

RUINSTARS - HORDE MODE QUICK REF

GAME CYCLE

SETUP

SET UP BATTLEFIELD > DEPLOY SQUAD

EACH WAVE

SPAWN UNITS > ROLL OBJECTIVE > PLAY TURNS >

SPEND MP

SQUAD FORMATS

Full Squad: 100 GP. Players share control, taking turns activating Units.

Mini Squads: Each player builds a reduced Squad:

2P → 50 GP each · 3P → 34 GP each · 4P → 25 GP each

Mini-squads each roll **1D3** for TO, or designate one Leader across all mini-squads and roll TO normally (all squads share the result). Units in different mini-squads are considered Squadmates.

TURN SEQUENCE

ROLL TO > TURN EVENT > ACTIVATIONS >

END OF TURN

Player Squad always has initiative. Activate 1 Player Unit, then 1 Horde Unit. Repeat until all Units have activated.

If a **Horde Boss** is present, it activates first among Horde Units.

End of Turn: If no Standing Horde Units remain, the Wave ends.

Turn 5+: Do not roll Turn Events - apply **Enemy Reinforcements** automatically.

WAVE TABLE (3D6)

Roll 3D6 at Wave start. Each die resolved independently.

ACT 1 - WAVES 1-4

Wave 1 (4 MP)	Wave 2 (5 MP)	Wave 3 (6 MP)
1-4: 3× Carrion Leech	1-4: 3× Toxin Spitter	1-2: 3× Carrion Leech
5: 2× Blight Herald	5: 2× Blight Herald	3-4: 3× Toxin Spitter
6: 1× Ruin Stalker	6: 1× Ashline Gunner	5: 2× Blight Herald
		6: 1× Ruin Stalker

Wave 4 ★ Boss (10 MP) - Same as Wave 3 + Random Boss

ACT 2 - WAVES 5-8

Wave 5 (8 MP)	Wave 6 (9 MP)	Wave 7 (10 MP)
1-4: 3× Ruin Stalker	1-4: 3× Ashline Gunner	1-2: 3× Ruin Stalker
5: 2× Dustborn Thrall	5: 2× Dustborn Thrall	3-4: 3× Ashline Gunner
6: 1× Razorhowl Reaver	6: 1× Graveward Sentinel	5: 2× Dustborn Thrall
		6: 1× Razorhowl Reaver

Wave 8 ★ Boss (14 MP) - Same as Wave 7 + Random Boss

ACT 3 - WAVES 9-12

Wave 9 (12 MP)	Wave 10 (13 MP)	Wave 11 (14 MP)
1-4: 3× Razorhowl Reaver	1-4: 3× Graveward Sentinel	1-2: 3× Razorhowl Reaver
5-6: 3× Last-Light Executioner	5-6: 3× Last-Light Executioner	3-4: 3× Graveward Sentinel
		5-6: 3× Last-Light Executioner

Wave 12 ★ Boss (18 MP) - Same as Wave 11 + Random Boss

WAVE OBJECTIVES (D6)

Roll at Wave start. Optional - failure does not end the Wave. On Victory, pick one reward.

1: Battlefield Control

Setup: 3 random Anchors as Control points.

Victory: at Wave end, Player Squad Controls all three Control points.

Reward: +4 MP - or roll 2D6 (not 3D6) for Horde Spawns next Wave.

2: Destroy Nexus

Setup: 1 Nexus (ARM3 HIT2) on 3 random Anchors.

Victory: all Nexus Taken Out.

Reward: +4 MP - or all Horde Units take 2 damage.

3: Overwhelming Force

Victory: end the Wave within 2 Turns.

Reward: +4 MP - or 1 Standing Unit regains 1 HIT.

4: Protect The Asset

Setup: Asset (ARM3 HIT3) near a random Anchor. Horde always prioritizes the Asset.

Victory: Asset has ≥1 HIT at Wave end.

Reward: +4 MP - or +4 TO at start of next Wave.

