GEARS OF WAR™

THE BOARD GAME



RULES OF PLAY

INTRODUCTION

For a time, the humans of Sera knew the illusion of peace – until Emergence Day. The Locust horde arrived without warning; countless soldiers and creatures spilled forth from their underground hollows.

The Coalition of Ordered Governments (COG) struggled to fend off the subterranean threat, but their defenses were quickly crushed. With billions dead, humans turned their weapons of mass destruction on their own cities to deny the enemy control.

Now the long struggle against overwhelming odds approaches one final, desperate stand.

GAMEPLAY OVERVIEW

In *Gears of War: The Board Game*, each player controls a COG soldier fighting to save humanity from the Locust horde. At the start of the game, players collectively choose a mission to undertake. Each mission includes different objectives that players must fulfill in order to win the game.

Gears of War: The Board Game is a cooperative game, meaning all players will win or lose the game together. Only by working as a team can players overcome the Locust horde (controlled by a deck of artificial intelligence cards) and win the game!



COMPONENT LIST

- 32 Plastic Figures, including:
  - 4 COG Soldiers
  - 6 Drones
  - 6 Wretches
  - 6 Tickers
  - 3 Boomers
  - 3 Theron Guards
  - 3 Kantus
  - 1 Berserker
- 168 Bridge-sized Cards, including:
  - 35 Locust AI Cards
  - 27 Mission Cards (7 Missions, 3–7 cards each)
  - 54 Order Cards
  - 4 COG Character Cards
  - 10 Enemy Cards
  - 29 Special Weapon Cards
  - 9 Random Weapon Cards
- 38 Mini Cards, including:
  - 34 Location Cards
  - 4 Reference Cards
- 7 Sheets of Punchboard, including:
  - 17 Double-sided Map Tiles (1 large, 4 medium, 12 small)
  - 8 Emergence Hole/Sealed Tokens
  - 23 Wound/Dropped Weapon Markers
  - 12 Grenade Tokens
  - 36 Ammo Tokens
  - 2 Door Tokens
  - 2 Locked Tokens
  - 1 Line-of-sight Ruler
- 1 Mission Reference Sheet
- 5 Attack Dice
- 4 Defense Dice
- 2 Clear Plastic Door Stands

COMPONENT BREAKDOWN

COG FIGURES



These red figures represent the player-controlled characters in *Gears of War: The Board Game*. They are placed on the map to mark the current location of each player's character.

LOCUST FIGURES



These gray figures represent the enemies in *Gears of War: The Board Game*. They are placed on the map to mark the current location of each member of the Locust Horde.

LOCUST AI CARDS



These artificial intelligence (AI) cards control the actions of the Locust figures. During each player's Locust Activation step, the player draws one of these cards and resolves it (see page 10).

MISSION CARDS



These cards show the setup instructions, special rules, and objectives for each mission. The number of cards for each mission varies based on the complexity and game length of that mission.

ORDER CARDS



These cards are the main way players can act during their turn. They often allow the player to move and/or attack with his figure, and can also be discarded for a variety of effects. The number of Order cards in a player's hand also tracks the amount of health his COG has (see "Heal Step" on page 9).

COG CHARACTER CARDS



These cards list the starting weapons, ammunition, grenades, defense value, and special abilities of each COG.

ENEMY CARDS



These cards list the defense, health, attack, and special abilities of each type of Locust.

SPECIAL WEAPON CARDS



These double-sided cards are never shuffled into the weapon deck. Players only receive these cards during setup (as indicated on their COG Character cards), by picking up dropped weapons, or by special Location and Mission cards.

RANDOM WEAPON CARDS



These cards are shuffled to create a deck of powerful weapons that COGs may receive throughout the game from specific equipment areas on the map.

ATTACK/DEFENSE DICE



These dice are used to resolve combat. The black dice determine how many wounds the attack deals and trigger abilities. The red dice represent how many wounds the defender can prevent.

LOCATION CARDS



These cards are shuffled into decks according to the Mission Setup card. When a player explores an area, he draws these cards to create the map. These cards also list the special abilities of their corresponding map tile (if any).

REFERENCE CARDS



These small cards serve as reminders of useful information concerning turn order and frequently referenced rules.

MAP TILES



These tiles are used to create the map (game board) on which the main activity of the game takes place.

EMERGENCE HOLE/SEALED TOKENS

These tokens are used to create additional emergence holes on the game board, or are placed facedown to seal existing emergence holes.



WOUND/DROPPED WEAPON MARKERS

These markers are placed under Locust figures that are wounded. When a Locust figure is killed, he leaves a wound marker behind, which may contain a weapon for players to pick up.



GRENADE TOKENS



These tokens are placed on each player's Bolo Grenade card. They track how many grenades he has at his disposal.

AMMO TOKENS



These tokens are placed on each Weapon card held by a player to track how many times he can unload the clip of each of his weapons.

DOOR TOKENS



These tokens must be inserted into the included plastic stands before playing the game. The tokens mark the exits of the map and indicate where players can go to explore the next level.

LOCKED TOKENS



These tokens are placed on top of Location decks, as instructed on the Mission Setup card. While on top of a deck, they mark which levels of the map may not be explored.

LINE-OF-SIGHT RULER

This long cardboard ruler is used to determine which figures can attack each other.



MISSION REFERENCE SHEET

This sheet is used to organize all necessary mission components, including the Location cards, Enemy cards, Weapon deck, AI deck, and Order deck.



SETUP

Before playing the game, players must perform the following steps in order:

1. **Choose First Player and COG Characters:** Randomly choose one player to be the first player. Starting with this player, each player chooses a COG Character card.

2. **Receive Starting Weapons, Grenades, and Ammo:** Each player receives the Special Weapon cards listed on his COG Character card. He then receives the number of Ammo tokens (equal to the number of bullet icons) and Grenade tokens shown on his Character card and places them on the appropriate Weapon cards.

3. **Set Up Order and Weapon Decks:** Shuffle the Order cards and Random Weapon cards separately to form two decks. Then place them in the indicated spaces on the right side of the Mission Reference Sheet.

   Do not shuffle the double-sided Special Weapon cards into the Weapon deck.

4. **Choose a Mission:** Players collectively choose one of the seven missions provided in this game. The "Emergence" mission is recommend if playing *Gears of War: The Board Game* for the first time.

   Each mission consists of multiple stages, each represented by a Mission card. The number of stages varies from mission to mission.

   Take all Mission cards belonging to this mission and create a Mission deck, with the Mission Setup card on top followed by the stage 1 Mission card, then stage 2 Mission card, etc. Place this deck on the Mission Deck space of the Mission Reference Sheet.

5. **Set Up Locust Cards and Figures:** Perform the following steps in order:

   I. Find the Enemy cards listed on the Mission Setup card and place them on the appropriate spaces to the left of the Mission Reference Sheet ("A," "B," or "C").

   II. Place all matching Locust figures and wound markers faceup to the left of the matching Enemy card (wound markers are explained on page 19).

   III. Create the AI deck. Shuffle the Locust AI cards for each type of enemy included in the mission (there are four AI cards matching each Enemy card) along with the numbered "General" AI cards listed on the Mission Setup card. Place this deck in the appropriate space to the right of the Mission Reference Sheet.

   For example, the AI deck for the "Emergence" mission will include 18 cards (four "Wretch" AI cards, four "Drone" AI cards, four "Boomer" AI cards, and six "General" AI cards).

6. **Set Up Location Decks:** Create decks of Location cards as specified on the back of the Mission Setup card. Shuffle these decks separately and place the level 2 and 3 decks on the appropriate spaces on the Mission Reference Sheet. If the Mission Setup card has a Locked icon on the level, place a lock token on top of this deck.

   Place the level 1 deck to the side (it will be used in step 7). Then return the Mission Setup card to the game box along with all unused Location cards (after taking note of any special rules listed on the front).

7. **Set Up First Level of the Map:** Players set up the first level of the map by performing the following steps in order:

   I. Draw one card from the level 1 Location deck.

   II. Find the map tile matching this card and place it on the table. If other map tiles are already in play, place it so that its entrance matches the map exit.

