

Another boardgame player aid by

UniversalHead

Design That Works.

Download a huge range of popular boardgame rules summaries, reference sheets and player aids at www.headlesshollow.com

Universal Head • Design That Works • www.universalhead.com

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

Game: **GEARS OF WAR**
Pub: **Fantasy Flight Games (2011)**

Page 1: **Rules summary** front
Page 2: **Rules summary** back
Page 3: **Play reference** x2

v1
Nov 2011

Print on card (**ensure you are printing at 100% scale**) laminate and trim to size.

GEARS OF WAR

SETUP

Starting with a randomly chosen **first player**, each player chooses a **COG Character card** and takes his listed **Special Weapon cards**. Then take a number of Ammo tokens (equal to the number of bullet icons) and Grenade tokens shown and place them on the appropriate Weapon cards.

Shuffle the **Order** and **Random Weapon cards** into separate decks and place them on the spaces on the right side of the **Mission Reference sheet**. Do not shuffle the Special Weapon cards into the Weapon deck.

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

Find **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). Place matching **Locust figures** and **wound markers** faceup to the left of the matching Enemy card.

Create the **AI deck** by shuffling the **Locust AI cards** for each type of enemy included in the mission with the numbered **General AI cards** listed on the Mission Setup card. Place this deck in the space to the right of the Mission Reference sheet.

Shuffle separately the decks of **Location cards** specified on the back of the Mission Setup card. Place the level 2 and 3 decks on the 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. Then return the Mission Setup card to the game box along with all unused Location cards (after taking note of any special rules).

Players set up the **first level of the map**: draw one card from the **level 1 Location deck**, then place the matching **map tile** on the table. If other map tiles are already in play, place it so that its entrance matches the map exit.

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 this process. If this was the last Location card in the deck, place a **door token** on the exit of this tile.

Each player places his **COG** on an entrance area (the open map edge with an arrow) of the first map tile. Starting with the first player, each player has the option of moving his figure into a **cover space** in his area.

Each player draws 6 **Order cards** except for the player controlling **Marcus Fenix**, who draws 7 cards. Players may not look each others' Order cards, but they are free to discuss strategy as well as their Order cards as they see fit.

Players may not look the bottom of wound tokens or cards in a deck or discard pile. The exception is the Mission Deck, which players may look through at any time.

PLAYING THE GAME

The first player begins the game as the **active player**. During your turn, perform the following steps in order. Then the player to the your left becomes the new active player and performs his turn, and so on.

1. HEAL

You may draw up to 2 Order cards. You can never exceed your hand limit (normally 6 cards).

After you draw the last card of the Order deck, shuffle the discard pile to form a new deck.

2. COG ORDER

You **must** discard 1 Order card from your hand to perform one of the following actions:

Resolve the action(s) 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 card do not need to be resolved, but any taken must be performed in order.

Move up to 2 areas, ignoring all actions printed on the card.

Perform one attack, ignoring all actions printed on the card.


Order cards that allow you to choose a COG figure in your area may be used on your own figure.

Special Actions

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

Revive a COG figure in your area that is *bleeding out*.

Pick up a dropped weapon marker in your area.

Activate your area's equipment (if an equipment icon  is present), then follow the equipment ability listed on your map tile's Location card.

You may resolve each of these special actions once per turn, discarding 1 card for each one you resolve. You may not perform special actions in the middle of resolving an action.

3. LOCUST ACTIVATION

Draw the top card of the Locust AI deck and resolve it. The card may have a requirement on it, and may allow Locust figures to move and/or attack.

An AI card may use the word *you* (you as the active player), or the *closest COG* (the COG figure that is the least amount of movement away from the Locust figure being activated).

If multiple Locust figures are being activated, you decide the order in which they act. If there is more than one valid action, you decide which action. You may choose also choose which area a 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 (in an order chosen by you). Locust figures cannot attack COGs who are *bleeding out*.

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

There are three main traits for Locust AI cards:

Event: Broad effects that are not conditional and are always resolved in their entirety.

