

BOARD HORDE BOARD GAME RULES

By David Hailwood



BOARD HORDE RULES

MAIN COMPONENTS

Board Horde can be played by 2 or 3 players, using the Heroes, tokens and boards provided (Note: If you're using the 3d Printable version of Board Horde, some board game design elements will differ, though the general rules remain the same. See pages 5-7 of the rules for further details).

You will also need a 6 sided dice (not included) 

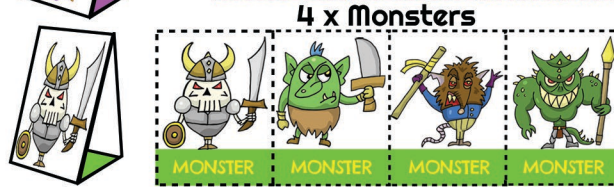
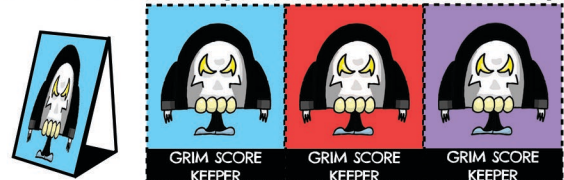
Dungeon Board A (spread over 2 pages), with alternative Dungeon Board B on the other sides.



3 x Double Sided Hero Sheets (1 Blue Team, 1 Red Team, 1 Purple Team) with Standard and Advanced sides.



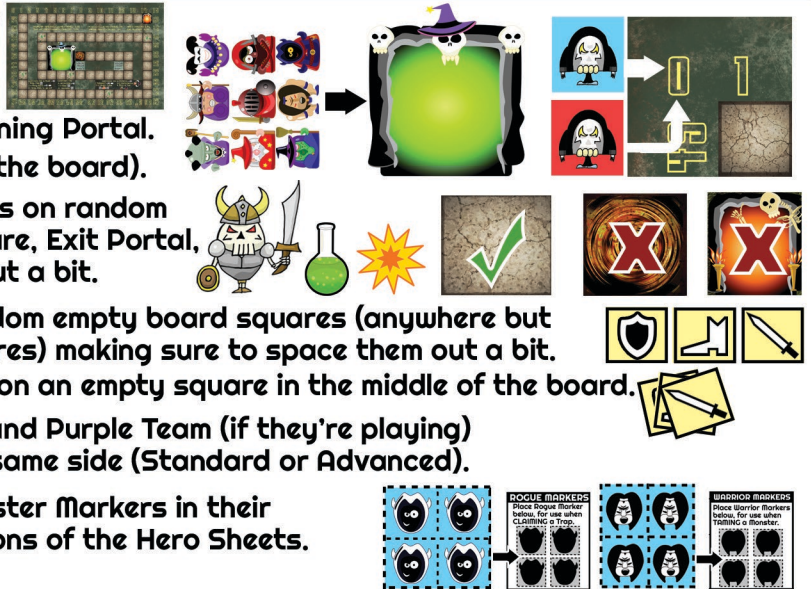
3 x Grim Score Keepers (Blue, Red and Purple)



BOARD HORDE RULES

SETUP

- Place the board on a flat surface (table or floor) on the Board A side (Board B setup changes are covered on the last page of the rules).
- Place the Heroes (3 for each player) in the Spawning Portal.
- Place the Grim Score Keepers on '0' (Top Left of the board).
- Place 4 Monsters, Potion Tokens and Trap Tokens on random board squares (anywhere but the Entrance Square, Exit Portal, or first 6 Squares) making sure to space them out a bit.
- Either A) Place the 3 Special Item Tokens on random empty board squares (anywhere but the Entrance Square, Exit Portal, or first 6 squares) making sure to space them out a bit.
- Or B) Place the 3 Special Item Tokens in a stack on an empty square in the middle of the board.
- Place the Hero Sheets for Blue Team, Red Team and Purple Team (if they're playing) next to each player, making sure they're on the same side (Standard or Advanced).
- Place the Claimed Trap Markers and Tamed Monster Markers in their assigned places on the Rogue and Warrior sections of the Hero Sheets.



Now you have finished setting up, players roll a dice to see who goes first (highest number rolled wins).

GOAL OF THE GAME

Board Horde is a competitive dice rolling dungeon crawler. The goal is to get your 3 Heroes (a Rogue, a Warrior and a Mage) to the Exit before your opponent(s), avoiding Traps and Monsters.

