

Warhammer 40K Horde Mode Rules

(v1.1) (Autumn 2025 Revision for Ludlow Wargaming Society) – Originally Devised and Version 1.0
Rules by the Poorhammer Podcast Team

Army Construction

In 40K Horde Mode you must first decide on a game size, 1,000 points or 2,000 points. Once a point count has been chosen you must then choose the number of players.

(Technically, any number of players should work, but the game is designed for 1-4 players. Optionally 1 extra player could be added as a dedicated Game Master controlling the Horde and helping with resolving steps of the game, however this role is not necessary.)

A Horde faction (or factions) should also be chosen at this point, but no list needs to be created for it.

Designer's Note: A Horde can use multiple factions for their spawning tables in order to round out spawning tables for your playgroup's collection. Playing with multiple factions in the Horde is advised when playing with either type of Knights, both of whom have several fail-cases on their spawning tables.

- **Divide your total points equally among all players, rounded to the nearest 0 or 5.** (ex. 3 players at 1,000 points each get 335 points.). Any individual Player may transfer up to 15 points to other player(s).

Note that due to resource acquisition more players tends to lead to easier games. Artificially lowering your available point total may help counteract this if you still want a difficult experience with 4+ players.

Game	2 Players	3 Players	4 Players	5 Players	6 Players	7 Players	8 Players
1000pts	500	335	250	200	165	145	125
2000pts	1000	665	500	400	335	285	250

- Each player's army **must contain a Warlord and be a valid list** by 40k 10th edition matched play rules for Chapter Approved 2025-26 Incursion missions. This means:
 - 'Your army can contain up to two units with each datasheet name – or up to four units with each datasheet name if it is a **BATTLELINE** or **DEDICATED TRANSPORT** unit.
 - Your army can contain up to one **TITANIC CHARACTER**'
- Additionally, **no enhancements** may be taken in these starting lists. *Enhancements are purchased during the game.*

Table Setup

Follow these steps to set up the table and begin the game:

1. Choose a Deployment randomly (using the Strike Force versions) from the Warhammer 40,000 10th Edition Chapter Approved 2025-26 Mission Deck. Players now set up objective markers on the battlefield. Each Deployment card's deployment map will show players how many objective markers to set up and where each should be placed. Models can end any type of move on top of an objective marker. *For ease of use **Dawn of War** and **Hammer and Anvil** are the only two deployments recommended for newcomers. Using differently-shaped deployment zones drastically increases the difficulty of creating Spawning Zones.*
2. Once the Deployment is chosen and objective markers are placed on the board, the Horde side is set as the Attacker and players as the Defender.
3. Create and mark Horde Spawning Zones by dividing the Horde's deployment zone into a number of equal-area sections based on game size. 1,000 point games are split evenly into 2 spawn zones and 2,000 point games are split evenly into 4 spawn zones. *These zones should be placed as equal areas with each zone bordering No Man's Land, making non-rectangular deployments much more difficult to calculate. It is recommended you place reminder tokens in the center of each spawning zone's area.*
4. The board should be set up with terrain only in No Man's Land. No terrain should be placed within 6 inches of any objective marker set up in No Man's Land.
5. Place all player units on the battlefield or in reserves, with no more than 50% of any individual players units in reserves (by point value) this rule supersedes any army or detachment rules to the contrary. Do not place anything for the Horde.
6. Shuffle the Misery Deck, the Secret Objectives Deck, and the Secondary Mission Deck, placing them to the side. Regular Primary and Secondary Missions are not used in this mode.
7. Choose if the game will be 5 rounds or infinite rounds. *5 rounds is the recommended number, but some players enjoy the play until you lose style of game.*
8. If the 5 rounds game mode was chosen, shuffle the Secret Objective Deck and deal two Objectives to each player. They each choose one Objective and return the others to the Secret Objective Deck face down. Shuffle the Secret Objective Deck. *(If after shuffling*

the remaining Secret Objectives there are not enough to deal two to each player, deal one instead.)

Playing the Game

40K Horde Mode uses the Core rules updated with the most recent Errata, Commentary, Mission Pack, & Dataslate with the following additions and alterations:

- Players move through phases together and activate units and abilities at the correct time in the phases, but in any order. For the purposes of this rule treat all player units as if they formed a single army.
- Players act as a single team. Their units count as friendly units to each other. Buffs that affect friendly units affect the units of other players if they have the correct keywords (except for Army keywords) e.g. Player A's rule benefitting any nearby ADEPTUS ASTARTES units in Player A's datasheet will benefit Player B's **BLOOD ANGELS** units. However Player C's rule benefitting **NECRON** units will not benefit Player D's **NECRON** units.
- CP and SP (see 3.8) are tracked individually for each player.
- Players begin the game with 2CP each.
- Players and the Horde do not naturally generate CP in the Command Phase. (Datasheets and stratagems which generate CP still do so for Players at the appropriate point in the turn).
- There is no cap on CP generation per turn and any rules to the contrary are not applicable
- The Horde always has the first turn.
- The Horde does not use Stratagems, gain CP, or benefit from Army or Detachment rules, only datasheet level rules and Horde Faction Rules. (See Table 7.5)
- Horde units within a Spawning Zone have the **Benefit of Cover**.
- The Command Phase has an extra step after the Battle-Shock Step called the **Resupply Step**. (See 3.8)
- Players may not reveal their Secret Objective cards to each other until the card tells them to or the game ends. Players may claim to have any secret objective, including telling the truth.

If for any reason the Misery Deck or Secondary Mission deck is empty, reshuffle all used cards into the deck.

