
2. Enemy Activation
3. Unit Movement
4. Attack resolution
5. Reorganization
  - Remove killed Units and killed Enemies
  - 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



- Heavy Guns are considered as out-of-ammo: move the counter to the Resource Reserve area.
- Units can be freely repositioned on the battlefield.
- Remove one Breach Level from any one sector of the map.

### **3.5 ENEMY ENTRANCE**

Enemies in the Horde Area will attempt to enter the Battlefield in this sub phase: those outside the "Special Entrance" zone will enter the top row of the Battlefield, while those inside the "Special Entrance" zone could enter the Battlefield in any one of the three topmost rows. In any case, an Enemy will enter the Battlefield only if the entrance sector (see here below) is empty, in other words if there are no Obstacles, Enemies or Units in the sector.

#### **3.5.1 STANDARD ENTRANCE**

If there are Enemy units in the Horde Area outside the "Special Entrance" zone then draw a RN for each enemy and place the counter in the sector in the upper row of the Battlefield whose range corresponds to the value of the RN; if the sector is already occupied the enemy will remain the Horde Area. Check for Type I enemies entrance, then for Type II and finally for Type III.

#### **3.5.2 SPECIAL ENTRANCE**

If there are Enemy units in the Horde Area inside the "Special Entrance" zone then draw two RN for each enemy: the first RN will define the column of entrance in the Battlefield while the second RN will determine the row of Entrance.

If the sector is already occupied the enemy will remain the Horde Area. Check for Type I

enemies entrance, then for Type II and finally for Type III.

### **3.6 ENEMY ACTIVATION**

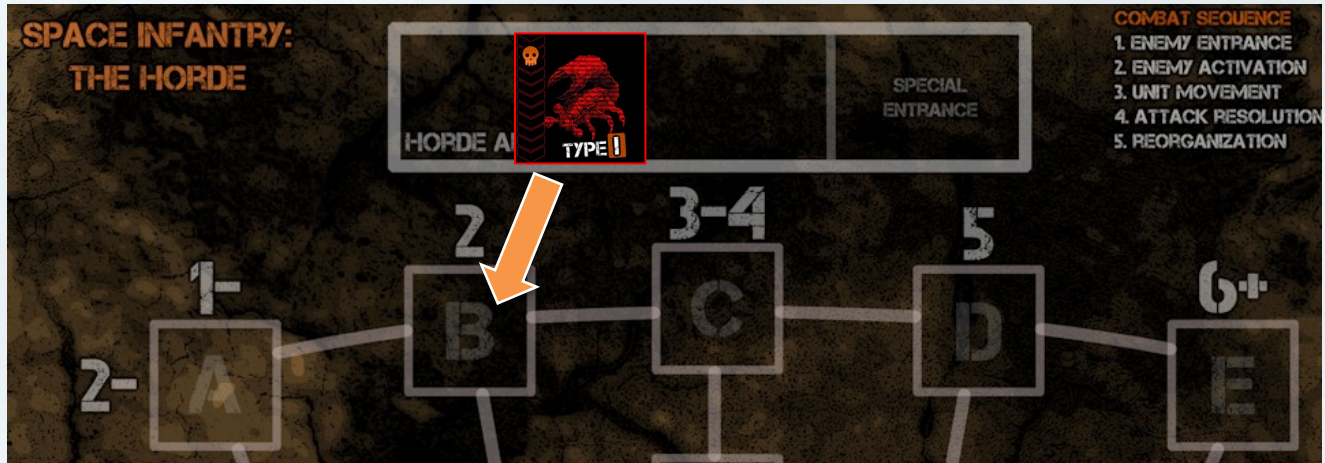
Draw a single RN and consult the Enemy Activation Table in the Horde Card: for each Enemy on the field, depending on the type, execute the list of actions described in the table in the row corresponding to the RN. The possible enemy actions are:

- **W** – Wait: the enemy will stay in the current sector.
- **L/R** – Move Left/Right: If possible, the enemy counter is moved one sector to the Left or to the Right: if the left/right sector is occupied or the enemy is already on the leftmost/rightmost sector, then the enemy won't move (consider this as a W).
- **A** – Advance: if possible the enemy will move toward the Squad Setup Line (i.e. towards the bottom of the map). If the Enemy is already adjacent to the Squad Setup Line the enemy won't move: if the advance requires the Enemy to enter a sector with an Obstacle or another Enemy/Unit on it, execute a L/R action instead (your choice).
- **@** – No attack: the Enemy won't participate to the next combat resolution sub phase; rotate the Enemy counter 90 degrees clockwise as a reminder.
- **C** – Place a Cover counter in the sector where the Enemy is located (this represents the use of cover points in the area)
- **H** – If the Enemy is not adjacent to the Squad Setup Line remove the counter and place it in the Special Entrance zone of the Horde Area.

