

## Alien Creature Record

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**Name:** HORDA

### Environment

Environment Type: Terrestrial  
Atmosphere Breathed: Oxygen/Nitrogen

### Appearance

Body Form: Crustacean  
Size: Small  
Limbs: None  
Body Covering: Chiton

### Attributes

Attribute Scores  
Strength: 12  
Endurance: 11  
Dexterity: 10  
Senses: Smell (x2)  
Life Style: Aggressive Carnivore



### Combat Statistics

MAX OP END Score: 22  
AP Score: 7  
Combat Ability Types: Bite  
Combat Proficiency Level: VI  
Damage Value: 1D6  
Armour Value: 6 points

**Notes:** The horda resemble long, armoured fish with large heads. They have been known to travel in packs (2D6 horda) as they slither across the forest floor. Though not especially fast, they can strike very quickly. It is said that ten of them can devour the flesh off a human arm in seconds.

The warriors of the Sevateem (primitive descendants from the Mordee Expedition) use the horda for many purposes, ranging from food to making waterskins from the horda's stomachs. The horda are also used by the Sevateem as a test of honour or faith depending on the circumstances.

A criminal is placed on a board above a pit full of horda. As a large boulder, attached by a rope that leads to the board under the criminal's feet, descends the board is pulled into the walls of the pit. The criminal has one shot to break the rope with a crossbow, thus stopping the board and saving his life. Should the criminal wait too long or fail to break the rope, the board is pulled from under his feet and he falls into the horda pit. The criminal is then eaten alive. The screams of the criminal quickly end as the horda devour the body.