Some Horde Mode objectives require the use of an 'Action'. Actions cannot be completed by units which are:

- AIRCRAFT Units
- Battle-shocked at any time during the course of the action
- Have an Objective Control characteristic of '0'
- Within Engagement range of an enemy unit (except for TITANIC CHARACTER units)

- Advanced and/or Fell Back this turn
- Ineligible to shoot this turn (unless this is due to the fact the unit has no ranged weapons).

If a unit starts to perform an action, until that action is completed or until the end of the turn (whichever is later), that unit is not eligible to shoot or declare a charge. If a unit performing an action makes a move (excluding Pile-in and Consolidation moves) or leaves the battlefield, that Action cannot be completed.

At the start of each battle round:

1. Discard any active Misery cards.
2. Reveal any new cards from the Misery Deck (*including modifiers from failed Secondary Missions last round.*) In the First Battle Round no misery cards are revealed.
3. Reveal the new Secondary Mission for the round.
4. Resolve all mission rewards and punishments that require resolving at the start of the battle round.
5. Spawn the Horde. (See 4. *Spawning the Horde*)
6. Resolve any effects that occur at the start of the battle round from Player Army or Detachment rules.

In Subsequent Battle Rounds:

Battle Round	Base Misery Cards Drawn	Base Spawn Modifier Used
2	1	0
3	1	+1
4	2	+1
5	3	+2

At the end of each battle round:

- All revealed Secondary Missions are resolved. Successful missions give their listed rewards and failed missions give their punishments. Misery card- and Spawn Roll-related results are added to the next battle round's basic reveals and spawn modifier respectively.

Supply Points

- After the Battle-shock step of the players' command phase, each player receives **1 SP** for each objective marker controlled by any player. (This occurs even during the first battle round.) *Primary objectives are not scored in Horde Mode.*

- Any time a Horde unit is destroyed, if that destruction was due to a player's attack or action, **that player** gains **1 SP**.
- **SP** is also rewarded from some successful Secondary Missions. Unless otherwise stated, **each player receives the listed amount of SP** rewarded from those Secondary Missions. The same is true for any **SP** lost from a failed Secondary Mission. Unless the card specifically states the contrary.
- The minimum **SP** is 0.

The Resupply Step

During the Resupply step of the players' Command Phase, which is added after the Battle-shock Step, players may spend any **SP** they have built up on purchases from the Resupply Table. Once all players have finished spending their **SP** the step ends.

Spawning the Horde

Spawning the Horde is done via the following steps:

1. **Choose a Horde Spawning Zone.**
2. **Destroy any player-owned units and previously-spawned Horde units that are within the Zone.** Take note of the cost of any Horde unit removed this way.

Designer's Note: This should be a rare occurrence in normal play, designed to stop the strategy of locking Hordes in their deployment zone in hopes of stopping spawning of more powerful units.

3. **Roll a D12 to determine the Horde unit bracket to spawn into the Zone.** If a Horde unit was removed in the previous step, add its bracket's lowest roll value as an additional modifier. **An unmodified roll of 1 is always a "No Spawn."**
4. **Choose a unit from the bracket** using a D20. See Horde Spawning Tables for brackets and unit options. If the unit selected is not available (i.e. it is already in play). You may always decide to place two units from the bracket below the rolled bracket instead, repeating the process downward as desired. Units from a lower bracket may spawn with an attached leader.

Designer's Note: When possible give the unit all relevant wargear and weapons, as brackets were determined using fully equipped units.

5. **Place the chosen unit into the Spawning Zone.** Spawn units as close to the front of the deployment zone as possible. If a unit will not fit in the spawn area, make the best possible attempt at fitting it within that Spawning Zone. Horde units placed may overflow into No Man's Land if it is unavoidable. Horde units ignore any enemy unit distance requirements for spawning placement and may be spawned within engagement range of enemy units. If a Horde unit is placed within engagement range of a Player unit it is treated as having charged this turn.

(Spawned units do not count as entering the battlefield this round for any rules purposes. Treat it as though it has been in play since game start). AIRCRAFT enter in Hover mode if possible.

- a. If it is the second, third, or fourth battle round and a unit has the **Deep Strike** ability: Do not place the unit into the Spawning Zone. Instead put the unit into the Horde's

Reserves. During the Horde Movement Phase when **Deep Strike** units would normally be placed:

- Place the unit more than 9" from all enemy models, but as close to the highest points value player-owned unit as possible.
- Horde units cannot deploy from reserves within 3" of objective markers unless caused by a Misery card.
- If no valid Deep Strike location exists, set the unit up following normal Spawning Zone deployment rules as though it was the usual spawning instructions. These units may then immediately move.

6. **Repeat the process for each of the remaining spawning zones.**

*Designer's Note: The first **Character** model spawned by the Horde acts as the Warlord for the Horde army for all rules that mention an enemy Warlord. (Imperial Knights, etc.)*

*Designer's Note: The mode is designed to work with any spare army your playgroup has access to, given it has a large amount of points available to pull from. Ideally 1,000-2,000 more points than the chosen game size at minimum. **Aircraft** and **Fortifications** exist in the Spawning tables, but are recommended against for their issues with the AI in this game mode. Choose them only as a last resort.*

The Horde "AI"

Designer Note: This is an attempt to make a simple set of rules to pilot the Horde in a way that is at least on par with general zombie AI in video games. We don't want this overly complicated because it should feel intuitive and you should not need to check these rules after a game of piloting the Horde.

The Horde utilizes all datasheet abilities it can.

Certain datasheet abilities do not function due to the lack of Horde stratagem usage, army rules, and detachment rules. (Khal, Sisters of Battle, and Farseer have example abilities.) These should be ignored. All other datasheet abilities should be utilized at the appropriate time in the turn. Abilities that require you to choose a mode (Belisarius Cawl, etc.) should be chosen randomly each time. Units with **Scout** may move their **Scout** distance in addition to their normal move characteristic on the turn they were spawned if they were not spawned via **Deep Strike**.