ROLL 	MOVE 	DRINK 	COLLECT 	AVOID OR DISARM 	AVOID OR ATTACK 	ESCAPE 
--	--	---	---	--	---	--

ORDER OF PLAY

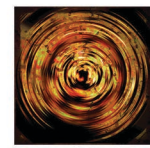
Unless choosing to use a stored Potion (see Potions section) the player whose turn it is rolls a 6 sided dice.

FIRST GO (OR IF THERE ARE NO HEROES FROM ANY SIDE LEFT ON THE BOARD)

Select one of your Heroes from the Spawning Portal and move them onto the board by the number of spaces shown on the dice.

ANY OTHER GO

- ◆ On a roll of 1-5, select one of your Heroes who's already on the board and move them by the number of spaces shown on the dice.
- ◆ On a 6, you may choose to place a Hero from the Spawning Portal onto the Entrance Square, instead of moving (The more Heroes you have on the board at once, the better your chances of reaching the Exit). If an opponent's Hero is already on the Entrance Square, their Hero is knocked back into the Spawning Portal. If one of your own Heroes is already on the Entrance Square then you must move that Hero before bringing another out of the Spawning Portal.
- ◆ If you roll a 6 when all of your Heroes that haven't reached the exit are on the board (and not in the Spawning Portal), you get an extra movement dice roll.



ENTRANCE SQUARE



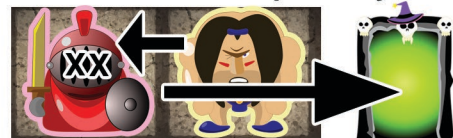
SPAWNING PORTAL

MOVEMENT RULES

◆ A Hero cannot end its move on top of another of your own team's Heroes. If the path is blocked, you must move a different Hero.



◆ If your Hero ends its move on top of an opponent's Hero (and they're not carrying the Special Item 'Shield'), their Hero is knocked out and returns to the Spawning Portal.



◆ If you land on a Trap,  Monster,  Potion  or Special Item    then refer to that section of the Rules to determine the result.

◆ If you land on or pass the Exit Portal, that Hero has escaped and is removed from the board.

◆ If all 3 of your Heroes reach the Exit Portal before your opponent(s), the game ends and the player with the highest score wins (see 'Scoring' below). 

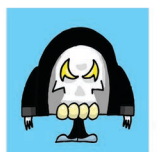
NONE OF YOUR OWN HEROES ARE LEFT ON THE BOARD

◆ If you have no Heroes left on the board, but some are still in the Spawning Portal (due to death by Monster, Trap, etc), on your turn you roll the dice 3 times. On a 6, you may place a Hero on the Entrance Square (the Hero cannot move until your next turn). If you fail to roll a 6, you must wait until your next turn to roll 3 times and try again.

◆ If by your third turn you have yet to roll a 6, you may place a Hero on the Entrance Square.

SCORING

◆ A score counter from 0 to 49 runs around the edges of the board, and is tended to by each team's Grim Score Keeper (if you make it past 49, the Reaper goes around the board again).



- ◆ Points are awarded for the following: Monster Defeated, Claimed or Tamed (3 pts)
- Trap Avoided, Claimed or Collected (2 pts) Potion Collected or Stored (1 pt) Special Item Collected (1 pt)
- Other Player's Hero Defeated (by landing on them, potion effect, etc) 3 pts. Exit Reached (10 pts)

BOARD HORDE RULES

TRAPS



Traps are reset after they've been triggered, and can only be removed by a Rogue.

If you land on a Trap and your Hero is not carrying the Special Item 'Shoes', roll a dice.

1 Trap Zap. Hero is electrocuted, and returns to the Spawning Portal to await resurrection. 

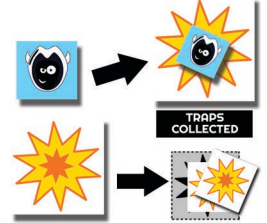
2-4 Fling Back. Roll the dice again, and move your Hero backwards that amount of spaces. If you land on another Hero or Monster then you are both instantly destroyed (Heroes return to the Spawning Portal, and Monsters are removed from the board). If you land on another Trap, then you must make a Trap dice roll again. If you land on a Potion or Special Item, it is destroyed (remove it from the board).

