RUINSTARS

Squad Operations In A Dying Galaxy

HORDE MODE
2nd Edition v20260308

HORDE MODE

No extraction was planned. The signal was a lie, the drop zone already dead before the first boots hit ash. Now the horde is coming. Endless, relentless, testing the walls with teeth and claws and fire. Ammunition runs thin. Wounds pile up. Orders come through broken comms and half-functional consoles. Between each assault there is only enough time to drag the wounded clear, reinforce the barricades, and spend the last scraps of authority and materiel before the next wave hits harder than the last.

There is no triumph to be claimed here, only the mercy of a few stolen minutes.

Horde Mode is a solo or cooperative survival mode for Ruinstars in which one Squad fights against escalating waves of enemies. Each Wave brings new threats, stronger enemies, and unpredictable battlefield events. Players must balance aggression, positioning, resource management, and emergency recovery as the enemy pressure steadily increases. The Horde never stops coming; only brief respites between Waves allowing Units to patch wounds, recover supplies, and deploy defenses.

Unlike standard Missions, Horde Mode has no fixed objective beyond survival. Waves only end when all Horde Units are Taken Out, and difficulty steadily rises as the battle grinds on. Special Turn Events, supply drops, reinforcements, and Boss encounters ensure that no two runs play the same. Victory comes by finding how long your Squad can stand before being overwhelmed.

Note you will need the [⊞ Core Rules PDF] to play this mode.

THE GAME CYCLE

1. Set up battlefield
2. Deploy Player Squad
3. Play Waves
   1. Spawn Horde Units
   2. Roll Wave Objective
   3. Play Turns until all Horde Units are Taken Out
   4. Spend MP and prepare for the next Wave

SET UP BATTLEFIELD

Set up the battlefield following its instructions. Define player deployment zones, enemy spawn zones, and place any terrain. See the battlefields listed below for details.

DEPLOY THE PLAYER SQUAD

Deploy all Player Units in the battlefield's deployment zone.

In Horde mode, players deploy a normal 100GP Squad. When playing cooperatively, players may choose one of the following formats:

- **Shared Squad:**

  Players share control of one full 100 GP Squad. Players take turns activating Units in that Squad.

- **Mini Squads:**

  Each player deploys a reduced-size Squad:
  - 2 Players → 50 GP each
  - 3 Players → 34 GP each
  - 4 Players → 25 GP each

  Notes:
  - Units that are in different mini-Squads are considered to be Squadmates.
  - Each Mini Squad may include a Leader. However, only one Leader counts for rolling TO dice. Before the mission begins, players agree on which Leader this is. That Leader is the **Squad Leader**.
  - While the Squad Leader is Standing, roll 5 TO dice as normal. If the Squad Leader is Taken Out, roll 3 TO dice, regardless of whether other Leaders are still Standing.

PLAYING A WAVE

Each Wave follows the same sequence:

1. **Spawn Horde Units**

   Spawn Horde Units according to the Wave table below.

2. **Roll Wave Objective**

   Roll or select a Wave Objective (see below). This objective remains in effect for the duration of the Wave.

3. **Play Turns**

   Each Wave lasts for a series of Turns until all Horde Units are Taken Out.

4. **Upgrades**

   Earn the MP listed for the Wave and spend your earned MP on Upgrades (see below), then prepare for the next Wave.

TURN SEQUENCE

1. Roll Tactical Orders (TO)
2. Turn Event

   For Turns 1-4 of a Wave, roll on the Turn Events table below.

   For Turns 5+ of a Wave, the Turn Event is always **Enemy Reinforcements**.

3. Activations
   - Player Squad always has initiative
   - Activate one Player Unit
   - Activate one Horde Unit. Follow that Unit's **Behavior** skill.

     Note: If a Horde Boss is present, it activates first
   - Repeat until all Units have activated

4. End of Turn

   If there are no Standing Horde Units, the Wave ends.