5: Disruption Field

Setup: 1 Disruptor Pylon on 3 random Anchors.

Action - Calibrate Pylon (2 ACT): Unit Controlling a Pylon removes it.

Victory: all Pylons calibrated.

Reward: +4 MP - or Horde -1 ATT (min 1) until Wave end.

6: The Artifact

Setup: 1 Search Marker on 3 random Anchors.

Action - Search (2 ACT): Unit Controlling a marker rolls 1D6; on 1-2 the Artifact is found (no TO re-rolls or modification).

Victory: Artifact found.

Reward: +4 MP - or 1 Unit gains 1 Spoil of War.

TURN EVENTS (2D6)

Roll at the start of each Turn. Turn 5+: always **Enemy Reinforcements**.

ROLL	EVENT	EFFECT
2	Second Wind	Select a Downed Unit. It revives with half HIT (round up) + 1 random Injury.
3	Field Dressing	One Standing Unit regains 1 lost HIT.
4	Opportunity	One Unit spends up to 2 ACT before the Turn starts. Not its activation.
5	Supply Drop	Place 3 crates randomly. If a crate lands on a Unit → Booby Trap; skip that placement.
6	Strategic Command	Squad gains +2 TO.
7	Nominal	No special event this Turn.
8	Scrambled Comms	Squad loses -2 TO (minimum 0).
9	Encroaching Threat	Each Horde Move Action moves an additional 2" this Turn.
10	Enemy Reinforcements	Roll 1D6 → spawn 1 Horde Unit per the Wave table for this Wave (ignore quantity).
11	Coordinated Assault	Horde Units gain +1 ATT on all weapons this Turn.
12	Overrun	All Horde Units immediately perform 1 free Action per their Behavior.

UPGRADES (BETWEEN WAVES)

Spend earned MP after each Wave ends.

2 MP Ammunition: One **LIM** weapon or once-per-mission skill gets +1 use.

4 MP Heal: One Unit regains 1 HIT.

4 MP Grenade: One use (1 ACT); throw 6", deals 2 Ranged Damage to all Adjacent.

4 MP Medpack: One use (1 ACT); Unit or Squadmate regains **1D3** HIT.

6 MP Turret: Place once (1 ACT). **ATT4 SKL5**, LoS drawn from Turret, 5 uses total.

8 MP Spoil of War: One Standing Unit gains 1 Spoil of War.

8 MP Reinforcements: One Downed Unit returns to Standing with 1 HIT + 1 random Injury.

CRATES

ARM3 HIT1. Reach 0 HIT → explodes (2 damage to all Adjacent Units), then removed. Placed by **Supply Drop** Turn Events.

Open Crate (1 ACT): A Unit Controlling a Crate opens it. Roll D6, then remove the Crate.

1 Stockpile: Squad gains +3 MP.

2 Command Uplink: Squad gains +2 TO.

3 Map: 1 Standing Unit performs a free Move action.

4 Relay Order: 1 Standing Unit performs a free 1-ACT Basic or Mission action.

5 Upgrade: Apply one free Upgrade of choice.

6 Booby Trap: Explodes immediately - 2 damage to all Adjacent Units.

DOWNED & REVIVE

When a Player Unit reaches 0 HIT, it is **Downed** - lay it on its side, do not remove it. Downed Units are ignored by Horde Units, cannot be targeted in combat, and take no damage.

During their activation, Downed Units may only Move, Dash, or Revive. Move and Dash do not trigger Attacks of Opportunity.

Revive (2 ACT): A Standing Unit that Controls a Downed Squadmate may revive it. A Downed Unit may also revive itself if it Controls a Standing Squadmate. The revived Unit returns as Standing with 1 HIT remaining.

Each time a Unit is Revived, it gains 1 random Injury. If the Injury is one the Unit already has, the Unit is **Deceased** and permanently removed from the battlefield.

If **all** Player Units are Downed or Deceased, the mission ends in failure.