5+ Trap fails to go off (you are safe). If your Hero is a Rogue, the Trap is disarmed and you can either CLAIM or KEEP it.

TO CLAIM IT: Place a Rogue Marker from your Rogue's Hero Sheet on the Trap. Your Heroes do not set off Traps that you've claimed when landed on.

TO KEEP IT: Place the Trap in the Traps Collected area of your Rogue's Hero Sheet. This gives ALL your Heroes a +1 dice roll bonus when they next land on a trap (These bonuses stack. Collect 3 traps and you get +3).

If you Claim or Keep a Trap already Claimed by another player, return their Rogue Marker.



BOARD HORDE RULES

POTIONS



Potions are removed from the board after use. If a Mage lands on a potion, the Mage can choose to collect it for later instead of using it now (see Collected Potions below).

If you land on a Potion, or are using a potion your Mage collected earlier, roll a dice.

1 Teleport. Roll the dice again, and move your Hero forwards that number of spaces. If you land on another Hero, Monster or Potion then it is destroyed and returned to the Spawning Portal/removed from the board (your own Hero is unaffected). If you land on a Trap, it fails to trigger (you can CLAIM or KEEP it, if your Hero is a Rogue). If you land on a Special Item, it is collected.

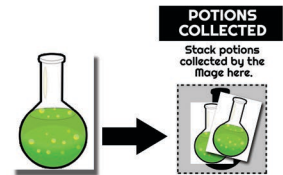
2-3 Death Pulse. Any Monster/other player's Hero in an adjacent square is destroyed and removed from the board (the other player's Hero is returned to the Spawning Portal).

4-5 Switcheroo. Switch places with another player's Hero, or Monster of your choice. If there aren't any Heroes or Monsters in front of you, the opportunity is lost and the potion removed.

6 Flick A Foe. Remove either another player's Hero or a Monster from the board (the Hero is returned to the Spawning Portal).

COLLECTED POTIONS

If a Mage has collected a potion, it can be used by ANY of that player's Heroes on the board at the start of that player's turn, before moving (Only 1 potion may be used at a time). After use, the potion is discarded.



BOARD HORDE RULES



MONSTERS

Monsters only attack when a Hero lands on their square. The Warrior is the only Hero that can TAME or KEEP Monsters.



If you land on a Monster that you haven't TAMED (see below), roll a dice. Add 1 to the dice roll for every Monster your Warrior has KEPT (see below). If your Hero has the 'Sword' Special Item add 1.

1-3 The Monster defeats you. Place your Hero in the Spawning Portal to await resurrection. 

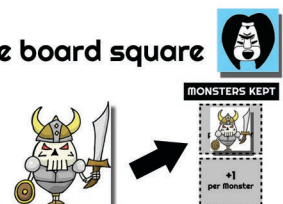
4+ You defeat the Monster. Remove the Monster from the board, unless your Hero is a Warrior.

If your Hero is a Warrior, you can either TAME or KEEP the Monster.

TO TAME IT: Place a Warrior Marker from your Warrior's Hero Sheet on the same board square as the Monster. Your Heroes do not get attacked by Monsters you've Tamed.

TO KEEP IT: Place the Monster in the Monsters Kept area of your Warrior's Hero Sheet. This gives ALL your Heroes a +1 dice roll bonus when they land on a Monster (these bonuses stack. Collect 3 Monsters and you get +3).

If you Tame, Keep or Defeat a Monster already Tamed by another player, return their Warrior Marker.



BOARD HORDE RULES






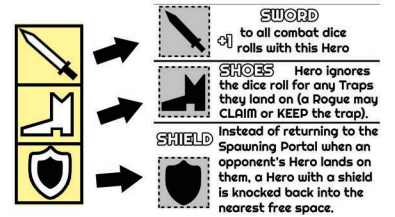
SPECIAL ITEMS

Special Items grant powerful bonuses to the Hero that collects them, and are dropped if that Hero is destroyed (by potion effect, monster, opponent's Hero, or trap).

If the Special Items have been placed in a stack (rather than individually), the Hero that lands on the stack may choose which item to take.

There are 3 Special Items to collect: Sword, Shoes, and Shield. When collected, the Special Item is placed in the Special Items area of that Hero's Character Sheet.