   III. Spawn Locust figures as listed at the bottom of the Location card at each emergence hole on the map tile based on the number of players.

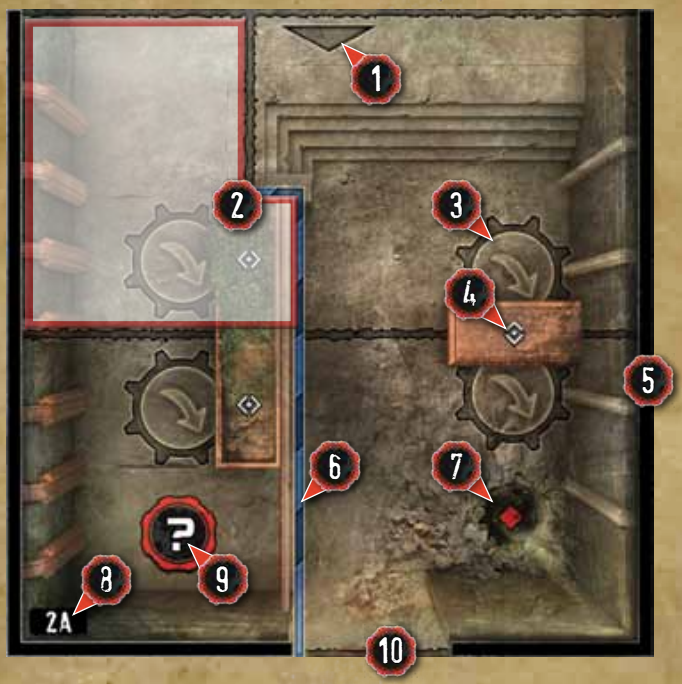
   If there are more cards in the Location deck, repeat steps I through III. If this was the last Location card in the deck, place a door token on the exit of this tile. See "Map Setup Example" on page 7.

8. **Place COG Figures on the Map:** Each player places his COG on an entrance area (the open map edge with an arrow) of the first map tile placed in step 7. Starting with the first player, each player has the option of moving his figure into a cover space in his area (limit one figure per cover space – see page 14).

9. **Draw Order Cards:** Lastly, each player draws Order cards equal to his maximum hand size (usually six). Each player draws **six Order cards** except for the player controlling Marcus Fenix, who draws one additional card.

After completing setup, the first player resolves his first turn of the game by following the steps listed in "Playing the Game" on page 9.

MAP TILE BREAKDOWN



1. Entrance: One side of each map tile is that tile's entrance. If a tile is not the first tile placed during setup, the entrance should match up to the exit of the previously placed tile. The entrance is marked with an arrow.

2. Area: Each map tile is split into multiple areas. Areas are used for movement and determining weapon range. They are separated from each other by walls, elevation, cover, and/or jagged lines. Any number of figures (both COG and Locust) can exist in an area at any time.

3. Cover Space: These circular spaces represent locations within an area that provide some protection from enemy fire (such as a partial wall, furniture, rubble, etc.). Only a single figure may be in each cover space at a given time.

   Cover is extremely important in Gears of War: The Board Game, as it provides additional defense dice that can help a COG or Locust figure survive an attack.

4. Cover Arrow: Figures that are in cover use the center of this arrow to trace line-of-sight (see page 21) and determine which figures they can see.

5. Wall: These solid black lines separate areas and cannot be moved through or shot through.

6. Elevation Change: These blue lines separate areas and cannot be moved through. However, they do not block line-of-sight for attacking.

7. Emergence Hole: Each map tile has at least one area containing an emergence hole. Emergence holes mark the area where Locust figures are placed during setup and where Locust figures are spawned by AI cards.

8. Tile Identifier: Each map tile has a number and letter (A on one side, and B on the other). This identifier matches a Location card and is used to set up the map.

9. Equipment: Some tiles have one area with the equipment icon (?), meaning that weapons, ammo, or other special equipment is present in the area. COGs can activate this equipment (as printed on the matching Location card) if in the area during their Order step (see page 10).

10. Exit: The small opening on the edge of the map not marked with an entrance arrow is the exit. Each map tile's exit either has a door token placed atop it or links to the entrance of the next map tile.

MAP SETUP EXAMPLE



1. Players draw the top card of the level 1 Location deck.

2. They then find the map tile with the corresponding tile identifier (in this case, tile 2A).

3. Since they are playing a four-player game, players refer to the "4" section on the bottom of the Location card. This tells them to place 1 Locust "A," 1 Locust "B," and 1 Locust "C" figure on each emergence hole of this map tile. The Mission Reference Sheet has the "Wretch" Enemy card in space "A," the "Drone" Enemy card in space "B," and the "Boomer" in space "C." They place 1 Wretch, 1 Drone and 1 Boomer figure on tile 2A's emergence hole. Locust figures then enter cover (see page 14).

   Since Location card 2A has an equipment ability on it, they keep the card in play.

4. Players then draw the next card from the level 1 Location deck and find the corresponding tile (16A). They place map tile 16A's entrance so that it touches map tile 2A's exit, with the outer edge of the tile flush with the edge of tile 2A.

5. Players then place Locust figures in both areas on this tile containing an emergence hole (as in step 3). The Locust figures automatically enter cover if able.

Players continue drawing Location cards, placing map tiles, and spawning figures until the level 1 Location deck is empty. They then place a door on the final map tile's exit.

SETUP DIAGRAM



This diagram shows the setup for a four-player game using the Mission "Emergence." Note that your map may look different, as it is set up randomly every game.

1. Map
2. Door Token
3. Location Card (only kept if it lists an equipment ability)
4. Wound/Dropped Weapon Marker Piles
5. Unused Locust Figures (in this case, the only unused figure is one Wretch)
6. Enemy Cards
7. Mission Reference Sheet
8. Stage 2 and 3 Location Decks
9. Weapon Deck
10. AI Deck
11. Order Deck
12. Ammo and Grenade Token Pool
13. COG Figures (on start space)
14. First Player's Starting Weapon Cards (with starting ammo and grenade tokens)
15. First Player's Character Card
16. Locust Figures (spawned on the map)
17. First Player's Hand of Order Cards

PLAYING THE GAME

The game is played over a number of turns until either the players have completed all mission objectives or all COG soldiers are bleeding out (see "Winning the Game" on page 11).

The first player begins the game as the ACTIVE PLAYER (the active player is the one currently resolving his turn). During the active player's turn, he performs the following steps in order:

1. **Heal Step:** The active player draws up to two Order cards **without** exceeding his hand limit (normally **six** cards). See full details below.

2. **COG Order Step:** The active player chooses one Order card from his hand and discards it to perform one of the following:

   - Resolve the actions printed on the card.
   - Move up to **two** areas.
   - Perform **one** attack.

   During this step, the player may also discard additional cards from his hand to take special actions, including reviving a COG soldier, activating equipment, and picking up dropped weapons. See full details on page 10.

3. **Locust Activation Step:** The active player draws the top card of the Locust AI deck and resolves it (see full details on page 10). This card usually allows certain Locust figures to move, attack, and/or spawn.

   After resolving this step, the player to the left of the active player becomes the new active player and performs his turn (starting with his Heal step).

TURN DETAILS

This section lists detailed instructions for each step of a player's turn.

1. HEAL STEP

During this step, the active player may draw up to two Order cards. A player **cannot** ever exceed his hand limit (normally six cards).

This step is important because a COG soldier's health is equal to the number of cards in his hand. When a COG player with zero cards in hand is wounded, his figure is laid down to show it is BLEEDING OUT (see page 21).

After a player draws the last card of the Order deck, he shuffles the discard pile to form a new Order deck.

Example: It is the start of Dominic Santiago's Heal step. Since he has five Order cards in his hand, he only draws 1 Order card. If the player was controlling Marcus Fenix, he would instead draw 2 cards (since Marcus' hand limit is 7). He then proceeds to his COG Order step.

ORDER CARD BREAKDOWN



1. Reaction Ability Icon: Order cards can be discarded as reactions to certain events. This icon displays whether this card can be used to dodge, follow, or guard. See full details on page 24.

