

BACK TO BASICS

Keep a tally, X, of how many Horde units are destroyed this battle round after revealing this mission. If X is zero, this mission fails.

*Keep the sand out of your weapons,
keep those actions clear.
I'll see you on the beach.*

Success	Failure
X+1RP	+2 Misery cards

THE POORHAMMER PODCAST
HORDE MODE VO.83 BETA

CLEAR THE EVAC ZONE

If no Horde unit is in the defending player's deployment zone at the end of the battle round this mission is successful.

I will not let you fight this on your own.

Success	Failure
3RP	Reinforcements Arrive is removed from the RP Purchase Table

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HORDE MODE VO.83 BETA

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.

*It's all about the game and how you play it
All about control and if you can take it
All about your debt and if you can pay it
It's all about pain and who's gonna make it*

Success	Failure
-2 to Spawn Rolls	+1 Misery card +1 to Spawn Rolls

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HORDE MODE VO.83 BETA

DECAPITATION STRIKE

If a player destroys a Horde character model or no Horde character model exists at the end of the battle round this mission is successful.

*Stay calm, Fox.
Shoot the glowing spot!*

Success	Failure
2RP 2CP	+2 Misery cards

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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.

*From hell's heart I stab at thee; for hate's sake I spit my last breath at thee.
Ye damned whale.*

Success	Failure
1 free Field Promotion use to the player who triggers it. If no player triggers, 2RP	+5 to the first Spawn roll of the round.

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ESTABLISH ORBITAL COMMS

In your shooting phase, select a unit within 6” of the center of the battlefield that is not Battle-shocked and eligible to shoot. Until the end of turn that unit is not eligible to shoot or declare a charge.

At the end of your turn if that unit is within 6” of the center of the battlefield this mission is successful.

Success	Failure
One at a time, each player without a revealed Secret Objective immediately uses A Change of Plans .	The same as Success but players do not choose a card, instead they get one at random.

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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.

Success	Failure
• 1 Free use of Air Strike • 1 Free use of Fortify Positions to a random player	Stray Orbital Bombardment is immediately searched up from the Misery deck or discard pile and resolved

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SEARCH FOR SUPPLIES

In your shooting phase, select any number of units on different objective markers in No Man’s Land or the enemy deployment zone that are not Battle-shocked and eligible to shoot. Until the end of turn those units are not eligible to shoot or declare a charge.

Keep a tally, X, of how many units were selected. If X = 0 at the end of the battle round, this mission fails.

Success	Failure
X+1RP +2CP if X>=3.	+2 Misery cards

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SECURE DROP ZONES

Randomly select two objectives in No Man’s Land (if less exist, select that number instead.)

If you control those selected objectives at the end of the battle round this mission is successful.

Touch nothing, but the lamp!

Success	Failure
3 RP	+1 Misery cards

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SHOW NO FEAR

If any units are battle-shocked at the end of the battle round, this mission fails.

*- Aren't you worried?
- Would it help?*

Success	Failure
3RP -1 to Spawn Roll	+2 Misery cards +1 to Spawn Roll

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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	Failure
2RP, One random player saves this card. You may discard this card to nullify 1 Misery card.	+3 to Spawn Roll

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USE IT OR LOSE IT

Keep a tally of how much RP 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 battle round 1, reveal another Secondary Mission card, then shuffle this back into the Secondary Mission deck.

YOU SPENT NINE HUNDRED AND SIXTY-SEVEN DOLLARS ON ROOM SERVICE?!

Success	Failure
10 RP to a random player.	-3 RP 1 Misery

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