-  **SWORD** +1 to all combat dice rolls with this Hero
-  **SHOE** This Hero ignores the dice roll for any traps they land on (if the Hero is a Rogue, they may CLAIM or KEEP the trap).
-  **SHIELD** Instead of returning to the Spawning Portal when an opponent's Hero lands on them, a Hero with a shield is knocked back into the nearest free space (no points are gained from landing on a Hero who's carrying a Shield).



BOARD HORDE VARIANT RULES

SPECIAL SKILLS

Once you're a bit more familiar with the game, try turning the Blue, Red and Purple Hero Character Sheets over to their 'Advanced' side for an extra challenge. On the right side you'll find each individual Hero has a Sub Class which includes a Special Skill that can be used under certain conditions.



BOARD HORDE VARIANT RULES

SECOND BOARD (BOARD B)

On the other side of the standard single portal board (Board A), you'll find the alternative Board B. This board has two unconnected boards (one on the left side, and one on the right), each with their own Spawning Portal. It's best used for low conflict two player games, with one player spawning on the left side and one on the right. It's still possible for players to 'invade' each others board side using the 'Switcheroo' potion power, though mostly you'll be trying to race each other to the exit.



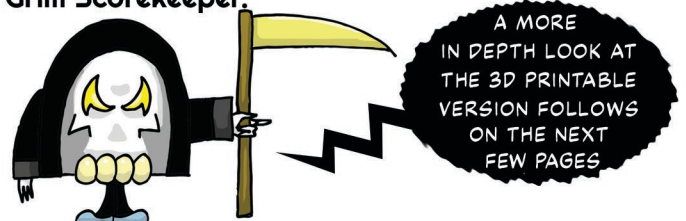
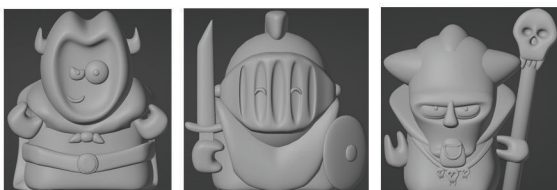
When setting up Board B:

- ◆ Monsters, Traps and Potions should be distributed evenly between the two board sides.
- ◆ Place the Special Item 'Shoes' in the middle of one board side, and the Special Item 'Sword' in the middle of the other (assigned at random). The Special Item 'Shield' is removed from play, as there's less chance you'll be landing on the other player's Heroes.

BOARD HORDE 3D PRINTABLE VERSION

Almost every element of the Board Horde game has been recreated as a 3D Printable version, downloadable for free at www.davidhailwood.com.

There's a 3D modular board, heroes, monsters, tokens and Grim Scorekeeper.



BOARD HORDE RULES

3D PRINTABLE HEROES

All 9 Board Horde Heroes for the 3 teams (blue, red and purple) are available to print as 1 Inch figures to use in the game (using either 2D or 3D boards). Printing time is around 30 mins per figure (tested on Voxelab Aquila C2 PLA printer). Although the Hero Stl files don't have supports, it's strongly recommended that you enable them in whichever 3d Print package you are using (to do so using Ultimaker Cura, scroll down to the bottom of the print settings, and click the tick box next to 'Generate Support').

Printing or painting the Hero teams in different colours is recommended, so you can tell them apart.

Blue Team Colour Guide



Red Team Colour Guide



Purple Team Colour Guide

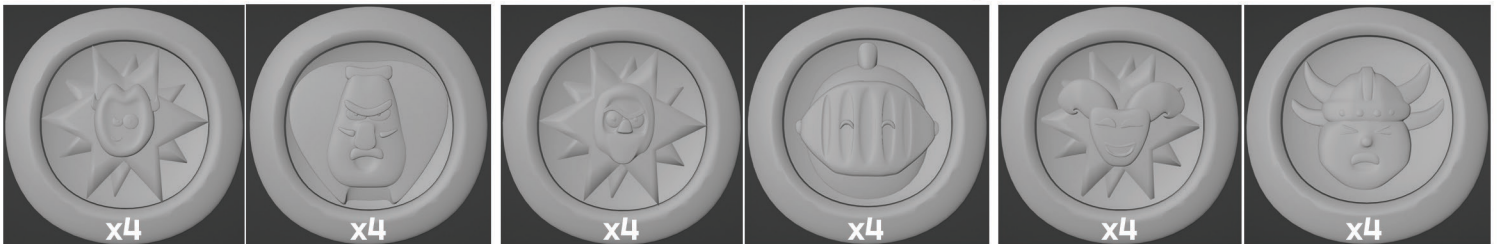


BOARD HORDE RULES

3D PRINTABLE TOKENS

All tokens used in the game can be replaced with circular 1 inch wide 3D printable versions. Printing time is around 15 mins per token (supports are not required when printing the tokens).

