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.

Success

2RP, One random player saves this card. You may discard this card to nullify 1 Misery card.

Failure

+3 to Spawn Roll

THE POORHAMMER PODCAST HORDE MODE VO.83 BETA