DOWNED UNITS

When a Player Unit reaches zero HIT, do not remove it from the battlefield. Instead, set it on its side to indicate its **Downed** status. Downed Units are ignored by Horde Units, cannot be targeted in combat, and do not take any Damage.

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

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

REVIVING DOWNED UNITS

A Standing Unit may revive a Downed Squadmate it Controls, and a Downed Unit may revive itself if it Controls a Standing Squadmate. Whenever a Downed Unit is revived, it gains one random Injury (see Injuries below).

Mission Action - Revive - 2 ACT: The Downed Unit returns as Standing with 1 HIT remaining.

DEPLOYMENTS

1 - LAST STAND

The city is gone, reduced to a maze of ruins and burning streets. At its center, a final strongpoint holds as the horde closes in from every direction. Surrounded by shattered towers and choked avenues, the defenders stand their ground, buying time with blood and fire while the metropolis collapses around them.

BATTLEFIELD

- DP Player Deployment Zone
- S1 Spawn Point 1
- S2 Spawn Point 2
- S3 Spawn Point 3
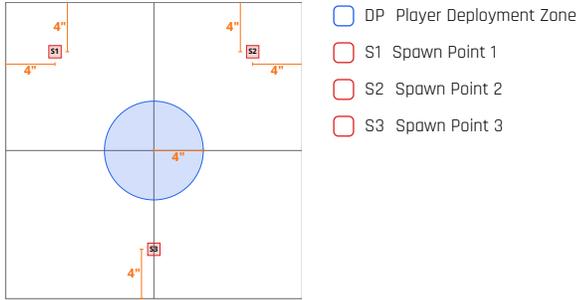
2 - WEAPONS MANUFACTURE

Long corridors stretch between sealed bulkheads and shattered blast doors, lit by flickering strips of emergency lighting and the cold glow of malfunctioning consoles. Machinery hums and grinds deep within the walls, its purpose long forgotten, while coolant leaks, sparking cables, and ruptured conduits turn every approach into a hazard. Alarms wail and containment fields fail, and something begins to move from the depths of the Facility.

BATTLEFIELD

- DP Player Deployment Zone
- S1 Spawn Point 1
- S2 Spawn Point 2
- S3 Spawn Point 3

3 - CONTAINMENT BREACH

Containment has failed. Alarms echo through ruined corridors as the breach widens, spilling aberrations that should never have crossed the threshold into reality. The perimeter is all that remains between this nightmare and the stars beyond. We are ordered to hold the edges, to seal the escape routes, and to buy time with blood and fire. There is no extraction planned. Only containment.

BATTLEFIELD

- DP Player Deployment Zone
- S1 Spawn Point 1
- S2 Spawn Point 2
- S3 Spawn Point 3

4 - SUPPLY CORRIDOR

The Black Route was once a lifeline, a narrow corridor through contested territory that kept distant fronts supplied and evacuations moving. Now it is a scar, choked with the wreckage of broken convoys and the remains of those who tried to hold it. Enemies mass along both flanks, spilling out of the ruins and the open ground beyond, testing the route for a moment of weakness. As long as the corridor remains secured, the flow of supplies continues. If it collapses, entire sectors will follow, cut off and left to the horrors.

BATTLEFIELD

- DP Player Deployment Zone
- S1 Spawn Point 1
- S2 Spawn Point 2
- S3 Spawn Point 3

ANCHORS

Some Objectives and Events include placing markers or tokens on "Anchors". Anchors are nine fixed reference points arranged across the battlefield by compass direction: the four corners (NW, NE, SW, SE), the four edge midpoints (N, S, E, W), and the Center (C), as illustrated below.