During the movement phase each Horde unit attempts to move directly toward the following, in order of importance.

1. The closest visible enemy regardless of distance.
2. The closest visible objective not already controlled by another Horde unit, ignoring any objective in the Horde Spawning Zones.
3. The Defender board edge. Once at the board edge, it will move along the board edge towards the central line of the battlefield while remaining in contact with edge unless 1 or 2 above apply.

Designer's Note: This means some Horde units will camp objectives if not baited away by visible units.

Each unit moves if appropriate. Exceptions are as follows:

- Units where the majority of models are equipped with weapons with the **Heavy** ability and the unit has an enemy unit visible within range of those weapons.
- A single model unit whose primary ranged weapon has the **Heavy** ability and has an enemy unit visible within range of those weapons
- Units that are within shooting range of a visible enemy unit and will lose some significant bonus from abilities if they move.
- Units set up within a Spawning Zone from Reserves move (*even though they entered from Reserves.*)
- Units within a Spawning Zone always attempt to move out of all Spawning Zones even if other bullet points are true.

Designer's Note: Move unless a unit has no reason to ruin their shooting bonus.

If advancing a unit is advantageous, it advances. Advancing is considered advantageous if it meets any of the following criteria:

- All models are equipped with weapons that have the **Assault** ability.
- The unit has the ability to advance and still shoot or declare a charge.
- The unit could not shoot at anything after making a normal move and has no reason to declare a charge.
- The unit could not attempt a charge anyway and the only ranged weapons that it loses access to are 'side-arms'

***Side-arms** are defined as: **Pistols** on units with melee loadouts beyond close combat weapons or **ranged weapons on attached characters**. (Orks should not slow down to shoot Sluggas. Lychguard should not slow down to let an attached character shoot a Staff of Light. etc.)*

Units disembark from transports when appropriate.

- If there is a visible enemy unit within range of the ranged weapons and there is not enough **Firing Deck X** on the transport to fire all non-'side-arms' (see above.)
- If disembarking would allow for an attempted charge for units that would attempt to charge this turn.
- The unit will not disembark inside of a spawning zone even if the above are true.

In the shooting phase each model shoots the closest legal target.

- Pick randomly if two are equally close.

- If a model is equipped with an **Anti-X** weapon it attempts to shoot the closest visible **X** keyword unit. If none are visible within range, default back to the closest legal target.
- If a model is equipped with a **Precision** weapon it attempts to shoot the closest visible unit with a **Leader**. If none are visible within range, default back to the closest legal target.
- If a model is equipped with a **Melta** weapon it attempts to shoot the closest visible non-**Infantry**, non-**Swarm** unit. If none are visible within range, default back to the closest legal target.

In the charge phase each unit always charges if the majority of the unit has a weapon with a profile better than Close Combat Weapon equivalent.

Designer's Note: This should stop things like tanks, guardsmen and T'au from charging.

Horde units already locked in combat stay locked in combat unless they have Fallback and Shoot, Fallback and Charge, or Fallback, Shoot, and Charge. If they would not charge, they fall back a full move in this scenario, if they would charge again, only fall back 2".

Horde models attack the closest enemy model's unit if able in the Fight Phase.

Designer's Note: This means sometimes Horde units will split attacks on a model-by-model basis to get the most attacks in as possible.

Horde units always attempt consolidation toward the closest enemy unit or objective marker if possible.

Winning and Losing the Game

If the game is not being played in infinite mode, at the end of the fifth battle round the game ends. All players with units still remaining reveal any Secret Objectives tagged "End of Game". All players who have revealed and completed their Secret Objective win the game, regardless of their survival. Players win the game individually.

Some Secret Objectives additionally require you to have survived until the end of the game to be completed. These are marked with the "Survival Required" tag.

Some Secret Objectives additionally require you to reveal them at times other than the end of the game. These are marked with the "Early Reveal" tag. If these were not revealed until the end of the game due to not meeting the required conditions to reveal them, they automatically fail.

If a player has no models in play or in reserve they are considered to have not survived and are knocked out of the game. They cannot be brought back into the game through SP use and they cannot use any SP

or CP. In some situations they can still win the game with their Secret Objective even if they did not survive, but they still do not reveal “End of Game” tagged objectives.

Resupply Table (Prices listed in Supply Points)

Price	Name - Effect	Tags
1SP	A Name Earned - Add an enhancement to a character without one. Follow all Codex rules. For each player, only one copy of any enhancement may exist at once.	Tactics
2SP	Basic Tactics - Gain ICP.	Tactics
3SP	Air Strike - Select an area terrain. Each unit within it suffers 2D3 mortal wounds, then remove that area terrain from the battlefield.	Strike
3SP	Deploy Short Range Teleporter - Place a 40mm marker wholly within 3" of a target unit you own that is not locked in combat and more than 1" away from all enemy models and objective markers. This marker is a Teleporter. No more than 3 Teleporters may exist at once. If you use this ability with 3 Teleporters already deployed, place a 4th and then choose one to remove from the battlefield. Friendly units who end a movement wholly within 3" of a Teleporter while there are at least 2 Teleporters on the battlefield may Teleport. If a Horde unit ends a turn within 1" of a Teleporter, remove the Teleporter from the Battlefield. Teleport: Remove this unit from the battlefield and place it into Reserves, then immediately disembark the unit from a different Teleporter following normal disembarkation rules. If the unit cannot disembark from the other Teleporter it is destroyed.	Supply
3SP	Forward Operating Base - Place a FOB Marker on a non-Fortified objective marker, it is now Fortified and considered a Forward Operating Base. No more than 1 Forward Operating Base can exist at once. Players gain an additional SP for controlling a Forward Operating Base when gaining SP for controlling objective markers. Fortified Markers on objective markers are destroyed if a Horde unit gains control of that objective marker.	Fortify
3SP	Pizza Party - Choose a Battle-shocked unit owned by any player. That unit is no longer Battle-shocked.	Tactics, Supply
3SP	Share Supplies - Grant 2SP to another player.	Tactics
3SP	Supply Drop - Add a new objective marker to No Man's Land, at	Supply

