

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.

*Democracy only works when you agree with it.
Then it's best to favor a totalitarian state!*

THE POORHAMMER PODCAST
HORDE MODE VO.83 BETA

BAD INVESTMENT

Remove 5RP from all players.
(The minimum RP is 0.)

*See, this is why you never see
a poor person with millions of dollars.*

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HORDE MODE VO.83 BETA

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.

She's faster than a cheetah on cocaine.

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DEATH DENIED

Every Horde unit on the battlefield returns to starting strength.

*Just when I thought I was out,
they pull me back in.*

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MISERY EVENT

ERRANT EXPLOSION

Destroy one objective in No
Man’s Land at random.

Why do things always explode?

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MISERY EVENT

FAIR AND BALANCED

Horde units gain Devastating
Wounds.

Why isn’t it ever unfair in my favor?

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MISERY EVENT

FOG OF WAR

Horde units gain Stealth and
have the Benefit of Cover.

I can’t see a thing in this helmet

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MISERY EVENT

GRUDGE MATCH

The Horde gains +1 to hit and
+1 to wound rolls.

*I want revenge. I want them to know that death is
coming,
and there is nothing they can do to stop it.*

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LAMENTABLE
LUCK

Reveal 2 more Misery cards.

It's always darkest just before it gets pitch black

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NO HARD
FEELINGS

One random player's RP is set
to 0.

'I don't get it. I don't get what I did wrong.'
'Not everything's a lesson, Ryan.'
Sometimes you just fail.'

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NOWHERE IS
SAFE

Destroy all objectives in the
Defending Player deployment
zone.

It's a Trap!

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PINCER
MANEUVER

Spawn an extra Horde unit following
round rules. This spawned unit deep
strikes outside of 3" from all player
units within the Defending Player
deployment zone if able, otherwise
within No Man's Land. Within the
Attacking Player's deployment zone as
a last resort.

(This unit counts as having entered via
deep strike during the Horde's
movement phase for all rules
purposes.)

Lying is the standard operation procedure

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PLANETQUAKE

Destroy one terrain piece at random. Units within it take 2D3 mortal wounds.

*It's the end of the world as we know it
And I feel fine*

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HORDE MODE v0.83 BETA

RIP AND TEAR

Improve the AP by 1 for weapons equipped by the Horde.

*I Can Tell You With No Ego,
This Is My Finest Sword.
If On Your Journey,
You Should Encounter God,
God Will Be Cut.*

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HORDE MODE v0.83 BETA

STRAY ORBITAL BOMBARDMENT

Split the board into 6 equal areas, 3 by 2 across. Assign each area a number 1 through 6. Roll a D6, each unit within the rolled area takes 2D3 mortal wounds.

*You cannot stop me,
I spend 30,000 lives a month*

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HORDE MODE v0.83 BETA

TERRIFYING SHOCKWAVE

Defending players' Battleshock rolls are automatically failed.

*When in trouble or in doubt,
Run in circles, scream and shout!*

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HORDE MODE v0.83 BETA

UNFETTERED FURY

Horde units gain Sustained Hits 1 and Lethal Hits.

That's my secret, captain. I'm always angry.

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HORDE MODE v0.83 BETA

UNLUCKY NIGHT

Horde spawn rolls use 3D6 dropping the lowest.

*If it wasn't for bad luck,
I wouldn't have no luck at all.*

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UNNATURAL STAMINA

Units in the Horde are eligible to shoot and declare a charge in a turn in which it advanced.

*But it ain't about how hard you hit.
It's about how hard you can get hit and keep moving
forward.*

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HORDE MODE v0.83 BETA

UNTOUCHABLE

Horde units have a 3+ Invulnerable save.

*Don't shoot! Don't shoot!
You'll piss him off!*

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