To place your Anchors, use the following measurements from the battlefield edges:

- Corner Anchors (NW, NE, SW, SE): 4" from each adjacent edge
- Cardinal Anchors (N, S, E, W): 4" from their adjacent edge, centered on that edge
- Center (C): The center of the battlefield

When an Objective or Event instructs you to place a marker on a random Anchor, roll 1D10 and consult the Anchor diagram. On a roll of 10, select any unoccupied Anchor of your choice. If an Anchor is already occupied, re-roll that placement.
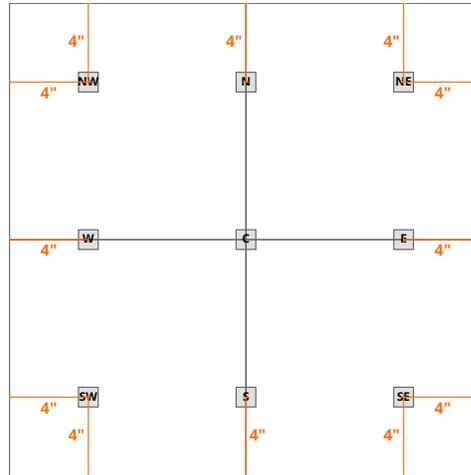
SPAWNING HORDE UNITS

At the start of each wave, roll 3D6. Each die result maps to a Horde Unit and its quantity to Spawn.

For example, in Wave 5, we roll 3D6 and get 1, 3, 6. This maps to:

- 6 Ruin Stalkers (1 and 3, each mapping to 3 Ruin Stalkers)
- 1 Razorhowl Reaver (6)

When placing Spawned Units, place the first Unit Adjacent to the first Spawn point, the second Unit Adjacent to the second Spawn point, etc. If you run out of Spawn points, just start back on the first one.

For Boss Waves (4, 8, and 12), select a random Boss Unit and follow its Spawn instructions for placement and other rules. If you already fought the selected Boss in a previous Wave, re-roll until you get a Boss you haven't fought yet.

WAVE TABLE

ACT 1 - WAVES 1-4

Wave	Roll	Spawns	MP
Wave 1	1-4	3x Carrion Leech	4
	5	2x Blight Herald	
	6	1x Ruin Stalker	
Wave 2	1-4	3x Toxin Spitter	5
	5	2x Blight Herald	
	6	1x Ashline Gunner	
Wave 3	1-2	3x Carrion Leech	6
	3-4	3x Toxin Spitter	
	5	2x Blight Herald	
	6	1x Ruin Stalker	
Wave 4	1-2	3x Carrion Leech	10
	3-4	3x Toxin Spitter	
	5	2x Blight Herald	
	6	1x Ruin Stalker	
		+ 1 Random Boss	

ACT 2 - WAVES 5-8

Wave	Roll	Spawns	MP
Wave 5	1-4	3x Ruin Stalker	8
	5	2x Dustborn Thrall	
	6	1x Razorhowl Reaver	
Wave 6	1-4	3x Ashline Gunner	9
	5	2x Dustborn Thrall	
	6	1x Graveward Sentinel	
Wave 7	1-2	3x Ruin Stalker	10
	3-4	3x Ashline Gunner	
	5	2x Dustborn Thrall	
	6	1x Razorhowl Reaver	
Wave 8	1-2	3x Ruin Stalker	14
	3-4	3x Ashline Gunner	
	5	2x Dustborn Thrall	
	6	1x Razorhowl Reaver	
		+ 1 Random Boss	

ACT 3 - WAVES 9-12

Wave	Roll	Spawns	MP
Wave 9	1-4	3x Razorhowl Reaver	12
	5-6	3x Last-Light Executioner	
Wave 10	1-4	3x Graveward Sentinel	13
	5-6	3x Last-Light Executioner	
Wave 11	1-2	3x Razorhowl Reaver	14
	3-4	3x Graveward Sentinel	
	5-6	3x Last-Light Executioner	
Wave 12	1-2	3x Razorhowl Reaver	18
	3-4	3x Graveward Sentinel	
	5-6	3x Last-Light Executioner	
		+ 1 Random Boss	

TURN EVENTS

At the start of each Turn, roll 2D6 to determine a special event for the Turn. If the Wave is in Turn 5 or later, do not roll Turn Events and apply the **Enemy Reinforcements** event instead.