	least 6" from all board edges and other objective markers. (A maximum of 6 objective markers may be in play at once.)	
4SP	Arm Experimental Defenses - Place a Lightning Marker on a non-Fortified objective marker, it is now Fortified and considered an Warp-Relic Outpost. No more than 1 Warp-Relic Outpost can exist at once. At the beginning of the Player Fight phase, each Horde unit within 9" of a Warp-Relic Outpost suffers 3 mortal wounds. Player units within engagement range of any of those Horde units suffer 1 mortal wound. Fortified Markers on objective markers are destroyed if a Horde unit gains control of that objective marker.	Fortify
4SP	Defensive Positions - Set up a ruin with maximum dimensions of 9" by 9" anywhere on the battlefield. It must be placed more than 3" from all other terrain, and must not have walls that cover the base of any model on the battlefield. (Maximum one use per turn for the entire team.)	Supply, Fortify
4SP	Deploy Razor Wire - Place a 40mm marker wholly within 3" of a target unit you own that is not locked in combat and more than 1" away from all enemy models and objective markers. This marker is Razor Wire. No more than 2 Razor Wire may exist at once. If you use this ability with 2 Razor Wire already deployed, place a 3rd and then choose one to remove from the battlefield. If a unit begins or ends a move within 1" of Razor Wire during any movement or charge phase that unit suffers D3 mortal wounds. Units within 1" of Razor Wire reduce their Move characteristic by 1" and subtract 2 from their Advance and Charge rolls.	Supply, Strike
4SP	Emergency Shovel Stash - Place a Shovel Marker on a non-Fortified objective marker, it is now Fortified and considered a Memelord Fort. No more than 1 Memelord Fort can exist at once. Each time a friendly model in a unit wholly within 3" of a Memelord Fort makes a melee attack, add 1 to the Strength characteristic of that attack and improve the AP of that attack by 1. Fortified Markers on objective markers are destroyed if a Horde unit gains control of that objective marker.	Fortify
4SP	Field Hospital - Place a MASH Marker on a non-Fortified objective marker, it is now Fortified and considered a Field	Fortify

	Hospital. No more than 1 Field Hospital can exist at once. In the Reinforcements step of your Movement phase, Players can heal up to 3 wounds for each unit they own wholly within range of a Field Hospital. Each time such a unit heals a wound: • If that unit contains one or more models with fewer than their starting number of wounds remaining, select one of those models; that model regains one lost wound • If all models in that unit have their starting number of wounds, but that unit is not at its Starting Strength, one destroyed model is returned to that unit with one wound remaining. <i>This ability cannot be used to return destroyed Character models in Attached units.</i> Fortified Markers on objective markers are destroyed if a Horde unit gains control of that objective marker.	
4SP	Tempt Fate - Reveal a second Secondary Mission. Resolve each Secondary Mission separately. Their rewards and punishments stack, but no more than two can be active in any round. (Maximum one use per turn for the whole team.)	Secondary
5SP	Activate Jamming Station - Place an Jammer Marker on a non-Fortified objective marker, it is now Fortified and considered a Jamming Station. No more than 1 Jamming Station can exist at once. When making Spawn Rolls for the Horde, subtract 1 from the roll as long as the players control a Jamming Station. Fortified Markers on objective markers are destroyed if a Horde unit gains control of that objective marker.	Fortify
5SP	Advanced Tactics - Remove one active Secondary Mission and reveal a new one. (Maximum one use per turn for the whole team.)	Secondary, Tactics
5SP	Ammo Supplies - Place an Ammo Marker on a non-Fortified objective marker, it is now Fortified and considered an Ammo Dump. No more than 1 Ammo Dump can exist at once. While wholly within 3" of an Ammo Dump, ranged weapons equipped by friendly units have the Sustained Hits 1 ability. Fortified Markers on objective markers are destroyed if a Horde unit gains control of that objective marker.	Fortify
5SP	Emergency Evac - Choose a unit you own that is not locked in	Tactics

	combat. Remove that unit from the battlefield. In the Reinforcements step of your next Movement phase, set that unit up following the rules for Strategic Reserves. Any units that are not on the battlefield at the end of the battle count as destroyed.	
6SP	Activate Shield Generator - Place a Shield Generator Marker on a non-Fortified objective marker, it is now Fortified and considered a Shield Generator. No more than 1 Shield Generator can exist at once. Friendly units wholly within range of a Shield Generator gain the 4+ Feel No Pain ability against ranged attacks made by models not within range of the Shield Generator. Fortified Markers on objective markers are destroyed if a Horde unit gains control of that objective marker.	Fortify
6SP	Deploy Minefield - Place a 40mm marker wholly within No Man's Land and more than 6" away from all enemy models and objective markers. This marker is a Minefield. No more than 1 Minefield may exist at once. You cannot place a Minefield marker if one already exists on the battlefield. Keep track of damage dealt by this Minefield over the game. If a unit starts or ends a Move, Fallback, Advance, or Charge within 6" of a Minefield it suffers D6 mortal wounds, a maximum of once per phase per unit. At the end of each battle round, if the total damage dealt by this Minefield is 10 or more, remove the Minefield from the battlefield.	Supply, Strike
8SP	A Change of Plans - Draw up to two additional Secret Objectives from the Secret Objective Deck. Choose one of your secret objectives. Place all but the chosen Secret Objective card back onto the Secret Objective deck face down, then shuffle the deck.	
8SP	Artillery Strike - Place a 40mm marker anywhere on the battlefield more than 1" away from all models. At the end of the next Fight phase, roll one D6 for every model in each unit within 9" of the marker. For every 5+, that unit suffers 1 mortal wound. Monster or Vehicle units suffer 3 mortal wounds for each 5+ instead. Remove the marker from the battlefield.	Strike
12SP	Reinforcements Arrive – Roll a D12 and select a unit of your choice from the corresponding bracket of your army's Spawning Table to add to your Reserves. (They may enter this turn.)	Spawn