2. Card Name: These names differentiate the types of Order cards from each other. The name has no gameplay effect.

3. Actions: Order cards are usually played during the COG Order step to resolve the bulleted abilities (actions) listed here. When a player uses this card, he may use any/all of the actions listed here. He must completely resolve each chosen action, and he can only perform actions in the order listed on the card.

4. Player Restriction: Some cards list "2+" in the corner to signify that their actions are more useful when playing with 2 or more players. If a player draws one of these cards while playing a solo game, he may return it to the game box and draw a new Order card. See "Solo Rules" on page 30.

2. COG ORDER STEP

During this step, the active player must play 1 Order card from his hand, discarding it to perform one of the following:

- Resolve the action(s) listed on the card. The first bullet point on the Order card must be resolved before the second, and so forth. All of the actions on the Order card do not need to be resolved, but any actions taken must be performed in order.
- Move up to **two** areas, ignoring all actions printed on the card.
- Perform **one** attack, ignoring all actions printed on the card.

Playing an Order card during this step is mandatory.

Note: Order cards that allow the active player to choose a COG figure in his area **may** be used on his own figure.

Special Actions

Before or after resolving each action on his Order card, the player may discard a card from his hand to perform one of the following special actions:

- Revive a COG figure in his area that is bleeding out (see page 21).
- Pick up a dropped weapon marker in his area (see page 20).
- Activate his area's equipment (if an equipment icon is present). He then follows the equipment ability listed on his map tile's Location card.

The active player may resolve **each** of these special actions once per turn, discarding one card for **each one** he resolves.

Example: During Dominic Santiago's COG Order step, he first decided to discard one Order card from his hand to revive Marcus Fenix, who is bleeding out in his area. He then plays one Order card from his hand and performs the first action on it (which allows him to move 2 areas). After moving his figure both areas, he decides to discard another Order card from his hand to activate his areas equipment, which gives him some ammo tokens. Finally, he resolves the last action on his Order card, which allows him to attack. After resolving the attack, he proceeds to his Locust Activation step.

Players may not perform special actions in the middle of resolving an Action. For example, if an Order card's action allowed a COG to move two areas, he could not move one area, revive a COG, and then move the second area.

3. LOCUST ACTIVATION STEP

The active player draws the top card of the Locust AI deck and resolves it. Most of these cards have a requirement on them, meaning that if a certain condition is **true**, Locust figures will perform one type of action, and if **false**, Locust figures perform a different action.

Many Locust AI cards allow Locust figures to move (see page 15) and/or attack (see page 16).

If the AI card uses the word "you," it refers to the **active player**. Other cards refer to the closest COG, meaning the COG figure that is the least amount of movement away from **the Locust figure being activated**. If multiple Locust figures are being activated, the active player decides the order in which they act (see "Locust Decisions" below).

After resolving the card, discard it faceup next to the Locust AI deck.

Important: Many AI cards instruct the player to draw a new AI card if certain criteria are fulfilled. This will usually happen if there are no figures in play of the listed type.

LOCUST DECISIONS

Since all Locust movement and attacks are dictated by AI cards, there is occasionally more than one valid action. For example, an AI card may instruct a Drone to attack the closest COG when two COG figures are equidistant. Whenever this occurs, the active player chooses which of the valid targets is attacked.

These same rules are followed when moving Locust figures. The active player may choose which area the figure moves into as long as he follows the instructions on the AI card.

When multiple Locusts are moving and/or attacking, each figure's entire activation is resolved one at a time (as chosen by the active player). Locust figures cannot attack COGs who are bleeding out.

There are three main traits for Locust AI cards:

- **Event:** These cards cause broad effects that are not conditional and are always resolved in their entirety.
- **For Each:** Cards with this trait are resolved **once for each figure** of the listed type in play. If there are multiple figures of the listed type on the map, the active player chooses one of them, resolves the effects of this card for the chosen figure, and then chooses another, resolving its effect. He repeats this until all figures of the listed type have been activated.

  For example, if there are two Drones in play, one of them may be able to fulfill the restricted ability, while the other one is only able to fulfill the otherwise ability. See full example on page 12.
- **Group:** Cards with this trait are resolved **once**, and often have conditions that apply to the state of the game. If multiple figures are able to move and/or attack, the active player resolves them one at a time, choosing the order.

After a player resolves the last card in the AI deck, he shuffles the discard pile to form a new AI deck.

WINNING THE GAME

To win the game, players must complete all of their Mission cards' objectives. Players begin the game with the stage 1 Mission card faceup, following any "Special Rules" listed on the front of the card.

Once the "**Flip When**" objective is fulfilled, they read the story on the back of this card and resolve any effects. If it reads "Proceed to the next stage," the card is discarded and the "Special Rules" printed on the next Mission card are resolved. This card remains in play until its objective is fulfilled.

The objective on the final Mission card lists what players need to do to win the game.

Players lose the game if **every COG figure is bleeding out**.

LOCUST AI CARD BREAKDOWN



1. Card Trait: The top of the card lists whether this card is an "Event," "For Each" figure of one type, or "Group" instructions for all Locusts of the listed type to fulfill. To the right of the trait is the type of Locust figure affected by this card.
2. Restricted Ability: This ability is resolved if the listed criterion can be fulfilled.

   For example, with card #11 pictured above, if there is at least one Wretch figure on the map, all Wretches would move and possibly attack. If there are zero Wretches on the map, new Wretches would spawn as specified in the otherwise ability.
3. Otherwise Ability: If the restricted ability cannot be resolved, the player instead resolves this ability. The otherwise ability sometimes list criteria under which this card is discarded without effect and a new card is drawn.
4. Card Number: This unique number is used to identifying different AI cards.

RESOLVING A LOCUST AI CARD EXAMPLE







1. After resolving his Order card, the active player needs to resolve his Locust Activation step. He draws the top card of the Locust AI deck.

   He draws AI card #17. There are no Boomers in play, so he discards the card and draws a new AI card (as instructed in the otherwise ability).

2. He draws AI card #13. This card specifies each Drone with line-of-sight to a COG figure attacks the nearest COG. If the Drone does not have line-of-sight, it moves three areas toward the closest COG.

3. He starts by activating the left-most Drone. Since there are no COGs in its line-of-sight (see page 20), it cannot attack and instead moves three areas towards the nearest COG.

4. After the Drone finishes moving, it automatically enters a cover space in its area.

5. The active player then activates the second Drone. There are two COGs in the Drone's line-of-sight. The AI card specifies that the Drone should attack the closest COG figure, but since both COGs are within the same range, the active player chooses Marcus Fenix (who is in cover) as the target of the attack.

   After resolving this attack, all Drones have been activated. The active player ends his turn, and the player to his left becomes the new active player and begins his turn.

COMPLETING A MISSION OBJECTIVE









1. Players are currently at stage 1 of the "Emergence" Mission deck. This card's objective reads "Flip When: All emergence holes have been sealed."

2. Marcus Fenix has just used a Bolo Grenade to seal the final emergence hole on the map.

3. Since the active player has completed the Mission card's objective, he immediately flips the card over and resolves the ability on the back.

4. This card spawns 3 Boomers, 3 Drones, and 2 Wretches at the map exit. The active player places the figures and then moves the Drones and Wretches as instructed on the card.

5. He then proceeds to the next stage of the Mission by discarding the stage 1 card. The stage 2 Mission card is now on the top of the deck. If the players fulfill the objective on this card, they flip it over and resolve its ability (which, incidentally, wins them the game).

   Marcus Fenix then resumes his turn.

GAMEPLAY SPECIFICS

This section lists all game rules not yet described, including movement, spawning, attacking, and more.

COG MOVEMENT

Many Order cards allow a COG figure to move a certain number of areas. To move one area, the player simply places his figure in any area adjacent to his current area. Areas are considered adjacent when they share a cracked dirt border. Figures cannot move through walls (solid black lines) or elevation changes (striped blue lines – see page 6). See the "COG Movement Example" below.

Figure cannot move through doors, however players can remove doors by exploring (see page 22). Figures **cannot** move off the map.

