

Horde Swarm

A Territory Control Strategy Game With Dice & Card Drawing Elements

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this is part of my
Broken Stories Unfinished Dreams
series

I never did finish it.
And I'm never going to.

To say I no longer care about this project would be an understatement.
But then, I care about it enough not to through it out.
So, make of it what you will...

Like what you see?
Want to finish it?
Or transform it into something else?
Let's work out a deal.
Continuation Rights are available.

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Turn

- 1) Any two standard actions
 - A) Reinforce D6 per territory
 - B) Draw 1 card
 - C) Extra Free Move
 - D) Extra Exchange
- 2) Exchange
- 3) Attack
- 4) Free Move
- 5) Reduce Cards
- 6) End Turn

Turn

- 1) Any two standard actions
 - May take 0, 1, or 2 actions from list below
 - May take same action multiple times
 - A) Reinforce D6 per territory
 - Roll XD6, where X is number of territories controlled

May place up to this number of troops on map
In any territory player controls
Any number in any arrangement
If player does not have enough troops, extra is lost

- B) Draw 1 card
Take one Card
- C) Extra Free Move
- D) Extra Exchange

2) Exchange

Any number of exchanges may take place in any turn
Every exchange during any one turn must be of the same type
During any one turn, only one type of unit may be traded in
During any one turn, only one type of unit may be traded out
Therefore only two types of units are involved, type traded in & type traded out
All units traded in for each unit traded out must come from same territory
Unit traded out goes to same territory as units traded in came from
Every unit has an exchange value
Exchange value of unit traded out must be equal to or greater than value of units traded in
Every exchange takes place individually
Excess Exchange value is lost
(2 at 3 traded for 1 at 5, 1 exchange value is lost)

3) Attack

Unless barred by result or card, Player may attack as many times as desired per turn

Each attack is resolved individually
Player may decide after resolution of each attack whether to attack again or not
Attacker declares attack

- States which territory attack is coming from
Places attacker marker
- States which territory is being attacked
Places defender marker
- States which unit are attacking
Only 10 units may attack
All units must come from same territory
- Attacker places attacking units on battle board
Attacker determines number of dice to roll
Attacker determines number of counters
Counters and dice placed on battle board

Defender declares defenders

- Any number may defend
- Defenders must come from attacked territory
- Defenders placed on battle board
Defender determines number of dice to roll
Defender determines number of counters
Counters and dice placed on battle board

If attacker dice outnumber defender dice by 5 to 1, attacker wins
 Attacker rolls dice on battle board
 For every 1 rolled
 die is removed from battle board
 Attacker removes one unit of their choice from battle board to
 garrison
 For every 2 rolled
 Attacker either
 Removes a troop from battle board to garrison, or
 Trades any other unit type for a troop on battle board
 Defender rolls dices on battle board
 Treat 1 and 2 rolls, as for attacker
 Skirmishes are formed, Defender Assigns dice
 All attackers dice are lined up
 Defender assigns one of his dice to each of attackers dice
 until either attacker or defender has no dice left
 If attacker and defender have same number of dice, go to next section
 If attacker has more dice
 Defender removes one unit from attacked territory to Garrison for
 each extra die
 If no units in attacked territory (all on battle board) no
 effect
 Attacker assigns extra dice in any number to any defender die
 If defender has more dice
 Defender assigns extra dice in any number to any attacker die or
 dice
 If defender assigns 5 or more dice to any one attacker die
 Attacker loses all units on battle board
 Battle is over
 Attacker may make no further attacks this turn
 These groupings of dice are referred to as skirmishes
 Attacker assigns all counters and plays cards
 Skirmish counters on battle board are assigned
 Any card or counter which only effects one die, group, or skirmish
 are assigned
 Any cards with pluses for skirmishes or entire battle are played by attacker
 Attacker must say pass to indicate they are not playing any cards
 Defender assigns all counters and plays cards
 As per attacker
 Access Damage
 Defender determines order resolution of skirmishes
 One skirmish is resolved at a time
 For each skirmish
 Total is computed for battle modifiers, dice, counters, skirmish
 cards, battle cards
 Total is computed for attacker and defender

Highest total wins skirmish, ties go to defender

Loser removes one unit from battle board to garrison

If defender out scores attacker by 10 or more

defender chooses any 2 attackers units on battle board

These are placed in attackers garrison

No further skirmishes are resolved

Attacker may make no further attacks this turn

If attacker outscored defender by 2x or more

Defender loses an extra unit on battle board or attacked territory

Defenders choice but if able a unit must be removed

Winning Losing battle

If either side runs out of units on battle board at any time they lose the battle

When all skirmishes are resolved player with most remaining units on battle board wins

If attacker loses / defender wins battle

No further attacks may be made this turn

Remaining units on battle board go to their respective territories

If defender loses/ attacker wins battle

All defender units on battle board and attacked territory are destroyed

Attacker may take control of attacked territory

Attacker may distribute units on battle board and attacking territory

Any way between attacked and attacking territory

At least one unit must be in a territory for attacker to have control

Attacker may move all, none, or some units to new territory

Battle Modifiers

+1 to each skirmish to territory with highest elevation

+1 for each defender die in a skirmish (defender gets +1 minimum)

4) Free Move

Move any number of units from one territory to any other one territory

Territories must be next to each other

Player must control both territories

Units moved may be of any type

All, some, or none may be moved

5) Reduce Cards

Player discards any cards in excess of number of controlled territories

Note any discard penalties on cards

6) End Turn

Destroy, Kill, remove a unit - Means to take unit and place it in garrison

Territory - Space on main board (ie Map)

Controlled Territory - Space on Map with only one player's units is controlled by that player

Number of Controlled Territories - How many controlled Territories a player has

Unit - game piece on board

Trade In - remove unit from main board to garrison

Trade Out - move unit from garrison to main board

Garrison - where units are kept when not on main board or battle board

Troop - Lowest Unit type

Battle Modifiers - + or - to each skirmish in a battle, (effect every skirmish)

Skirmish Modifiers - + or - to only one specific skirmish (effect only one skirmish)