	If no unit within that spawning bracket is available you may instead select a unit of a lower bracket instead. <i>(A roll of 2 fails.)</i> (Maximum one use per turn per player.)	
XSP	Patched Up - Choose a unit you own that is not locked in combat, pay X, an amount of SP equal to the minimum cost of that unit's bracket on the Spawning Table. Return the chosen unit to its starting strength, including any lost attached Characters (these attached characters are free). (Maximum one use per turn per player.)	Tactics
XSP	Field Promotion - Destroy a unit you own that is not locked in combat. Look up the Spawning Table bracket of the destroyed unit. If multiple sizes of the unit exist, select the smallest size that the unit fit into at the time you destroyed it. <i>(For example, a Hellblaster squad with 3 models remaining would count as Hellblaster Squad (5), even if its starting strength was 10.)</i> Roll one D6, adding a value equal to that bracket's minimum value. You may pay X, an amount of SP equal to the modified roll. If you do, select a unit of your choice from the Spawning Table bracket for your army corresponding to the modified roll. You may pick a unit of any model count to upgrade into, but you may not place more models in the new unit than were in the destroyed unit. <i>(If you did not pay X, Field Promotion ends, the original unit remains destroyed.)</i> Set up that unit on the battlefield as close as possible to the original unit's position. The unit may not be set up within engagement range of any enemy models. If the unit cannot be set up, it is destroyed. (Maximum one use per turn per player)	Spawn

Misery Deck	
# - Card Name	Effect
1 - Unnatural Stamina	Horde units are eligible to shoot and declare a charge in a turn in which they advanced.
2 - Grudge Match	Each time a Horde model makes an attack, add 1 to the hit roll and add 1 to the wound roll.
3 - Rip and Tear	Each time a Horde model makes an attack, improve the Armour Penetration characteristic of that attack by 1.
4 - Blistering Speed	Do not roll advance or charge rolls for the Horde. The Horde's advance rolls are automatically 6 and charge rolls are automatically 12.
5 - Untouchable	Horde models have a 3+ Invulnerable save.
6 - Stray Orbital Bombardment	Split the battlefield evenly into a 2x3 grid. Assign each area a different number from 1 to 6. Roll one D6 . Each unit within the rolled area suffers 2D3 mortal wounds.
7 - Unlucky Night	When making Spawn Rolls for the Horde, roll 2D12 and pick the higher result.
8 - Death Denied	Every Horde unit on the battlefield returns to their Starting Strength. Horde models regain all lost wounds.
9 - Terrifying Shockwave	Player units automatically fail Battle-shock rolls.
10 - Planetquake	Select one terrain piece at random. Units within it suffer 2D3 mortal wounds. Destroy that terrain piece.
11 - Errant Explosion	Destroy one objective marker in No Man's Land at random.
12 - Nowhere is Safe	Destroy all objective markers in the Defender's deployment zone.
13 - Pincer Maneuver	Roll to spawn an extra Horde unit into the Horde's Reserves, applying all Spawn Roll modifiers active this round. The unit deploys during the Horde's Reinforcement step as if using Deep Strike, except it may be set up anywhere that is more than 3" from all player units and deploys within the players' deployment zone if able. If unable, it attempts to deploy within No Man's Land if possible, then the Horde's deployment zone if not.
14 - No Hard Feelings	One random player's SP is set to 0. If playing Single Player, instead reveal 2 more Misery Cards.
15 - Bad Investment	Remove 5SP from all players. (The minimum SP is 0.)
16 - Fair and Balanced	Weapons equipped by Horde models have the Devastating Wounds

	ability.
17 - Unfettered Fury	Weapons equipped by Horde models have the Sustained Hits I and Lethal Hits abilities.
18 - A Worthless Sacrifice	Players discuss and then secretly vote for a player unit to be destroyed by the horde. If the result of the vote is not unanimous, randomly choose a unit to be destroyed from among all of the units that received at least one vote.
19 - Fog of War	Horde models gain Stealth and have the Benefit of Cover.
20 - Lamentable Luck	Reveal 2 more Misery cards.
21 - Bunkers Busted	Remove all Fortified markers from all objective markers. Players cannot make Fortify purchases.
22 - Comms Jammed	Players cannot use Stratagems or spend Command Points. Players cannot make Supply, Spawn, or Strike purchases.
23 - The Mind Killer	Remove all Enhancements from all Characters. Player units must make a Battle-shock test every Battle-shock Step. Players cannot make Tactics purchases.
24 - Seller's Market	SP costs are doubled for all purchases.
25 - Hotter Shots	Ranged weapons equipped by Horde models that are not Melta weapons have the Melta I ability.
26 - Sinking Showboats	Ranged weapons equipped by Horde models have the Precision ability.
27 - Chitinous Growths	Each time an attack targets a Horde unit, worsen the Armour Penetration characteristic of that attack by 1.
28 - They Fly Now	Horde units have Fly and ignore vertical distances when moving. Ignore all terrain when determining visibility for ranged attacks made by Horde models.
29 - Fate's Fetters	Remove 4SP from the player with the most SP. Reveal 3 extra Secondary Objectives. Ignore the limit on Secondary Objectives this battle round. Players cannot make Secondary purchases.
30 - Aim for the Heads	Each time a Horde model is destroyed, roll one D6: on a 4+, do not remove it from play. After the attacking model's unit has finished