Figures can move into and through areas containing other figures (even enemy figures) without ill effect.

TAKING COVER

Many areas of the map have cover spaces on them (see the "Map Tile Breakdown" diagram on page 6). After a COG figure finishes moving for the turn, the player may place his figure into a cover space in his area. Moving into cover is free and does not reduce the number of areas the figure is able to move. Moving out of cover is also free, and happens at the start of a figure's movement.

Players should usually move their figure into a cover space whenever able in order to gain the defensive bonus (either +1 or +2 defense dice – see diagram on page 15). The figure **does not** gain this bonus if the attacker is in his area. Cover provides the same defensive bonus to Locust figures and COG figures.

Most Enemy cards have the "Take Cover" icon on them. This means that figures of this type **automatically move into cover** in their area after moving or spawning (even after spawning during setup).

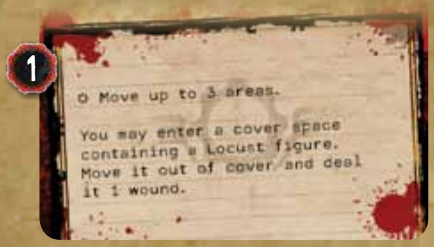
Only one figure may be in each cover space – if a figure is already in the space, other figures cannot enter it.

Being in cover does not restrict the player from performing special actions (such as activating equipment).

Figures can only enter cover when moving or spawning. For example, when a figure in cover is killed, other figures in the area **may not** immediately move into that cover space.

COG MOVEMENT EXAMPLE





1. The active player is resolving an Order card that allows him to move up to 3 areas.
2. He decides to move 2 areas, right through an area containing 1 Locust figure. Note that he cannot enter the other COG's area because he cannot move through a wall.
3. After moving, he decides to enter cover in his area and moves his figure onto the cover space. This does not require additional movement.

LOCUST MOVEMENT

Locust figures are usually moved by AI cards. The active player moves Locust figures according to the instructions on the AI card. Locust figures always move the shortest distance toward their destination, following the same rules for movement that apply to COG figures.

After concluding the Locust figure's movement, the active player must move it into an empty cover space in its area (if its Enemy card has the TAKE COVER icon – see page 16). If multiple cover spaces are available, he must move the Locust figure into the cover space that provides the largest defense bonus if it were attacked by the closest COG figure (ignoring any COG figures in its area).

Figures can move into and through areas containing other figures (even enemy figures) without ill effect.

COVER DEFENSE BONUS

Defending figures that are in cover receive a bonus depending upon which side of cover the attacking figure is on. This is done by visualizing a straight border (shown below as a red line) that passes though the center of the white cover arrow ( ).

If the attacker must trace line-of-sight (see page 21) through this border, the defender is considered to be in FULL COVER and rolls two additional defense dice (which can prevent wounds – see page 16).

If the attacker can trace line-of-sight without passing through this border, the defender is considered to be in PARTIAL COVER and rolls one additional defense dice.

If the attacker is in the defender's area, the defender does not receive any defense dice from cover.

If the defender's cover space has multiple cover arrows, he uses the arrow that provides the most cover.



LOCUST SPAWNING

Some Locust AI cards instruct the player to SPAWN a number of figures of a specific type in areas containing emergence holes. When spawning a figure, the player simply takes one figure of the correct type that is **not currently on the map** and places it in the specified area. If the figure's Enemy card has the TAKE COVER ability, it is placed in an empty cover space in its area (see "Enemy Card Breakdown" on page 16).

If multiple spawning multiple Locust figures, the active player chooses the order in which they are spawned.

If there are not enough Locust figures of a specified type, players must instead spawn the most powerful figure type available (i.e., Spawn a "C" figure if able, otherwise "B" followed by "A"). If all "A", "B" and "C" figures are in play, then no Locust figure is spawned.

Locust are also spawned at emergence holes when setting up and exploring the map (see page 22).

Locust figures are sometimes spawned at the MAP EXIT. This is defined as any exit area that has a door token on it.

IDENTIFYING LOCUSTS



Each Mission Setup card specifies up to three types of Locust figures that are used during this mission. The card specifies what Locust types "A," "B," and "C" represent in this mission. During setup, the matching Enemy cards are placed on the Mission Reference Sheet to remember this.

Whenever a card refers to an "A," "B," or "C" Locust, players simply refer to the Mission Reference Sheet to find the type of figure this indicates.

In the above example, if an AI card spawned 1 Locust A at an emergence hole, players would spawn one Wretch figure at the emergence hole.

ENEMY CARD BREAKDOWN



1. **Name:** This is used to identify the type of figure. This name matches the trait of four AI cards.

2. **Defense:** This value is the base number of defense dice this type of figure rolls when defending.

3. **Health:** This value lists the number of wounds that must be dealt in order to kill an unwounded figure of this type.

4. **Triggered Ability:** This ability is used each time this Locust type rolls an omen (☠) when attacking.

5. **Constant Ability:** This ability is always active, and includes restrictions or benefits that this type of figure must follow whenever applicable.

6. **Chainsaw Immunity Icon:** The presence of this icon indicates that the figure is so large or heavily armored that it is immune to the Lancer weapon's constant ability.

7. **Attack:** This value is the base number of attack dice this type of figure rolls when attacking.



8. **Cover Icon:** The presence of this icon indicates that this type of figure moves into cover spaces after moving or spawning (see page 14).

ATTACKING

Many Order cards and Locust AI cards enable a figure to attack an enemy figure. When resolving an attack, perform the following steps:

1. **Declare Defender:** The attacker declares which figure he is attacking. A figure **can only be attacked** if it is within LINE-OF-SIGHT (see page 20). If a Locust figure is the attacker, the active player chooses the defender (following the instructions on the AI card and obeying any special rules on the Enemy Reference card).

2. **Determine Attack Dice:** The attacking COG player chooses one of his Weapon cards and takes a number of black attack dice equal to his weapon's attack value (choosing either a NORMAL or OVERKILL attack – see page 17). If a Locust figure is the attacker, use the number of attack dice listed on its Enemy card.

3. **Determine Defense Dice:** Take a number of red defense dice equal to the target figure's defense value (listed in the lower-left hand corner of the COG Character card or Enemy card). Take additional dice as listed below:

   - +1 red defense die if the defender is in **cover** and if the attacker is not in its area (+2 dice instead if in full cover – see page 15).
   - +1 red defense die for each area out of range (listed on the chosen Weapon card – see page 17). Most Locust attacks have infinite range unless specifically listed on the Locust AI card.

4. **Roll Dice:** The active player rolls all attack and defense dice. He then resolves triggered abilities (printed on the attacker's Weapon card or Enemy card) for each omen (☠) rolled (see "Weapon Special Abilities" on page 17).

   If playing with more than one player, the defending COG player may choose to roll his defense dice while the active player simultaneously rolls the attack dice.

5. **Deal Wounds:** Total the number of wounds (✸) rolled on the black dice and the number of shields (⛨) rolled on the red dice. Any omens (☠) rolled **do not** count as wounds (unless used to trigger an ability that deals wounds – see example on page 18).

   If more wounds than shields were rolled, the defender is dealt wounds equal to the difference (see "Dealing Wounds" on page 19).

   After resolving this step, the attack is over, regardless of whether the defender was killed or not.

AMMO

Ammo tokens indicate full clips of ammunition. Most weapons can be fired normally without expending an entire clip of ammunition. Weapons can also perform an OVERKILL attack that requires the player to discard an Ammo token. Overkill attacks are more powerful, but expend ammunition quickly. Some weapons (such as the Boomshot and Torque Bow) can only make overkill attacks.



Each Weapon card lists two attack values below the image of the weapon. The number on the left (before the slash) is the number of black attack dice rolled for a normal attack. The number on the right (after the slash and next to the ammo icon) is the number of black attack dice rolled for an overkill attack. Weapons that have a normal attack value of zero can only make overkill attacks.

A Weapon card with no ammo tokens on it **cannot be used to attack** with either a normal or an overkill attack (unless the Weapon card's ability states otherwise). Additional ammo tokens can be acquired from some Order cards, equipment (see "Special Actions" on page 10), and dropped weapons (see page 20).