2: Second Wind

Select a Downed Unit. That Unit is Revived and returns as Standing with half its HIT remaining (round up). Apply one random Injury to that Unit.

3: Field Dressing

One Standing Player Unit regains 1 lost HIT.

4: Opportunity

One Player Unit may immediately spend up to 2 ACT on actions before the start of the Turn. This does not count as that Unit's activation for the Turn.

5: Supply Drop

Place 3 crates in random places on the board. If a crate lands on a Unit, immediately treat it as a "Booby Trap" crate and deal damage accordingly. Do not place that crate on the battlefield.

6: Strategic Command

Player Squad gains +2 TO.

7: Nominal

The Horde presses on (no special event this Turn).

8: Scrambled Comms

Player Squad loses -2 TO (minimum 0).

9: Encroaching Threat

Each time a Horde Unit performs a Move Action during this Turn, it may move an additional 2".

10: Enemy Reinforcements

Roll 1D6 and Spawn 1 Horde Unit according to the Wave table for this Wave (ignore the Wave Table quantity).

11: Coordinated Assault

Horde Units have +1 ATT on their Melee and Ranged Weapons this Turn.

12: Overrun

All Horde Units immediately perform 1 Action according to their Behavior.

WAVE OBJECTIVES

Wave Objectives are optional bonuses; failure does not end the Wave.

At the start of each Wave, roll 1D6 to determine the Wave's Objective. If a Wave Objective is not completed by the end of the Wave, that Wave Objective is failed. Once a Wave Objective is completed according to its Victory condition, select one of the rewards to apply to the Player Squad immediately.

When placing Objectives, if an Anchor is already occupied, or is a Spawn Point, re-roll that placement.

OBJECTIVES

1: Battlefield Control

Setup: Mark three random Anchors as Control points.

Victory: At the end of the Wave, the Player Squad controls all three Control points.

Rewards (pick one):

- +4 MP
- In the next Wave, roll 2D6 for Horde Spawns instead of 3D6.

2: Destroy Nexus

Setup: Place a Nexus marker on 3 random Anchors.

Special: Nexus Markers are items with ARM 3 and HIT 2 and can be targeted in combat.

Victory: All Nexus Markers Taken Out by the end of the Wave.

Rewards (pick one):

- +4 MP
- All Horde Units immediately take 2 damage.

3: Overwhelming Force

Victory: End the Wave within 2 Turns.

Rewards (pick one):

- +4 MP
- One Standing Player Unit regains 1 lost HIT.

4: Protect The Asset

Setup: Place an Asset marker on a random Anchor. Assets are Items with ARM 3 HIT 3.

Special: Horde Units will always prioritize targeting the Asset instead of Player Units in combat.

Victory: The Asset still has at least 1 HIT at the end of the Wave.

Rewards (pick one):

- +4 MP
- Player Squad gains +4 TO in the first Turn of the next Wave.

5: Disruption Field

Setup: Place a Disruptor Pylon on 3 random Anchors.

Mission Action - Calibrate Pylon (2ACT): A Unit that Controls a Disruptor Pylon calibrates it. Remove that Pylon from the battlefield.

Victory: All 3 Disruptor Pylons have been calibrated.

Rewards (pick one):

- +4 MP
- All Horde Units lose -1 ATT (minimum 1) on their Ranged and Melee weapons until the end of the Wave.

6: The Artifact

Setup: Place a Search Marker on 3 random Anchors.

Mission Action - Search (2ACT): A Unit that Controls a Search Marker searches it. Roll 1D6: On a 1 or 2, the Artifact is found. This roll cannot be modified or re-rolled using TO.

Victory: The Artifact is found.

Rewards (pick one):

- +4 MP
- One Player Unit immediately gains 1 Spoil of War

PURCHASING UPGRADES

At the end of each Wave, you may spend your earned Mission Points on upgrades.