When using 3d tokens, you should also use the special 3d version of the Hero Sheets (which prints in 2D) as these have been formatted to work better with the circular token design.

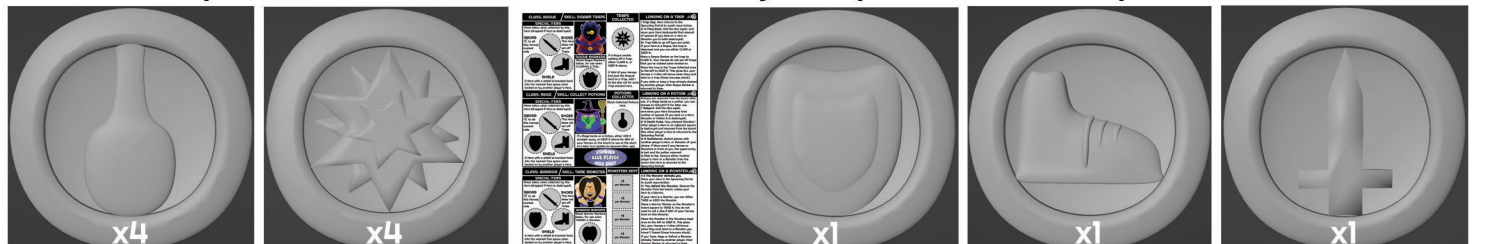


Blue Team Trap and Tame Tokens

Red Team Trap and Tame Tokens

Purple Team Trap and Tame Tokens

Trap and Tame tokens should be coloured in their team colours, so they can be told apart when placed on the board (the star-shaped part of the trap tokens should be coloured in yellow). When placing a Warrior Taming Token on the board, the Monster goes on top of the token. When claiming a Trap with a Rogue Trap Token, the Trap is removed from the board, and the Rogue Trap Token used in its place.



Potion Token

Trap Token

Hero Sheet to go with 3D printable tokens

Special Item Tokens

Shield Token

Shoes Token

Sword Token

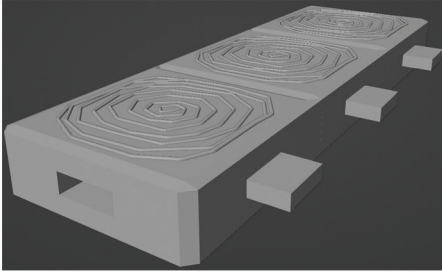
If you want an easier game, add more Potions. If you want a harder game, add more Traps.

BOARD HORDE RULES

3D PRINTABLE MODULAR BOARD

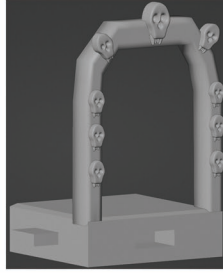
For those who want maximum flexibility with their board layouts, there's a range of 3d printable modular board pieces, as well as Spawning Portal squares, plus an Entrance and Exit Portal.

3 Square Spawning Portal



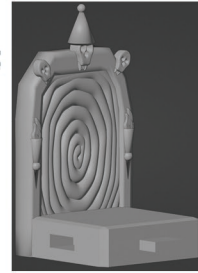
x2 or x3 pieces (depending on player count). Can snap together as one big portal, or be placed separately.

Entrance Square



Only 1 required if players start in the same portal. 2 or 3 if they start in separate portals.

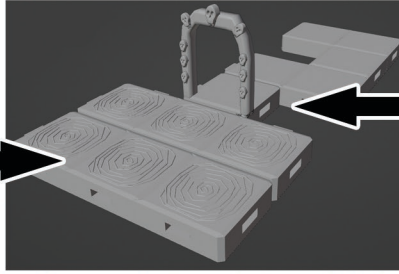
Exit Portal



Only 1 required, unless you want teams to use separate exits.

The picture on the right shows the starting point for a board set up for two teams.