	making its attacks, the destroyed model may fight if it is the Fight phase, or shoot if it is not. The destroyed model is then removed from play.
31 - Debris Storm	Ranged attacks against Horde units require an unmodified Hit roll of 6 to score a hit unless the attacking unit is within 12".
32 - Glowing Eyes	Each time a Horde model makes an attack, they may re-roll the hit roll.

Secondary Missions

# - Name	Condition	Reward	Punishment
1 - Secure Drop Zones	Randomly select two objectives in No Man's Land (if fewer exist, select that number instead.) If you control those selected objective markers at the end of the battle round this mission is successful.	3 SP, One random player saves this card. You may discard this card during the Resupply Step to make a Tactics purchase without paying SP.	+1 Misery cards
2 - Back to Basics	Keep a tally, X, of how many Horde units are destroyed this battle round after the horde is spawned and you have revealed this mission. If X is zero, this mission fails.	(X+1) SP	+2 Misery cards
3 - Show No Fear	If any player units are Battle-shocked at the end of the battle round, this mission fails.	3 SP, -1 to Spawn Rolls	+2 Misery cards, +1 to Spawn Rolls
4 - Establish Orbital Comms	In your shooting phase, select a Player unit within 6" of the center of the battlefield to do an action, <i>Establish Orbital Comms</i>. This action completes at the end of your turn. If the action is completed, this mission is successful.	One at a time, each player without a revealed Secret Objective immediately uses A Change of Plans.	One at a time, each player without a revealed Secret Objective immediately uses A Change of Plans, but they do not choose a card; instead they select one at random.
5 - Search for Supplies	In your shooting phase, select any number of Player units on different objective markers in No Man's Land or the enemy deployment zone to do an action, <i>Search for Supplies</i>. The action completes at the end of your turn. Keep a tally, X, of how many units complete this	(X+1) SP, One random player saves this card. You may discard this card during	+2 Misery cards

	action. If $X = 0$ at the end of the battle round, this mission fails.	the Resupply step to make a Supply purchase without paying SP.	
6 - Clear the Evac Zone	If no Horde units are within the Defender's deployment zone at the end of the battle round this mission is successful.	3 SP	Reinforcements Arrive is removed from the SP Purchase Table
7 - Decapitation Strike	If a player destroys a Horde Character model or no Horde Character models exist at the end of the battle round this mission is successful.	2 SP 2 CP	+2 Misery cards
8 - Dragon Slayer	Keep track of the first time a player destroys a Horde Monster or Vehicle model this battle round. If a Vehicle or Monster was destroyed or if none exist at the end of the battle round this mission is successful.	1 free Field Promotion use (including additional costs) to the player who triggers it. If no player triggers, 2SP	+6 to the first Spawn Roll.
9 - Paint Targets	To succeed in this mission; until the end of the battle round: - No player unit may fall back. - No player unit may normal move, advance, or charge out of range of any objective they began the turn in range of.	1 Free use of Air Strike to a random player, 1 Free use of Defensive Positions to a random player.	Search for Stray Orbital Bombardment in the Misery Deck and discard pile and immediately resolve it.
10 - Study Behaviors	At the start of the player movement phase, choose a Horde unit on the battlefield at random; that unit must have no wounds lost from that point until the end of the battle round or this mission fails.	2 SP, One random player saves this card. You may discard this card to discard and nullify the effect of a revealed Misery card.	+3 to Spawn Roll

11 - Use It or Lose It	Keep a tally of how much SP is spent during the battle round after revealing this card. If the tally is greater than 6 this mission is successful. If this Secondary Mission is drawn during the first battle round, reveal another Secondary Mission card, then shuffle this back into the Secondary Mission deck.	10 SP to a random player.	-3SP, +1 Misery card
12 - Control the Battlefield	At the end of the battle round if you have at least one player unit wholly within each table quarter, outside of 6" of the center of the battlefield this mission is successful.	-1 to Spawn Rolls, One random player saves this card. You may discard this card during the Resupply step to make a Secondary purchase without paying SP.	+1 Misery card, +1 to Spawn Rolls
13 - The Smell of Napalm	If 2 Strike purchases were made this battle round this mission is successful. If this Secondary Mission is drawn during the first battle round, reveal another Secondary Mission card, then shuffle this back into the Secondary Mission deck.	2SP, -1 to Spawn Rolls	+1 Misery card, +1 to Spawn Rolls
14 - Marching on Stomachs	If 2 Supply purchases were made this battle round this mission is successful. If this Secondary Mission is drawn during the first battle round, reveal another Secondary Mission card, then shuffle this back into the Secondary Mission deck.	1SP, One random player saves this card. You may discard this card during the Resupply step to reduce the cost of Reinforcements Arrive by 5.	+1 Misery card, each Horde unit on the battlefield heals 3 wounds in the method described by a Field Hospital
15 - Baiting the Trap	In your shooting phase pick a Player unit within 6" of the center of the battlefield to perform an action, <i>Baiting the Trap</i> . This action is completed at the end of your turn. If this action is successful this mission is successful.	4SP, +12 to the first Spawn Roll.	+2 Misery cards, +2 to Spawn Rolls