MP are gained in the following ways:

- Completing waves
- Completing Wave Objectives
- Opening a Crate and rolling "Stockpile"

UPGRADES:

- **Ammunition (2 MP):**

  One Unit's Limited (LIM) weapon or "once per mission" skill can be used one additional time

- **Heal (4MP):**

  One Unit immediately regains 1 lost HIT

- **Grenade (4 MP):**

  One Unit gains a Grenade that can be used once for 1 ACT: Throw grenade within 6". Deals 2 Ranged Damage to all Adjacent Units.

- **Medpack (4MP):**

  One Unit gains a Medpack that can be used once for 1 ACT: The Unit or a Squadmate it Controls regains 1D3 lost HIT.

- **Turret (6 MP):**

  One Unit gains a portable Turret it can place once for 1 ACT: Place Turret Adjacent to Unit. Player Units that Control the Turret can use it instead of their Ranged Weapon(s) when performing a Ranged Combat attack, using ATT 4 SKL 5. When using the Turret, draw Line of Sight from the Turret instead of the active Unit. No ACT penalty for multiple uses in same activation. Remove the Turret from the battlefield once it has been used 5 times.

- **Spoil Of War (8 MP):**

  One Standing Unit gains one Spoil Of War

- **Reinforcements (8 MP):**

  One Downed Unit returns to Standing with 1 HITs remaining. Apply one random injury to that Unit.

CRATES

Crate contents are unknown until they are opened. Crates are items with ARM 3 HIT 1 and can be targeted in combat. If a crate reaches 0 HIT, it causes an explosion dealing 2 Damage to all Adjacent Units, then remove it from the battlefield.

Mission Action - Open Crate (1 ACT): A Unit that Controls a Crate opens it. Roll to determine its contents, then remove that Crate from the battlefield.

1: Stockpile

  Player Squad gains +3 MP.

2: Command Uplink

  Player Squad gains +2 TO.

3: Map

  One Standing Player Unit may immediately perform a free Move action.

4: Relay Order

  One Standing Player Unit may immediately perform a free Basic or Mission action for 1 ACT.

5: Upgrade

  Select and apply one free Upgrade of your choice (see "Upgrades" above).

6: Booby Trap

  Causes an explosion dealing 2 Damage to all Adjacent Units.

INJURIES

Each time a Downed Unit is revived, roll 1D6 to determine the Injury this Unit received. If the rolled Injury is one that the Unit already had, that Unit is Deceased and removed from the Battlefield.

- **1 - RECOVERED**
  No new injury.
- **2 - BROKEN ARM**
  The Unit's Melee Weapons get -1 SKL (minimum 1).
- **3 - NERVE DAMAGE**
  The Unit's Ranged Weapons get -1 SKL (minimum 1).
- **4 - CRUSHED LEG**
  Each time the Unit performs the Move action, it moves 2" less.
- **5 - DAMAGED ARMOR**
  The Unit gets -1 ARM (minimum 1).
- **6 - DEEP WOUND**
  The Unit gets -1 starting HIT (minimum 1).
- **DECEASED**
  If the Unit receives an Injury that it already possesses (e.g. rolling "Damaged Armor" when it already has "Damaged Armor"), that Unit is instead Deceased. A Deceased Unit is permanently removed from the Squad and cannot be used in future Missions.