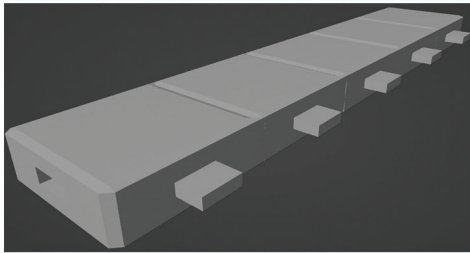
2 x Spawning Portal board pieces (enough spaces for 3 Heroes per Team). Heroes resurrect here when they die.



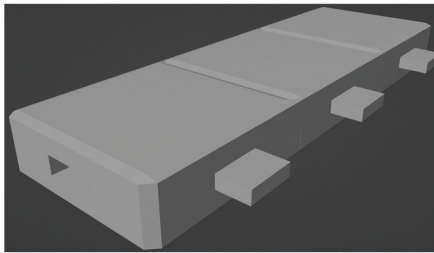
1 x Entrance Square. Easily identified by its arch. The skulls on the arch face towards the spawning portal squares. The first board piece connects to it, with the rest of the board trailing off in whichever direction you choose.

- ◆ Each individual board square is an inch in size, and almost 8mm thick.
- ◆ Most of the board pieces come as 5 joined together squares, with both male and female connectors on the sides which allow them to snap together in a variety of layouts.
- ◆ The connectors are 'loose fit', though you may find them tighter in some places than others (if you find it too tight, then don't force it - choose a different board piece or connection).

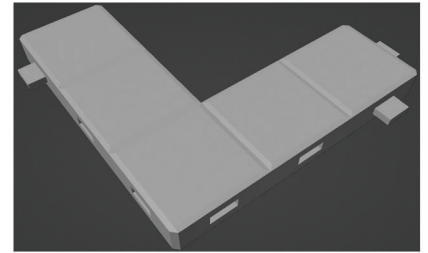
5 Square Straight Board Tile



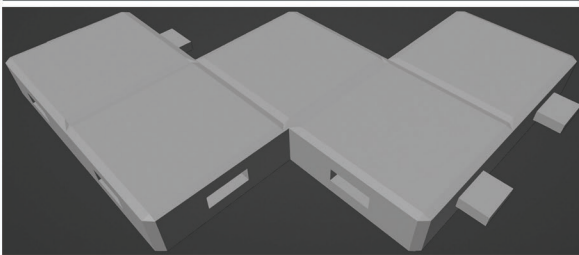
3 Square Straight Board Tile



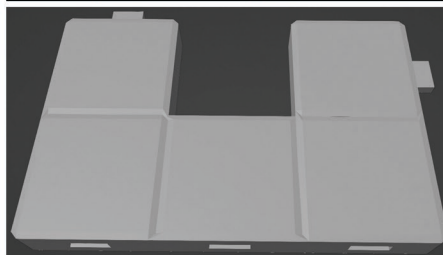
5 Square L Shape



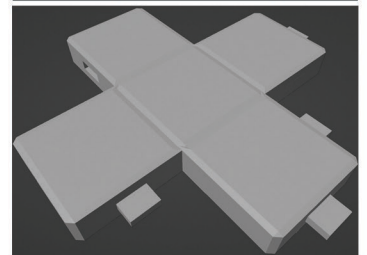
5 Square W Shape Board Tile



5 Square U Shape Board Tile

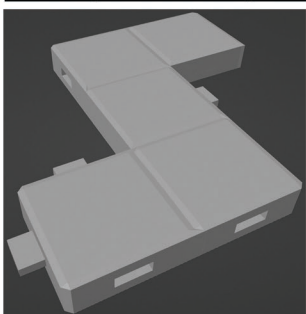


5 Square X Shape

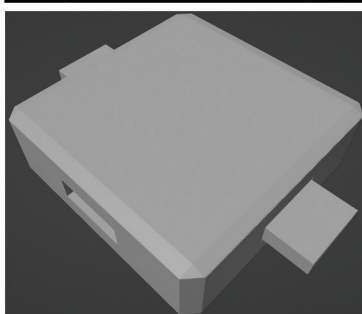


There's several single board squares which allow for even more flexibility in design.