Each player is limited to carrying **four weapons** (see page 20) and each weapon can have any number of ammo tokens.

WEAPON SPECIAL ABILITIES

There are two types of abilities found on Weapon cards: CONSTANT ABILITIES and TRIGGERED ABILITIES.

Constant abilities are listed in italicized text and are always in effect. These abilities provide special options such as the Lancer's ability to perform a special attack, or restrictions such as the limited range of the Gnasher Shotgun.

Triggered abilities are special bonuses that may only be used when an omen die result is rolled (). For example, when attacking with a Boomshot, all other figures in the target's area are dealt 1 wound for each omen rolled. Triggered abilities may be used once for each omen rolled unless stated otherwise (see "Example of an Attack" on page 18).

If a triggered ability deals wounds to the target, this is added to any wounds rolled on the dice (and can be canceled by shields rolled on defense dice).

WEAPON CARD BREAKDOWN



1. Name: This name is used to identify the type of weapon.
2. Normal Attack Value: This value is the number of attack dice rolled when not expending ammo to attack with this weapon.
3. Overkill Attack Value: This value is the number of attack dice rolled when performing an overkill attack with this weapon (expending one ammo token).
4. Range: This value is the maximum number of areas away from the defending figure that this weapon can attack without providing the defender additional defense dice.
5. Constant Ability: This ability is always active and includes restrictions or benefits that a character carrying this weapon must always follow.
6. Triggered Ability: This ability comes into effect each time a player using this weapon rolls an omen () while attacking.

As long as a player has a Weapon card, he must always follow its constant ability. It sometimes restricts the player's movement or attack capabilities.

A player may discard one of his Weapon cards at any time (removing it from the game and returning it to the game box). Players may not give Weapon cards to other players.

EXAMPLE OF AN ATTACK



1. The active player just finished moving and has chosen not to enter cover. The second action on his Order card allows him to perform one attack.
2. He chooses the Drone figure as his target.
3. He chooses his Lancer Assault Rifle as the weapon for this attack. He decides to discard one ammo token from this weapon to make an overkill attack. This allows him to roll four black attack dice as printed on the Weapon card.
4. He determines the Drone's defense dice by first looking at the Drone's Enemy card, which lists a defense value of "1".
5. He adds one defense die to this because the Drone is in partial cover (in a cover space, but not behind the "full cover" border).
6. He adds one additional defense die because his enemy is three range away and his weapon's range is "2" (for a total of three defense dice).
7. He rolls the four attack dice and three defense dice. The results are one omen symbol, three wounds, and three shields.
8. The omen symbol activates his weapon's triggered ability to deal +1 wound.
9. He subtracts the total number of shields rolled (3) from the total number of wounds rolled (4). Since he rolled more wounds, the Drone is dealt wounds equal to the difference (1 wound).
10. The Drone has not been previously wounded and has a health value of "3" (as printed on its Enemy card).
11. Since 1 wound is less than the Drone's health, he places a Drone wound marker under the figure.

IMPORTANT NOTE

Since all Drone wound markers display 1 health, the health of a wounded Drone does not necessarily reflect the exact number of wounds it was dealt.

BOLO GRENADES

Bolo Grenades are weapons that follow a few special rules.

In order to attack with a Bolo Grenade, the player needs to discard one of his grenade tokens. Bolo Grenades never use ammo tokens (nor do they benefit from any Order cards that require ammo tokens).

When attacking with a Bolo Grenade, the attacker targets **an area** instead of a figure. The attacker rolls his attack dice once, and this effect is applied to all figures in the area as detailed below.

After the attack dice are rolled, each figure in the area rolls its defense dice and then takes wounds separately. This includes any COG figures in the area. Cover **does not** provide defense dice against Bolo Grenades, although the DODGE reaction ability (see page 24) can be used before rolling attack dice.

Grenades **may not** be used on targets outside of their maximum range of two, nor can they be used to GUARD (see page 24).

Sealing Emergence Holes



The Bolo Grenade Weapon card's triggered ability makes it possible to SEAL emergence holes. When this happens, the player simply places a sealed token on top of the emergence hole printed on the map tile. If the emergence hole is not printed on the map, discard the emergence hole token from the map.

This area is no longer considered to have an emergence hole in it. When Locust figures spawn at the nearest emergence hole, sealed emergence holes are ignored, and the Locusts spawn at the next nearest hole.

DEALING WOUNDS

Wounding Locust Figures

Each Locust figure can only exist in one of two states: HEALTHY (no wound marker under its base) or WOUNDED (a single wound marker under its base).

If a Locust figure is dealt a number of wounds that is less than its current health value (as indicated on its Enemy card), it is wounded. Place a wound marker (of the same Locust type) under its base. The value on the marker is now that Locust figure's health.

If a Locust figure is dealt a number of wounds that equals or exceeds its current health value (as indicated on its Enemy card or on its wound marker), it is killed. Remove the figure from the map and place a dropped weapon marker in its area. This is done by flipping its wound marker facedown, or if unwounded, drawing a new marker from the pile of unused wound markers. This marker is either discarded or becomes a dropped weapon marker as described on page 20.

Some Locust figures do not have wound markers (such as Tickers) because they only have one health. A single wound kills this figure type, and these figures never drop weapons.

If a wounded Locust is dealt wounds **less than the health** listed on his wound marker, it is not killed (nor wounded a second time). It simply retains its wound marker until dealt enough damage to kill it.

Some abilities use the phrase "deal 1 wound to each figure in the area." In this circumstance, each COG in the area is dealt 1 wound (must discard 1 Order card), and each Locust in the area is dealt a single wound.

If a Locust figure is healed, its wound marker is discarded to the pile of unused wound markers.

Reminder: the health value listed on wound markers **does not** necessarily reflect the exact number of wounds dealt to the figure (see the "Important Note" on page 18).

WOUNDING THE BERSERKER



The Berserker's wound marker has two different health values on it. The first time it is wounded without being killed, the wound marker is placed with its higher value faceup (5). The next time it is wounded without being killed, this token is flipped over so that the lower value is faceup (3). The Berserker never drops weapons.

If it is dealt less than 3 wounds while heavily wounded, there is no effect.

As per the constant ability on its Enemy card, an unwounded Berserker can only be wounded or killed if attacked with the Hammer of Dawn Weapon card.

DROPPED WEAPON MARKERS



Discard



Dropped Weapon

When a Locust figure is killed, its wound marker is turned facedown and becomes a dropped weapon marker. If the back of the marker has a red "X," discard it (red "X" up) next to the pile of unused wound markers. As soon as a pile of wound markers runs out, its discard pile is randomized and turned health value side up to create a new pile of wound markers.

When a COG figure is in the same space as a wound marker that displays a dropped weapon, he may pick it up immediately before or after resolving an action from his Order card. To do so, he simply discards one Order card from his hand, discards the token (weapon side up) next to the pile of unused wound markers and performs one of the following:

- Pick Up Weapon: Search the Special Weapon cards for the weapon pictured on this marker. The player then places this card next to his other weapons and places two ammo tokens on it. If there are no more copies of this weapon available, the player instead receives the top card from the Random Weapon deck.

- Pick Up Ammo: If the player already has a Weapon card matching this token, he instead gains two ammo tokens for this weapon. This applies to whenever a character would receive a second Weapon card of the same name as one he is carrying.

Important Weapon Restriction: Each player is limited to one Bolo Grenade card and three other Weapon cards.

Players may optionally discard Weapon cards (excluding Bolo Grenades) at any time. Discarded Weapon cards are returned to the game box.

Wounding COG Figures

When a COG player is dealt wounds, he must discard one Order card **of his choice** from his hand for each wound dealt. This means that cards in a player's hand not only provide actions that the player can perform, but they are also considered a player's HEALTH.

If the player is dealt a wound, but he cannot discard an Order card, he is considered BLEEDING OUT (see page 21). A player can have zero cards in his hand and not be bleeding out until he is dealt one more wound.