SPOILS OF WAR

- **ACCURATE 1**
  Each time this Unit performs the Ranged Combat action, this Unit may re-roll up to 1 of its Ranged Combat attack dice. This is cumulative with other Accurate specials (e.g. on this Unit's weapons).
- **BRUTAL 1**
  Each time this Unit performs the Melee Combat action, this Unit may re-roll up to 1 of its Melee Combat attack dice. This is cumulative with other Brutal specials (e.g. on this Unit's weapons).
- **COUNTER**
  Each time this Unit is the primary target of a Melee Attack, if this Unit did not lose any HIT by the end of that Combat, it may immediately perform a Melee Attack against the original Attacker.
- **DODGE 1**
  Each time this Unit is the target of a Ranged Combat attack, it may re-roll up to 1 of its Armor Saves. This is cumulative with other Dodge specials.
- **MELEE ATT +1**
  This Unit's Melee weapons gain + 1 ATT.
- **MELEE CHAIN REACTION 1**
  This Unit's Melee Weapons gain CHR1 (Chain Reaction 1).
- **MELEE RELENTLESS**
  This Unit's Melee weapons gain RLT (Relentless).
- **MELEE RENDING 1**
  This Unit's Melee weapons gain RND1 (Rending 1).
- **MELEE SKL + 1**
  This Unit's Melee weapons gain +1 SKL.
- **RANGED ATT +1**
  This Unit's Ranged weapons gain + 1 ATT.
- **RANGED BLAST**
  This Unit's Ranged Weapons gain BLS (Blast).
- **RANGED RELENTLESS**
  This Unit's Ranged weapons gain RLT (Relentless).
- **RANGED RENDING 1**
  This Unit's Ranged weapons gain RND1 (Rending 1).
- **RANGED SKL + 1**
  This Unit's Ranged weapons gain +1 SKL.
- **SWIFT**
  Each time this Unit performs the Dash action, it costs one less ACT. This means that the first time this Unit performs a Dash in each of its Activations, it costs zero ACT.
- **TECHNICIAN**
  During each of its Activations, this Unit may perform one Mission action for 1 less ACT.
- **TOUGH 1**
  Each time this Unit is the target of a Melee Combat attack, it may re-roll up to 1 of its Armor Saves. This is cumulative with other Tough specials.

QUICK REFERENCE

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)
1-4: 3× Carrion Leech
5: 2× Blight Herald
6: 1× Ruin Stalker

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

Wave 3 (6 MP)
1-2: 3× Carrion Leech
3-4: 3× Toxin Spitter
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)
1-4: 3× Ruin Stalker
5: 2× Dustborn Thrall
6: 1× Razorhowl Reaver

Wave 6 (9 MP)
1-4: 3× Ashline Gunner
5: 2× Dustborn Thrall
6: 1× Graveward Sentinel

Wave 7 (10 MP)
1-2: 3× Ruin Stalker
3-4: 3× Ashline Gunner
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)
1-4: 3× Razorhowl Reaver
5-6: 3× Last-Light Executioner

Wave 10 (13 MP)
1-4: 3× Graveward Sentinel
5-6: 3× Last-Light Executioner

Wave 11 (14 MP)
1-2: 3× Razorhowl Reaver
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 its 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.

HORDE UNITS

1. CARRION LEECH

ACT 2	ARM 3	HIT 1

WEAPONS	ATT	SKL
⚔ Latch (2MC)	3	3

SKILLS	
Behavior	Swift

Behavior:

- If there is a valid Melee target, attack that target in Melee combat.
- Move to be adjacent to closest enemy Unit
- Move toward closest enemy Unit, to cover if possible
- Dash toward closest enemy Unit, to cover if possible

Swift: Each time this Unit performs the Dash action, it costs one less ACT. This means that the first time this Unit performs a Dash in each of its Activations, it costs zero ACT.

Carrion Leech 10GP   FV: **1**

2. TOXIN SPITTER

ACT 2	ARM 3	HIT 1

WEAPONS	ATT	SKL
⚔ Claws	2	3
◎ Spit Toxins (2RC BLS)	3	3

SKILLS	
Behavior	

Behavior:

- If this Unit is Adjacent to an enemy Unit, Dash or Move away from all enemy Units.
- If there is a valid Ranged target, attack that target in Ranged combat.
- Move to cover with Line of Sight on an enemy Unit
- Dash to cover with Line of Sight on an enemy Unit