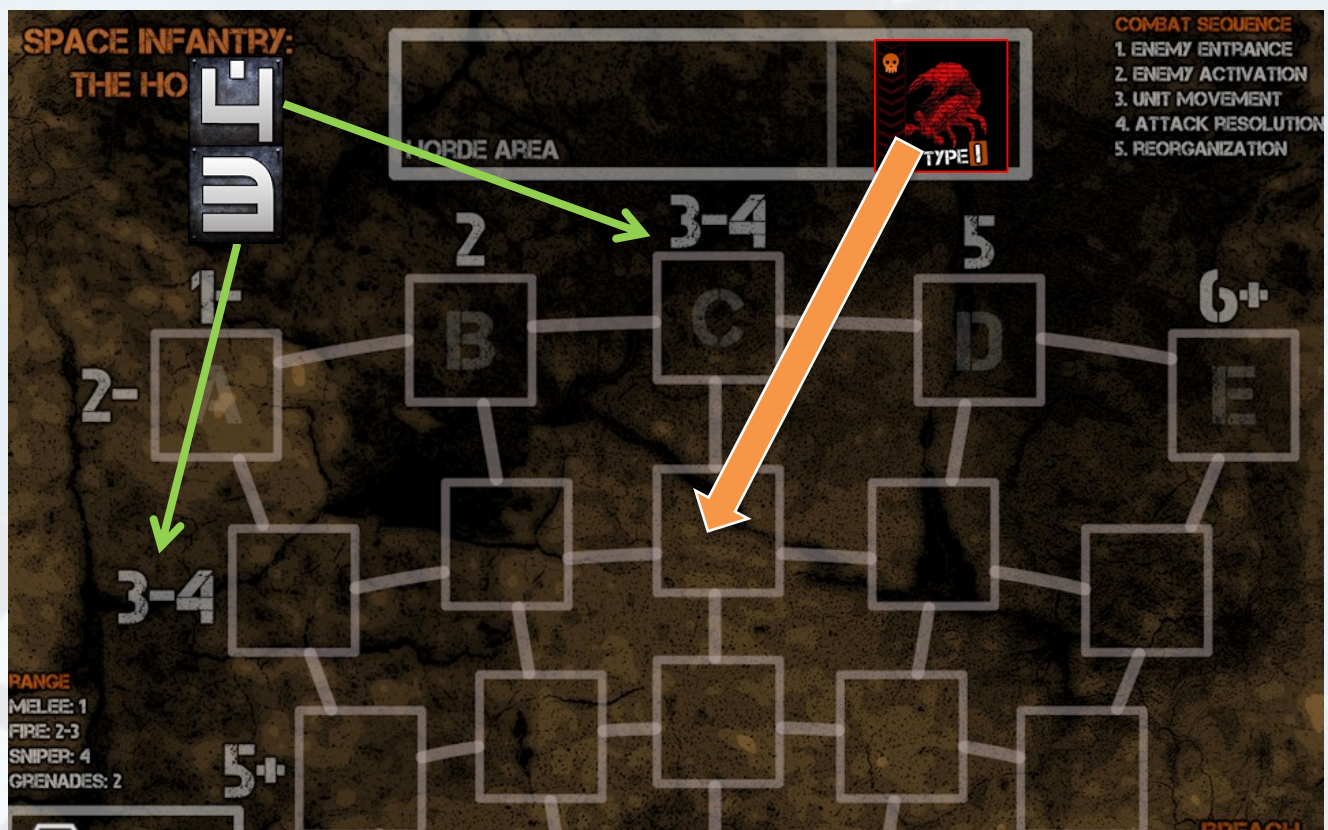


## ENEMY ENTRANCE EXAMPLES

Standard Entrance example: one Type I Enemy is in the Horde Area. You draw a RN and get a "2": the Enemy is moved in the sector labeled 'B' in the topmost row of the Battlefield, corresponding to the label "2".



Special Entrance example: one Type I Enemy is "Special Entrance" zone of the Horde Area. You draw two RN and get a "4" and "3": the "4" is used to identify the column of the Battlefield, in this case the column labeled "C". The second RN ("3") is used to identify the row of Battlefield, in this case the second one, corresponding to the range "3-4". The Enemy is hence moved in the sector corresponding to the column C, second row.





### **3.6.1 ENEMY MOVEMENT RULES**

Enemies can only move toward an empty sector; Enemies cannot enter the Squad Setup Line nor leave the Battlefield.

Remove any Cover Counter from a sector when an Enemy moves out of it.

If an Enemy enters a sector with a Mine counter on it, resolve the Mine effect immediately.

### **3.7 UNIT MOVEMENT**

Each Unit can do one of the following:

- Move 1 sector and Attack.
- Move up to 3 sectors without attacking; rotate the Unit as a reminder that it won't be able to attack in the next Attack resolution.
- Move 1 sector and get up to two resources from the Resources Reserve (must be on a Sector are marked with a white hexagon); rotate the Unit as a reminder that it won't be able to attack in the next Attack resolution.
- Reduce the Breach Level; pick a RN: on a result of 2+ remove one damage counter (Green Wound) from the current sector (this action is only possible if the Unit is on a sector with at least one Green Wound counter on it)

In addition, two adjacent units can swap their position: this count as one sector move for both units.