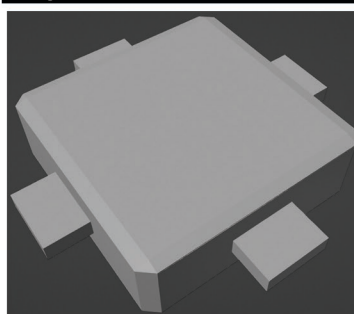
5 Square Z Shape



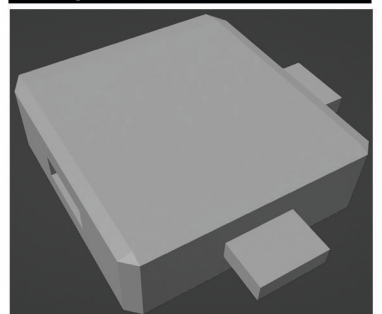
1 Square M and F straight



1 Square all Male connectors



1 Square M and F corners



By printing a variety of board pieces you can change the length or layout of the game with ease.

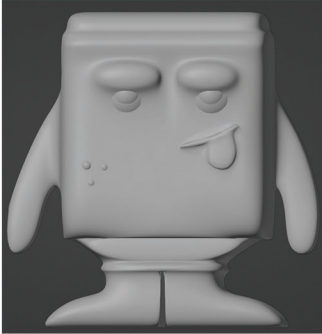
BOARD HORDE RULES

3D PRINTABLE MONSTERS

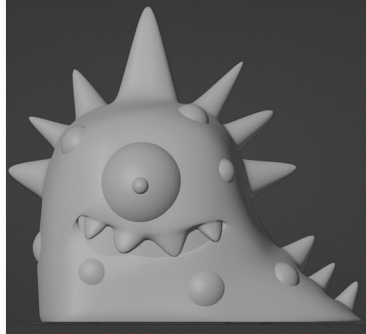
4 types of Monster are available to print as 1 Inch figures to use in the game (using either 2D or 3D boards). Printing time is around 15-30 mins per figure (tested on Voxelab Aquila C2 PLA printer. The Rat Monster is the quickest). Although the Monster Stl files don't have supports, it's strongly recommended that you enable them in whichever 3d Print package you are using (to do so using Ultimaker Cura, scroll down to the bottom of the print settings, and click the tick box next to 'Generate Support').

The 3D Monsters are a completely different design to the 2D Monster Standees, as they took their inspiration from the 'How To Draw Cartoon Characters For Creative Kids: Monsters and Robots edition'.

Frankie and Rat Monster



Slugbert and Dog Monster

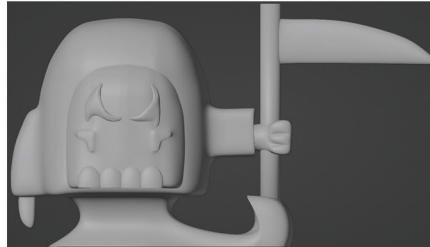


A minimum of 4 x Monsters are required for the Board Horde game. You can either print 4 of one kind, or one of each.

BOARD HORDE RULES

3D PRINTABLE GRIM SCOREKEEPER

Print as many copies of the Grim Score Keeper as there are players (2 or 3), and then either paint the Grim's robes or the Grim's scythe in the team colours. Although the Grim Stl files don't have supports, it's strongly recommended that you enable them in whichever 3d Print package you are using (be very careful when detaching the Reaper's scythe from the supports, as it's fragile).



BOARD HORDE RULES

EXTRAS AND ESSENTIALS

Separate 2D Scoreboard



Required when using the 3D board pieces (as they don't have a scoreboard around their edges). Alternative is to ignore scoring, and play 'first player to get all their Heroes to the exit wins'.

Lives Token



1 inch in size. Could be to give Heroes or Monsters lives, which are reduced whenever they're defeated. Once all your Heroes run out of lives, it's game over!

Treasure Chest



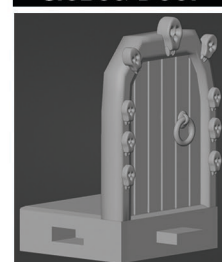
Imbedded in a 1 inch board square. The lid is printed separately and lifts off, so you can place loot inside.

Money Token



1 inch in size. Could be used to score extra points, or shrunk to half size and placed in the Treasure Chest.

Closed Door



1 inch board square with a closed door. Useful for if you want to create rooms for Heroes to explore.

HOW TO DRAW CARTOON CHARACTERS FOR CREATIVE KIDS



**GAMERS
EDITION!**

**LEARN TO DRAW OVER 100 FUN
CHARACTERS, INCLUDING THE BOARD
HORDE MONSTERS AND HEROES!**

AVAILABLE ON AMAZON NOW!