Toxin Spitter 10GP   FV: **1**

3. BLIGHT HERALD

ACT 2	ARM 3	HIT 1

WEAPONS	ATT	SKL
⚔ Blight	3	3
◎ Spore Cloud (BLS)	3	3

SKILLS	
Behavior	

Behavior:

- If there is a valid Melee target, attack that target in Melee combat
- If this Unit is Adjacent to an enemy Unit, Dash or Move away from all enemy Units
- If there is a valid Ranged target, attack that target in Ranged combat.
- Move to cover with Line of Sight on an enemy Unit
- Dash to cover with Line of Sight on an enemy Unit

Blight Herald 10GP   FV: **1**

4. RUIN STALKER

ACT 2	ARM 3	HIT 2

WEAPONS	ATT	SKL
⚔ Bone Claws (2MC RLT)	4	4

SKILLS	
Behavior	Swift

Behavior:

- If there is a valid Melee target, attack that target in Melee combat.
- Move to be adjacent to closest enemy Unit
- Move toward closest enemy Unit, to cover if possible
- Dash toward closest enemy Unit, to cover if possible

Swift: Each time this Unit performs the Dash action, it costs one less ACT. This means that the first time this Unit performs a Dash in each of its Activations, it costs zero ACT.

Ruin Stalker 20GP   FV: **2**

5. ASHLINE GUNNER

ACT **2**	ARM **3**	HIT **2**

WEAPONS	ATT	SKL
⚔ Fists	2	3
⊕ Rust Rifle (2RC)	4	4

SKILLS	Behavior

Behavior:

- If this Unit is Adjacent to an enemy Unit, Dash or Move away from all enemy Units.
- If there is a valid Ranged target, attack that target in Ranged combat.
- Move to cover with Line of Sight on an enemy Unit
- Dash to cover with Line of Sight on an enemy Unit

Ashline Gunner 20GP   FV: **2**

6. DUSTBORN THRALL

ACT **2**	ARM **3**	HIT **2**

WEAPONS	ATT	SKL
⚔ Ritual Daggers (2MC RND1)	4	4
⊕ Shard Volley (BLS)	4	4

SKILLS	Behavior

Behavior:

- If there is a valid Melee target, attack that target in Melee combat
- If this Unit is Adjacent to an enemy Unit, Dash or Move away from all enemy Units
- If there is a valid Ranged target, attack that target in Ranged combat.
- Move to cover with Line of Sight on an enemy Unit
- Dash to cover with Line of Sight on an enemy Unit

Dustborn Thrall 20GP   FV: **2**

7. RAZORHOWL REAVER

ACT **3**	ARM **4**	HIT **3**

WEAPONS	ATT	SKL
⚔ Hooked Cleaver (2MC RND1)	4	5

SKILLS	
Behavior	Swift

Behavior:

- If there is a valid Melee target, attack that target in Melee combat.
- Move to be adjacent to closest enemy Unit
- Move toward closest enemy Unit, to cover if possible
- Dash toward closest enemy Unit, to cover if possible

Swift: Each time this Unit performs the Dash action, it costs one less ACT. This means that the first time this Unit performs a Dash in each of its Activations, it costs zero ACT.

Razorhowl Reaver 30GP   FV: **3**

8. GRAVEWARD SENTINEL

ACT **3**	ARM **4**	HIT **3**

WEAPONS	ATT	SKL
⚔ Scrap Shiv	3	3
⊕ Grave Cannon (2RC BLS)	4	5

SKILLS	Behavior

Behavior:

- If this Unit is Adjacent to an enemy Unit, Dash or Move away from all enemy Units.
- If there is a valid Ranged target, attack that target in Ranged combat.
- Move to cover with Line of Sight on an enemy Unit
- Dash to cover with Line of Sight on an enemy Unit