Please note that, while Enemies cannot move into the Squad Setup Line, your Units can move anywhere in the Battlefield (within the standard movement restrictions).

### **3.8 ATTACK RESOLUTION**

For each eligible Enemy and Unit draw a RN and execute a Melee or Fire Skill check on the basis of the distance to the target.

To execute an Attack you must have a clear LOS from the attacker to the target sector: the LOS is determined by tracing a path of adjacent sectors. Obstacles, Enemies, Units and Smoke block the LOS.

Enemies will use the following priority when attacking:

- target an adjacent empty Squad Setup sector
- target an adjacent sector with a wounded Unit
- target an adjacent sector with a Unit
- target the nearest non-adjacent wounded Unit
- target the nearest non-adjacent Unit
- target the nearest empty Squad Setup sector

(you can Rotate the Enemy counter in the upright position once you've completed the attack as a reminder)

For each Unit, determine the result of its attack and freely allocate the wounds to any eligible target in range (place the wound counters under the Enemy counter as a reminder).

Combat is simultaneous (i.e. the overall effects are applied only at the end of this phase).

### **3.9 BREACH LEVEL**

An Enemy attacking an empty Squad Setup sector adds its Melee SL to the Breach Level: update the Breach Level accordingly by placing a number of green wound markers



equal to the SL in the target sector. If one or more Cover markers are present in the attacked Squad Setup sector, remove one Cover marker per SL before increasing the Breach Level.

If the number of Breach Level counters reaches the value 5 the game ends immediately: proceed to the Victory Point calculation.

### 3.10 GRENADES

Grenades can be launched at a distance of two sectors instead of a standard activation (you don't need to draw a RN for the Unit launching the grenade).

Grenade damage can be allocated to a single sector or evenly distributed among two adjacent sectors if both are at distance 1 or 2 from the Unit launching the grenade.

Smoke grenades create a smoke counter in the target sector: place the counter in the sector as a reminder. Smoke blocks the LOS until it dissipates (on a result of "6+").

## 4 END HORDE PHASE

Remove any Wound counter from the surviving Units.

### 4.1 EXPERIENCE POINTS

Allocate to every Unit that survived the Horde a number of Experience Points (XP) equal to the <Victory Points> of the Horde Card divided by 20 (rounding up). As a special bonus you may also allocate 1 additional XP to a single Unit of your choice. XP can be spent using the standard rules to increase the Skill Levels of the Unit or to promote the Unit to Veteran.

## 5 VICTORY POINTS CALCULATION

Calculate the final Victory Points as follows:

- Sum the <Victory Points> of all the Horde Cards.
- Add the remaining Squad Points and Build Points
- Add 5 VP for each Resource.
- Add 20 VP for each surviving Unit

## 6 ADDITIONAL CHANGES TO THE STANDARD RULES

- Command points are generated in the Attack Resolution phase and can be used only as Support (+1AP modifier to Fire or Melee) or Suppressive Fire (if you're using the advanced orders rules).
- Cybers: the Protection ability of the Cybers is active only if there is a Drone adjacent to a Guardian or Behemot.

## 7 TWO PLAYERS GAME

The Horde can be played in co-op mode by two players with the following changes to the rules

- Use one of the 2-Players Maps
- Obstacles (1.3.2): a max of 4 Obstacles can be placed on a 2-Players map
- Craters (1.3.10): a max of 10 Craters can be placed on a 2-Players map
- Initial Setup (2.2): You start the game with 2x the assets - 140 Squad Points, 8 Resources and 10 Build Points.
- Determine Next Wave (2.5): each Wave will include two identical groups of enemies (i.e. the Enemies shown in the Wave Table are doubled). Player A will place one set of Enemy counters in the



Horde Area labeled “A” while Player B will place the other set of Enemy counters in the Horde Area labeled “B”.

- New Assets (2.5.1): double the number of Assets in the <Starting Assets> or <Inter-Wave Assets> section of the Horde Card.
- Assets Management (2.6): assets can be freely spent by both players to acquire Units, resource and fortifications. Unit Cards are the only limit: you can only choose your Units among the 10 Basic Units. One of the Players will take the Leader card.
- Enemy Entrance (3.5): Enemy counters in the Horde Area labeled “A” will enter the 5 leftmost columns of the Map, labeled with “A”: similarly Enemy counters in the Horde Area labeled “B” will enter the 5 rightmost columns of the Map, labeled with “B”.

## 7 GLOSSARY

**Wave:** a group of Enemies. Waves are composed of a mix of enemy units and enter the battlefield in the Horde Area.