LINE-OF-SIGHT AND RANGE

Locust and COG figures may **only attack enemies to which they can trace** LINE-OF-SIGHT (LOS). Figures have LOS (line-of-sight) to each other if the player can draw a straight line from one figure's area to the other figure's area without tracing through a black wall. Players can use the line-of-sight ruler to confirm LOS.

If a figure is **not** in cover, it is considered to be anywhere in its area for the sake of line-of-sight. This means that two figures not in cover have LOS to each other if a line can be drawn from **any part** of the area to any part of the other area **without passing through a wall.**



If an attacking or defending figure is in cover, it has LOS if a line can be drawn from **at least one** of its cover space's arrows (displayed on the right) to the other figure's area or cover space arrow.

Cover does not block LOS, but it may provide a defense bonus if the defender is in a cover space (see page 15) and restrict drawing line-of-sight (see "Line-of-Sight Example" on page 21).

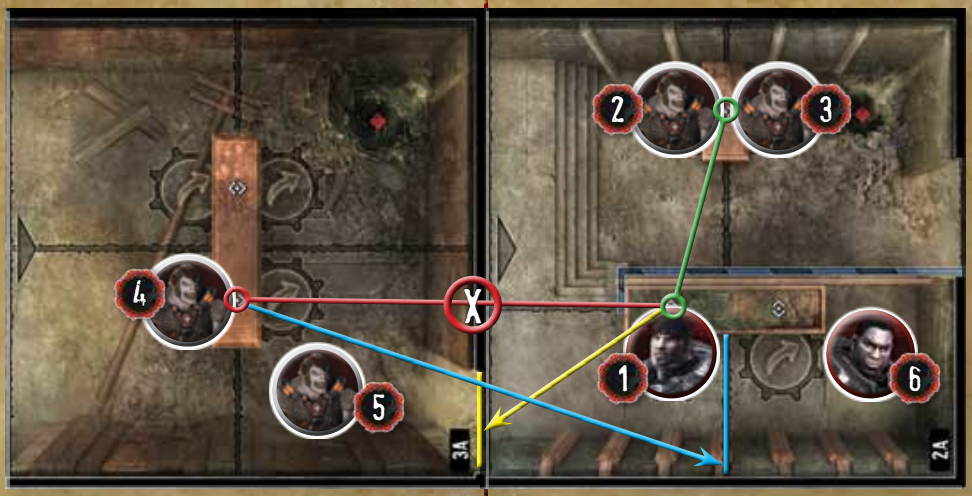
Measuring Range

Range is measured by counting how many areas the figure would need to move from its current area into the target area. Elevation borders are treated as normal movement borders when measuring range and LOS. For example, two figures in the same space are 0 range away from each other. Likewise, two figures in adjacent spaces are 1 range away from each other.

When a COG figure attacks a Locust that is outside the COG's maximum range (listed on the Weapon card), the defender receives 1 extra defense die **for each** area outside of range.

Example: Marcus Fenix is attacking with his Lancer (range 2) against a Drone that is 5 areas away. The Drone rolls 3 extra defense dice (in addition to the 1 defense on its enemy card). Remember that the attack would only happen if the figures were in LOS of each other (see above).

LINE-OF-SIGHT EXAMPLE



1. In the above example, Marcus Fenix is determining which Locust figures he can attack.
2. He traces line-of-sight from his cover space to Drone #2's cover space. He has line-of-sight, and it would gain partial cover if he attacked this figure (see page 15).
3. He also has line-of-sight to Drone #3, but it would gain the full cover bonus if he attacked it.
4. He does not have line-of-sight to Drone #4, because a wall is in the way (red line).
5. He has line-of-sight (yellow line) to Drone #5, because it is not in cover and he can trace a line to the edge of its area.
6. If Augustus Cole was attacking, he could attack any four of the Drones. He can even see Drone #4 because he can trace a line from the edge of his area to the Drone's cover space without passing through a wall (blue line).

BLEEDING OUT

When a player has zero Order cards in his hand and his figure is dealt a wound, the figure is now bleeding out. The figure is laid on its side to mark this, and it is moved out of cover. At the start of his turn, he may move (crawl) up to one area, but must then skip the Heal and COG Order step of his turn. He must then resolve his Locust Activation step as normal (regardless of whether he crawled or not).

If all COG figures are bleeding out, the mission is failed and everyone loses the game.

AI cards ignore COGs that are bleeding out. Locusts cannot attack bleeding out figures. A bleeding out active player still makes all choices on the card, and if the AI card refers to "you," the card instead targets any other COG of the active player's choice.

Important: A player cannot draw Order cards **for any reason** while his figure is bleeding out.

REVIVING A COG

A COG may revive a bleeding out figure in his same area before or after performing an action. To do so, he simply discards one Order card of his choice from his hand and stands the figure up.

The now-standing figure is no longer bleeding out. He is able to heal and resolve Orders on his turn as normal, and can now be the target of Locust attacks. He will have **zero Order cards** in his hand until his next Heal step unless a card or ability allows him to draw more Order cards.

EXPLORING THE MAP

At the start of the game, the first level of the map is set up (see example on page 7).

Some missions contain more than one level of map divided by a door. A COG player may explore an unlocked door in his area **at any point** during his Order step. This does not cost any additional movement points or Order cards.

To do so, the player removes the door token from the map and sets up the next level of the map by performing the following steps in order:

1. **Draw Location Card:** The active player draws the top card of the lowest-numbered Location deck containing cards.
2. **Place Map Tile:** He finds the map tile matching the identifier on the drawn Location card and places it adjacent to the current room's exit. The arrow on the new tile's entrance must point away from the figure moving through the door.

   The edge of the new map tile should line up with the edge of the connecting map tile (see diagram on page 7).

   He then places the Location card next to the map tile. The card contains important information concerning enemy spawning and any equipment on the map tile.
3. **Set Up Locust Figures:** Next, the player spawns Locust figures on the newly placed map tile. In order to do this, he simply looks at the Location card and references the number of players at the bottom. He then spawns the listed figures at **each** emergence hole on this map tile. After spawning Locust figures, the Location card is discarded unless it has an equipment ability listed on it.

   Example: If playing a three-player game and the card reads "3: AAB," the active player would place two Locust "A" and one Locust "B" (as identified by the Enemy cards next to the Mission Reference Sheet) in each emergence hole area on this tile. These figures will then enter cover if able (see "Enemy Card Breakdown" on page 16).
4. **Repeat:** If there are still cards remaining in the Location deck, the player repeats steps 1 through 3 (drawing the next Location card, placing its map tile, and then setting up its Locust figures).
5. **Place Door:** After all cards have been drawn from this deck, the player places a door token atop the final map tile's exit.



Exploring interrupts the active player's turn. Once the steps of exploring are resolved, the player continues his turn, including using any unspent movement.

See "Map Setup Example" on page 7 for an example of exploring a level of the map.

Special Rule: In the rare circumstance that a map tile cannot be placed because a different map tile is in the way, players will need to repeat setup of this new level of the map. Simply remove the map tiles for this level and shuffle their Location cards back into this level's deck. Finally, players attempt to set up this level again following the steps of exploring.

LOCKED DOORS



Sometimes, the Mission Setup card will note that specific Location decks are LOCKED. After building the Location decks, players place a lock token on top of each locked deck. Players may not explore if the next Location deck is locked.

Locked tokens are discarded by certain equipment (found on Location cards) and Mission card abilities. Once discarded, the player may explore this level following the normal rules for exploring.

DEFINING LEVELS AND STAGES

At the start of the game, Location cards are shuffled in up to three decks as described on the back of the Mission Setup card. Each of these decks is known as a LEVEL, and players can explore these later levels by exploring doors (see page 22).

STAGES, on the other hand, refer to Mission cards. Players must complete the stage 1 Mission card's objective before proceeding to the stage 2 Mission card (and so forth). If players complete the objective of the final stage's Mission card, they win the game.



REACTION ABILITIES

Each Order card has a REACTION ABILITY icon in its upper-left corner. A player may **discard** an Order card from his hand to use the reaction ability associated with the card's icon (see below). Using reaction abilities make a player vulnerable (since a player's hand size is also his health – see "Bleeding Out" on page 21) in return for a powerful immediate effect.