16 - Lead from the Front	Keep a tally of damage dealt to Horde models by Player Character models this battle round, X, up to a maximum of 4. At the end of the battle round this mission is successful if X is greater than 0 and there are at least as many Player Characters on the battlefield as there were at the start of the Battle Round.	X SP	+1 Misery card, -1 to Battle-shock tests made by Player units.
17 - Spruce This Place Up	If at least 2 objective markers are Fortified at the end of the battle round this mission is successful. If this Secondary Mission is drawn during the first battle round, reveal another Secondary Mission card, then shuffle this back into the Secondary Mission deck.	1 SP, One random player saves this card. You may discard this card to discard and nullify the effect of a revealed Misery card.	+1 Misery card, Remove all Fortified Markers from Objectives.
18 - Calling Shots	At the end of the Horde's Movement phase, pick one or more Horde units. Mark them with a reminder token and keep track of the chosen number of units, X. Keep a tally of the amount of marked units destroyed during the battle round. If the tally at the end of the battle round equals X, this mission is successful. If <i>Calling Shots</i> is revealed after the Horde's Movement Phase, reveal another Secondary Objective and shuffle Calling Shots back into the Secondary Objective Deck.	(X * 2) SP	+X Misery cards, +X to Spawn Rolls
19 - Dive into Hell	If a Player unit entered the battlefield from Reserves for any reason this battle round and is still on the battlefield at the end of the battle round this mission is successful. If this Secondary Mission is drawn during the first battle round, reveal another Secondary Mission card, then shuffle this back into the Secondary Mission deck.	1 SP, One random player saves this card. You may discard this card during the Resupply step to make a Strike purchase without paying SP.	+1 Misery card

20 - Insane Gambit	In your shooting phase pick a friendly unit within range of an objective marker to perform an action, <i>Scuttle the Objective</i> . This action is completed at the end of your turn. If this action is successful, destroy the objective marker and this mission is successful.	4SP, One random player saves this card. You may discard this card during the Resupply step to make a Fortify purchase without paying SP.	+2 Misery cards
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Secret Objectives

# - Name	Mission	Tags
1 - Forward Extraction	End the game with at least one unit wholly within a Horde Spawning Zone.	End of Game
2 - A Noble Sacrifice	Reveal this objective at the end of your turn if there is at least one unit from your army within range of an objective marker within the Attacker's deployment zone.	Early Reveal
3 - Cleanse Sacred Ground	At the end of the game control at least one objective in No Man's Land with no other players or Horde units within range of the objective.	End of Game
4 - Take Research Subjects	Reveal this objective after destroying an enemy unit in the Fight phase that was within the Defender's deployment zone.	Early Reveal
5 - Recover the Lost Relic	Reveal this objective in your shooting phase during the second battle round or later. During any shooting phase, pick one of your units within 6" of the center of the battlefield to do an action, <i>Recover the Lost Relic</i>. This action completes at the end of your next Command phase. This objective is completed after successfully completing this action. <i>You must still survive until the end of the game to complete this objective.</i>	Action, Early Reveal, Survival Required
7 - Team Player	End the game with all players surviving.	End of Game, Multiplayer
8 - Majority Rules	End the game with the most units of any player on the battlefield.	End of Game, Multiplayer, Traitor
9 - VIP	End the game with your Warlord on the battlefield.	End of Game
10 - Rear Extraction	End the game with all of your units within the Defender's deployment zone.	End of Game
11 - Show Off	End the game with 12 or more Supply Points.	End of Game
12 - Kill Confirmed	Reveal this objective after a Horde Character model is destroyed while in engagement range of one of your character units.	Early Reveal
13 - Master Sculptor	Keep a tally of the amount of uses of both Air Strike and Defensive Positions you use during the game. Reveal this objective after your 5th total tally. <i>You must still survive until the</i>	Secret Tally, Early Reveal, Survival Required

	<i>end of the game to complete this objective.</i>	
14 - Hand of Fate	Succeed in at least 7 Secondary Objectives by the end of the game.	End of Game
15 - Saboteur	At the end of the fifth battle round, before resolving any active Secondary Missions, reveal this card if at least one Secondary Mission has failed this game. <i>You must still survive until the end of the game to complete this objective.</i>	Early Reveal, Multiplayer, Traitor, Survival Required
16 - Hold the Line	End the game with no Horde units within the Defender's deployment zone at the end of the game.	End of Game
18 - Aspect of Change	End the game with 2 units you spawned via Field Promotion on the battlefield.	End of Game
19 - Benevolence	Keep a tally of the amount of uses of Share Supplies you purchase. Reveal this objective after your 5th tally.	Secret Tally, Early Reveal, Multiplayer
20 - Tacticool	Keep a tally of the amount of times you use at least ICP on a Stratagem. Reveal this objective after your 8th tally. You must still survive until the end of the game to complete this objective.	Secret Tally, Early Reveal, Survival Required
21 - Camp Counselor	Keep a tally of the amount of times you remove Battle-shock from another player's unit by purchasing Pizza Party. Reveal this objective after your 2nd tally. <i>You must still survive until the end of the game to complete this objective.</i>	Secret Tally, Early Reveal, Multiplayer, Survival Required
22 - Adornable	Keep a tally of the amount of objective markers you successfully Fortify. Reveal this objective after your 3rd tally. <i>You must still survive until the end of the game to complete this objective.</i>	Secret Tally, Early Reveal, Survival Required
24 - Action Hero	Reveal this objective after a unit you own completes any action on a Secondary Mission or at the end of the fifth battle round if no Secondary Missions with actions on them were drawn during the game besides those discarded by Advanced Tactics.	Early Reveal
25 - Triangulate Signal	You may reveal this objective in your shooting phase when you have a different unit within range of three objective markers and there are no Horde units within range of those objective markers. With this objective revealed in your shooting phase, you may pick exactly three units within range of three different objective markers to do an action, <i>Triangulate Signal</i>. This action completes at the end of your turn. If all three units complete the action this objective is completed.	Action, Early Reveal
27 - Lancelot	Keep a tally of the amount of Horde Monster, Vehicle, and Character models you destroy. Models with 10 or more wounds	Secret Tally, Early Reveal