Graveward Sentinel 30GP   FV: **3**

9. LAST-LIGHT EXECUTIONER

ACT 3	ARM 4	HIT 3

WEAPONS	ATT	SKL
⚔ Judgement Axe (2MC RLT CHR1)	4	5
◎ Condemnor Bolt (ACC1)	4	5

SKILLS	Behavior

Behavior:
- If there is a valid Melee target, attack that target in Melee combat
- If this Unit is Adjacent to an enemy Unit, Dash or Move away from all enemy Units
- If there is a valid Ranged target, attack that target in Ranged combat.
- Move to cover with Line of Sight on an enemy Unit
- Dash to cover with Line of Sight on an enemy Unit

Last-Light Executioner 30GP   FV: **3**

10. BOSS: SHADOW FIEND

ACT 4	ARM 4	HIT 8

WEAPONS	ATT	SKL
⚔ Twilight Blades* (2MC)	4	5

SKILLS	
Boss Spawn	Behavior
Phasebound	Counter

Boss Spawn: This Unit spawns as far as possible from any enemy Units, not visible, or at least in Cover.

Behavior: Each time this Unit performs the Move action, if there is at least one non-visible enemy Unit, place this Unit Adjacent to a random non-visible enemy instead of moving normally. This does not trigger an Attack of Opportunity.
If all enemy Units are visible, this Unit moves normally.
- If there is a valid Melee target, attack that target in Melee combat (twice per activation)
- Move toward a random non-visible enemy Unit (if any), to cover if possible
- Move toward closest enemy Unit, to cover if possible
- Dash toward closest enemy Unit, to cover if possible

Phasebound: This Unit is always considered to be in Cover.

Counter: Each time this Unit is the primary target of a Melee Attack, if this Unit did not lose any HIT by the end of that Combat, it may immediately perform a Melee Attack against the original Attacker.

Boss: Shadow Fiend 50GP   FV: **5**

11. BOSS: OSSUARY ENGINE

ACT 4	ARM 4	HIT 8

WEAPONS	ATT	SKL
⚔ Bonegrind Actuators (2MC RLT)	4	5
◎ Hull Breach Cannon (2RC BLS)	4	5

SKILLS	Boss Spawn
Behavior	Null Construct

Boss Spawn: This Unit spawns as close as possible to a random Spawn Point. All Adjacent enemies immediately take 2 Melee damage.

Behavior:
- If there is a valid Melee target, attack that target in Melee combat (twice per activation)
- If this Unit is Adjacent to an enemy Unit, Dash or Move away from all enemy Units
- If there is a valid Ranged target, attack that target in Ranged combat (twice per activation)
- Move to cover with Line of Sight on an enemy Unit
- Dash to cover with Line of Sight on an enemy Unit

Null Construct: This Unit cannot be targeted in Ranged combat if it has all of its HIT.

Boss: Ossuary Engine 50GP   FV: **5**

12. BOSS: BROODMIND

ACT 4	ARM 4	HIT 8

WEAPONS	ATT	SKL
⚔ Claws (2MC RND1)	4	5
◎ Spew (BLS)	4	5

SKILLS	
Boss Spawn	Behavior
Nutrient Lash	Spawn Sacs

Boss Spawn: This Unit spawns as close as possible to the center of the battlefield. All Adjacent enemies immediately take 2 Melee damage.

Behavior:
- If there are no Adjacent enemy Units, spawn one Carrion Leech Adjacent to this Unit (once per activation)
- If there is a valid Melee target, attack that target in Melee combat (twice per activation)
- If there is a valid Ranged target, attack that target in Ranged combat (once per activation)
- Move away from all enemy Units, to cover if possible
- Dash away from all enemy Units, to cover if possible

Spawn Sacs: Each time this Unit is the target of melee combat and does not lose any HIT as a result of that combat, spawn one Carrion Leech Adjacent to it.

Nutrient Lash: Each time any Player Unit within 6" loses 1 or more HIT in melee combat, roll 1D6. On a 1 or 2, this Unit regains 1 lost HIT.

Boss: Broodmind 50GP   FV: **5**