When using a reaction ability, all actions on the Order card are ignored.

GUARD 

A player may discard a card with this icon at any time during the Locust Activation step to attack one enemy immediately before it moves or attacks. He may even interrupt a Locust figure's movement (for example, attack the figure after it moves out of cover, but before it moves toward him). He may not attack a Locust that is neither moving nor attacking. For example, he cannot target a Locust that is spawning, unless it later moves or attacks.

This attack follows all normal rules used for a COG attack. The player may use any weapon including his Lancer's constant ability, but **excluding Bolo Grenades**. Immediately after resolving this attack, the active player continues resolving the Locust AI card.

Players are collectively limited to using **one** guard reaction ability during each Locust Activation step (regardless of the number of players). If multiple players wish to use this reaction ability, the active player decides which player guards.

Example: During the active player's Locust Activation step, he draws an AI card that makes each Drone move two areas toward the nearest COG and then attack him. The active player moves a Drone one area toward the nearest COG (Marcus Fenix), who decides to interrupt this movement by discarding an Order card with the guard icon. He resolves an attack against the Drone, but fails to kill it. Since Marcus Fenix used the guard reaction ability, no other COGs may use the guard reaction ability during this Locust Activation step. The Drone is then moved another area and attacks Marcus Fenix.

DODGE 

When a COG is attacked, he may discard a card with this icon to roll two additional defense dice. This must be done **before** any attack dice are rolled, and these dice are added to all other defense dice being rolled (from his COG Character card, cover, and other effects).

A player may only use **one** dodge reaction ability for each attack.

LANCER CHAINSAW

The Lancer Assault Rifle's constant ability allows the COG to perform a special kind of attack against a Locust figure in his area. This ability may be used whenever the COG is able to attack (even from a guard reaction ability) and does not require spending an ammo token.

Instead of following the steps for an attack, the player simply rolls four black attack dice, and ignores all wounds rolled. If at least one omen is rolled, the Locust is killed.

If the COG figure is in a cover space, it is moved out of cover to perform this attack.

Abilities that allow the player to roll additional attack dice do not work in conjunction with this ability unless specified (such as Marcus Fenix's ability).

Some Enemy cards have the chainsaw immunity icon (), meaning that this type of Locust may not be targeted by the Lancer's constant ability.

Example: During the active player's Locust Activation step, he draws an AI card that makes each Drone attack the nearest COG. Before rolling dice for the first attack, the defending player decides to discard an Order card with the dodge icon. He rolls two additional dice when defending against this attack. After resolving the attack, another Drone attacks him. Even though he has another dodge card in his hand, he chooses not to discard it, and therefore does not receive the additional defense for the second attack.

FOLLOW 

When a COG figure is moving out of another COG's area, he may discard a card with this icon to move his figure along with the moving COG figure. After the active player finishes moving, each COG who discarded a card with the follow icon places his figure into the active player's area.

A COG may follow COG figures that start in his area or pass through his area. If a COG is able to move multiple times during his turn, any figures following him move for the entirety of his movement and end up in his final area.

Following COGs may take cover in their area (assuming there is cover available after the active player decides to take cover).

Example: During the active player's Order step, he plays a card that allows him to move three areas. After declaring his intention to move, two other COGs in his area decide that they wish to follow him. They each discard an Order card with the follow icon. After the active player finishes moving his figure, each following figure is moved into his area.

COMPONENT LIMITATIONS

In the rare circumstance that the game requires players to use more components than provided in the box, players should follow these rules:

- **Tokens:** If the player needs additional tokens (or has lost a token), he may use a suitable replacement (such as a coin) for any token except wound markers.

  If there are not enough wound markers available, first shuffle all discarded wound markers to form a new pool of available tokens. If there are still none available, the player must use a facedown wound marker from the map (that matches the Locust type).

- **Figures:** If the player is instructed to spawn a Locust figure, but all of that figure type is already on the map, a different Locust figure is spawned instead. The active player must instead spawn the most powerful figure type available (i.e., spawn a "C" figure if able, otherwise "B" followed by "A"). If all "A," "B," and "C" figures are in play then no Locust figure is spawned.

  There is no limit to the number of figures allowed in an area. If there is not enough physical space, place any extra figures off the map next to the area.

TABLE SECRECY

Although Gears of War: The Board Game is a cooperative game, it is important that all players at the table get opportunities to make important decisions. For this reason, players may not look at the Order cards in other players' hands.

All players are free to discuss strategy as well as their hand of Order cards as they see fit.

Players are not allowed to look the bottom of wound tokens or look at cards in a deck or discard pile. The only exception is the Mission Deck, which players may look through at any time. Players may read the front and back of any Mission card at any time (as long as they do not change the order of cards in the deck).

- **Cards:** When a card deck runs out, its discard pile is shuffled to form a new deck.

- **Dice:** There is no limit to the number of dice a player can roll. If additional dice are needed, simply roll as many as possible, record the result on a scrap of paper, and then roll the additional dice.



MISSIONS SPECIFICS

This section provides an overview of each mission included in this game. In addition to the overview, we provide tips, tricks, and rule clarifications.

EMERGENCE



Map Size: Small

This mission sends COG players into the heart of danger to close an emergence hole in the middle of COG territory. Players must work together to close this hole and keep the Locust horde at bay.

This mission is recommend when playing *Gears of War: The Board Game* for the first time.

RULE CLARIFICATIONS:

- **Spawning Locust Figures:** During setup, Locust figures are spawned **before** any emergence holes are sealed from the Mission card's special ability.
- **Grenades and Sealing:** The stage 1 objective requires players to use a Bolo Grenade to seal the final emergence hole. If a player runs out of grenade tokens, he can use map tile 12A's equipment.

  The stage 1 Mission card states that when activating this equipment, the Location card is **not** discarded. It may be activated again on a **future** turn.
- **Stage 2 Spawning:** During stage 2, Locust figures cannot be spawned. If an AI card would spawn Locust figures, it is discarded (without resolving the card) and a new AI card is drawn.

CHINA SHOP



Map Size: Medium

This mission starts with the COG soldiers on the run from the deadly Berserker. This impervious enemy is blind and relies on its senses of smell and hearing to detect and eliminate its foes.

Tip: Throw grenades to attract the Berserker away from your teammates and toward the doors.

RULE CLARIFICATIONS:

- **Spawning Locust C:** Since there is only one Berserker figure, additional Locust "C" figures cannot spawn. If a Location or AI card would spawn a Locust "C", instead spawn one Drone. If all Drones are in play, instead spawn one Wretch.
- **Berserker Attacks:** AI cards sometimes require the Berserker to attack each figure in its area. Such attacks are resolved like area attacks. The attack dice are rolled once and each defending figure rolls its own defense dice. These attacks affect both Locust and COG figures.
- **Berserker Constant Ability:** The Berserker's constant ability moves it one space toward a COG each time the COG attacks (even when using a Lancer Assault Rifle's constant ability). This happens immediately after resolving the attack, and can even happen multiple times per turn. This ability does not cause the Berserker to attack.
- **Berserker Health Levels:** The Berserker is the only enemy that can be wounded twice (see page 17). The Berserker may only be attacked with the Hammer of Dawn (found on map tile 17A) unless it has already been wounded.

BELLY OF THE BEAST



Map Size: Medium

This mission sends the COG soldiers deep into the mines, searching for the ideal location to place the sonic resonator. This subsonic device will hopefully return a detailed map of the Locust hollows so that the COG can destroy them once and for all with the Lightmass bomb.

RULE CLARIFICATIONS:

- **Setup:** This mission is unique in that there are two exits to the map. After setting up the first level, the first map tile that was placed is rotated so that its entrance lines up with the second map tile's entrance (see example below).
- **Two Doors:** During setup, two doors are placed on the map. The second door is placed on the exit of the first map tile and leads to the third level of the map (see example below). If an AI card spawns figures at the map exit, these figures are spawned at the map exit **nearest** to the active player.