	count as 2. Titanic models count as 3. Reveal this objective after your 4th tally.	
28 - Chaos Incarnate	Keep a tally of the amount of Misery cards activated over the course of the game. Reveal this objective after the 9th tally, even if you are removed from the game. You complete this objective if at least one other player survives and you did not survive.	Secret Tally, Early Reveal, Multiplayer, Traitor
29 - Deus ex Machina	Reveal this Secret Objective after you are removed from the game. Ignore the normal rules regarding SP and CP usage while removed from the game. You may instead use your saved Secondary Reward Cards, SP, and CP as though you were any surviving player. Resources you use, events you purchase, and damage you deal this way count toward that player's secret tallies. When rolling on the Spawning Table for purchases made for them use their faction's Spawning Table. You may gain SP and CP as though you were still in the game, but you never gain SP for destroying units. Keep tally of the SP and CP you use while removed from the game. This objective is completed after you mark your 13th tally.	Early Reveal, Multiplayer
30 - Supervisor	Keep a tally of the amount of Horde units destroyed by yourself, and keep a second tally of the number of Horde units destroyed by all other players. Reveal this objective when the amount of Horde units you have destroyed is at least 4 less than the amount destroyed by other players. <i>You must still survive until the end of the game to complete this objective.</i>	Early Reveal, Multiplayer, Traitor, Survival Required

Horde Faction Rules

Faction Name	Name of Rule - Added Horde Rule
Space Marines	Transhuman Skills - Reroll hit rolls and wound rolls of 1 for Horde Adeptus Astartes models.
Adepta Sororitas	Martyrs and Miracles - In the fourth battle round onward, Horde Adepta Sororitas units score critical hits on a 4+
Adeptus Custodes	Best of the Best of the Best - Melee weapons equipped by Horde Adeptus Custodes models have the Lethal Hits ability.
Adeptus Mechanicus	Third Try's the Charm - Improve the Ballistic Skill characteristic of ranged weapons equipped by Horde Adeptus Mechanicus models by 1. Ranged weapons equipped by Horde Adeptus Mechanicus models have the Assault keyword.
Astra Militarum	Unanimous Orders - Horde Astra Militarum models within 6" of a friendly Astra Militarum Officer improve the Ballistic Skill characteristics of their ranged weapons by 1.
Grey Knights	Poor Hammers - Whenever a Horde Grey Knights model makes a melee attack against a Vehicle or Monster, subtract 1 from that attack's hit roll and add 4 to the Strength characteristic of that attack.
Imperial Knights	Passive Ion Shields - Horde Imperial Knights models have the Feel no Pain 6+ ability.
Chaos Space Marines	Wanton Slaughter - Horde Chaos Space Marine units gain +1 to their Attacks Characteristic of Melee Weapons on the turn in which they charged.
Chaos Daemons	Shadow Forms - Each time a ranged attack targets a Horde Legiones Daemonica unit, subtract 1 from the Hit roll unless the attacking model is within 12".
Chaos Knights	God I Wish We Had a Different Theme - Each time a Horde Chaos Knights model makes an attack, if the target is Battle-shocked, add 2 to the Hit roll and to the Wound roll.
Death Guard	Don't You Miss DR? - Worsen the Toughness of enemy units within 6" of Horde Death Guard units by 1.
Emperor's Children	Straight Outta Rehab – Ranged weapons equipped by Horde Emperor's Children have the Assault ability.
Thousand Sons	Psychic Storms - At the beginning of the Horde Shooting phase each unit within 12" of a Horde Thousand Sons unit suffers D3 mortal wounds.

World Eaters	Bloodthirsty - Add 3" to the Move characteristic of Horde World Eaters models.
Aeldari	Monomolecular Ammunition - Each time a Horde Aeldari model makes a ranged attack, improve the AP of that attack by 1.
Drukhari	Monomolecular Edges - Each time a Horde Drukhari model makes a melee attack, improve the AP of that attack by 1.
Necrons	We're So Back - Horde Necron non-Character Infantry, Beast, and Swarm models have the Feel No Pain 5+ ability.
T'au Empire	Glasses - When a Horde T'au Empire unit is selected to shoot, roll one D6: on a 4+, improve the Ballistic Skill characteristic of their ranged weapons by 1.
Orks	High (Green) Tide - On the third battle round reveal one additional Misery card, add 1 to Spawn Rolls, and add 3" to the Move characteristics of Horde Orks models.
Leagues of Votann	Grudge Game - Whenever an unmarked unit destroys a Horde Leagues of Votann unit, mark it. Horde Leagues of Votann models add 1 to Hit rolls and 1 to Wound rolls against marked units.
Tyranids	Neurons Activated - Each time a Horde Tyranids unit suffers a Battle-shock test, take that test on 3D6 instead of 2D6. Each time a Horde Tyranids model makes a melee attack, add 1 to the Strength characteristic of that attack.
Genestealer Cults	Should Have Just Been a 5+ FNP - Whenever a Horde Genestealer Cults Infantry or Mounted unit is destroyed, roll one D6. On a 4+ set that unit aside. At the start of the next battle round after Spawning the Horde, set up an identical unit (ignoring any previously attached characters) on the battlefield in any Spawning Zone following all Spawning unit placement rules.