ROADBLOCKS



Map Size: Medium

Stranded in the town of Landown, the COGs must make their way through dark tunnels and bombed out streets to clear the way for the COG offensive.

Tips: Interrupt Ticker movement with a guard reaction ability in order to destroy it while in another Ticker's area.

Remember to resolve each Locust move and attack before activating the next figure. The active player should use this to his advantage by choosing to activate further-away enemies first.

RULE CLARIFICATIONS:

- **Setup:** Take the Level 1 Location deck and place it next to the Mission deck. Each time a COG explores during stage 1, he draws **a single card** from this deck and explores it as normal.
- **Stage 1 Spawning:** When exploring, do not spawn figures based on the Location card. Instead, each player spawns 1 Ticker on any empty area of the new map tile. An area is considered empty if there are no figures in it. If there are no empty areas on the map tile, the player may spawn his Ticker in any area of the map tile.
- **Chain Reactions:** When a Ticker is killed (except after attacking or being killed by a Bolo Grenade), it deals 1 wound to each figure in its area (including Locusts).

  Example: There are three Tickers in Marcus Fenix's area and he kills one of them. It deals him 1 wound and deals 1 wound to each other Ticker in his area. Since this wound kills the other two Tickers, they also deal Marcus 1 wound each (for a total of 3 wounds dealt to Marcus).

SCATTERED



Map Size: Large

This mission splits up COG players into two teams deep within the Locust hollows. One team must remotely open the locked door in order to bring the COGs together for the thrilling finale.

This scenario may only be played with two or more players.

RULE CLARIFICATIONS:

- **Map Setup:** Before playing, set up level 1 and level 2 as two separate (non-connected) maps. Players must then agree upon which COG characters will start on each map. These figures are placed on the entrance area of their map.

  If playing with three players, one COG will be on one map and two COGs will be on the other map.

- **Setup Spawning:** When spawning Locust figures during setup, use the number at the bottom based upon the number of COG figures on that map. For example, if playing a four-player game, the "2" section of Location cards would be used for setup.

- **Order Cards:** Some order cards provide bonuses to other COG players (such as "Teamwork" and "Dig In"). These cards affect all COG players, regardless of which map they are on.

- **AI Cards:** During stages 1 and 2, when a player resolves an AI card, it only affects figures on his map. For example if a player draws Drone AI card #13 and there are no Drones on his map, he discards this card and draws a new AI card.

- **Removing Figures from the Map:** When the final stage removes figures from the map, discard all of the figures' wound markers (excluding dropped weapons).

HIVE



Map Size: Large

In this mission, the COG soldiers must breach Nexus, the Locust underground stronghold. The hope is to turn the offensive on the Locust and to finally confront Myrrah, queen of the Locust horde. Plans quickly fall apart when she escapes, leaving General Skorge to deal with the COGs.

Tip: If a Locust figure drops a weapon, try to pick it up as soon as possible. This prevents a Kantus from reviving this figure and provides players with much-needed ammunition.

RULE CLARIFICATIONS:

- **Kantus Resurrection:** AI card #33 allows a Kantus figure to flip over a dropped weapon marker and spawn a Locust figure on top of it. If all of the matching figures are already in play, no figure is spawned. Then discard the dropped weapon marker from the map.

- **Kantus Healing:** AI card #32 moves a Kantus figure toward a wounded Locust figure and then heals it. To do so, simply discard the wounded figure's wound marker to the pile of unused tokens. A Kantus figure **cannot** heal itself.

- **Removing Figures from the Map:** When the final stage removes figures from the map, discard all of the figures' wound markers (excluding dropped weapons).

HORDE MODE



Map Size: Variable

This mission pits players against increasingly difficult waves of enemies. Players need to kill all enemies in all six stages to win the game.

This mission is recommended for experienced players. The different difficulty settings provide a large amount of replayability (see "Rule Clarifications" on the right).

Tip: If you are badly wounded, it is sometimes worthwhile to not kill the last enemy of a stage to provide time for your team to regain health.

RULE CLARIFICATIONS:

- **Difficulty Settings:** During setup, players choose which difficulty setting they wish to use for this session. This choice will determine how dense the map is and how many new weapons will be available. Regardless of their choice, the map always consists of a single level (there is no exploring in this mission).
- **Ammo and Grenade Pickups:** Ammo and Grenade Location cards are not discarded after use. Instead, the Location card is turned facedown and may not be used until turned faceup by completing the stage's objective.
- **Waves:** At the end of each stage of this mission, players are required to change the Enemy cards and AI deck as specified on the Mission card. This follows the same rules that players would perform during setup (remove all cards from the AI deck that do not match the "A", "B", or "C" Enemy cards).
- **Spawning:** Most Mission cards instruct the players to spawn Locust figures "as evenly as possible." Players may spawn these figures however they wish, as long as they do not place a second Locust figure into the same area **unless** each emergence hole area has at least one Locust figure. Likewise, they cannot place a third figure in an area **unless** each emergence hole area has at least two Locust figures.



OPTIONAL RULES

This section contains variations of the rules that provide different gameplay experiences. Before each game, the players must decide if they would like to use one of the following variants, or a combination of both.

SOLO RULES

When playing *Gears of War: The Board Game* alone (as the only player), the player controls a single COG figure.

Some Order cards are more useful if playing with two or more players. If a player draws one of these Order cards (marked with a "2+" in the lower-right corner) when using this option, he may remove this card from the game at any time during his Order step to draw a new Order card.

The "Scattered" mission may not be played when using this optional rule.

When playing solo, the **follow** reaction ability  allows the player to discard this card and move his figure one additional area at any point during his Order step. He may only use one follow reaction ability per turn.

INSANE DIFFICULTY

This option makes the game faster and more challenging. When using this option, apply the following rules changes.

- When a COG is dealt wounds, the player must discard Order cards from his hand **at random**.
- Locust figures can attack COG figures that are bleeding out **as long as they are in the same area**. No dice are rolled, and the player is executed (eliminated from the game). The player no longer receives a turn, but an AI card is still resolved when his turn would have occurred. All players can still win the game if the other surviving players manage to fulfill the mission's objective.

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RULES REFERENCE

SETUP

1. Choose First Player and COG Characters
2. Receive Starting Weapons, Grenades, and Ammo
3. Set Up Weapon and Order Decks
4. Choose a Mission
5. Set Up Locust Cards and Figures
6. Set Up Location Decks
7. Set Up First Level of the Map
8. Place COG Figures on the Map
9. Draw Order Cards

ATTACKING

1. Declare Defender (must be within LOS)
2. Determine Attack Dice
3. Determine Defense Dice
4. Roll Dice
5. Deal Wounds

EXPLORING THE MAP

1. Draw Location Card
2. Place Map Tile
3. Set Up Locust Figures
4. Repeat Steps 1–3 (unless Location deck is empty)
5. Place Door Token on Map Exit

GLOSSARY OF TERMS

- **Area:** A section of a map tile that can hold any number of figures and is used to determine movement and range. Areas are divided from one another by black walls, blue elevation lines, cover, and jagged area dividers.
- **COG:** A player-controlled human soldier. Each COG soldier in *Gears of War: The Board Game* has a COG Character card and a matching red plastic figure.
- **Cover:** A space within an area that can hold a single figure. Cover provides additional defense to the figure inside it (see page 15).
- **Level:** A section of the map and matching deck of Location cards.
- **Line-of-Sight (LOS):** Figures can only attack each other if they have line-of-sight to each other. Line-of-sight is established if a player can trace a straight line from one figure's area to the other figure's area without passing through a wall.
- **Locust:** The alien forces vying to conquer the world of Sera. The Locusts in *Gears of War: The Board Game* are opposing the players. Each Locust has an Enemy card, four AI cards, and a number of gray plastic figures.
- **Map Exit:** An area on the map that contains a door token.
- **Objective:** Each Mission card has an objective which players must complete in order to flip over the card and proceed to the next stage.
- **Stage:** A section of the current mission. Each Mission deck has a number of stages, each with its own objective.

For more reference, see the Index on page 31.

LOCUST FIGURE REFERENCE