For Each: These cards are resolved once for each figure of the listed type in play, in an order of your choice.

Group: These cards 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, resolve them one at a time in an order of your choice.

After you resolve the last card in the AI deck, shuffle the discard pile to form a new deck.

MOVEMENT

Figures can move into and through areas containing other figures (even enemy figures). There is no limit to the number of figures allowed in an area.

COG MOVEMENT

To move one area, place your figure in any area adjacent to your current area. Areas are adjacent when they share a cracked dirt border. Figures cannot move through walls (solid black lines) or elevation changes (striped blue lines).

Figure cannot move through doors, but players can move doors by exploring. Figures cannot move off the map.

Taking Cover

After your COG figure finishes moving for the turn, you may place him into a **cover space** in his area. This is free and does not reduce the number of areas the figure is able to move. Moving out of cover, at the start of a figure's move, is also free.

Move your figure into a cover space whenever able in order to gain the defensive bonus. Your 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.

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

Only 1 figure may be in each cover space. Figures can only enter cover when moving or spawning. Being in cover does not restrict you from performing special actions.

LOCUST MOVEMENT

Move Locust figures according to the instructions on the AI card. They always move the shortest distance toward their destination, following the normal rules for movement.

After the Locust figure's movement, you must move it into an empty cover space in its area. If there are multiple cover spaces available, you must move it 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).


When **spawning** a figure, take 1 figure of the correct type that is not currently on the map and place 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.

If spawning multiple Locust figures, choose the order in which they are spawned. If there are not enough figures of a specified type, you must spawn the most powerful figure type available (C being the most powerful and A the least, as specified by the mission). If all figures are in play, no Locust figure is spawned.

Locust are also spawned at **emergence holes** when setting up and exploring the map, and sometimes at the **map exit** (any exit area that has a door token on it).

COVER DEFENSE BONUS

Defending figures in cover get a bonus depending upon which side of cover the attacking figure is on. Imagine a straight border passing through the center of the white cover arrow (): if the attacker must trace line of sight (LOS) through this border, the defender is in **full cover** and rolls **2 additional defense dice**.

If the attacker can trace LOS without passing through this border, the defender is in **partial cover** and rolls **1 additional defense die**.

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.

ATTACKING

1. Declare Defender: The attacker declares which figure within his LOS he is attacking.

If a Locust figure is the attacker, the active player chooses the defender (following instructions on the AI card and special rules on the Enemy Reference card).


2. Determine Attack Dice: The attacking COG player chooses one of his Weapon cards and takes **black attack dice** equal to his weapon's **attack value** (choosing a *normal* or *overkill* attack).

If a Locust figure is the attacker, use the number of attack dice on its Enemy card.




3. Determine Defense Dice: Take **red defense dice** equal to the target figure's **defense value** (lower left hand corner of the COG Character card or Enemy card). In addition:

+1 red defense die if the defender is in cover and the attacker is not in its area (+2 dice instead if in full cover).

+1 red defense die for each area out of range (listed on the chosen Weapon card). 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, then resolves **triggered abilities** for each **omen**  rolled.

With more than one player, the defending COG player may roll his defense dice while the active player 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).

If more wounds than shields were rolled, the defender is dealt wounds equal to the difference.

The attack is then over, whether the defender was killed or not.

AMMO

An ammo tokens is a full clip of ammunition. Most weapons can be fired normally without expending an entire clip.

A **Weapon card** lists 2 attack values below the image. 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) is the number of black attack dice rolled for an **overkill** attack. If the weapon performs an **overkill** attack you must discard an Ammo token. Weapons with a normal attack value of 0 can *only* make overkill attacks.


A Weapon card with no ammo tokens on it cannot be used to attack with a normal or an overkill attack (unless its ability states otherwise). Additional ammo tokens can be acquired from some Order cards, equipment, and dropped weapons.

Each player is limited to carrying 4 weapons and each weapon can have any number of ammo tokens.

WEAPON SPECIAL ABILITIES

Weapon cards have 2 ability types:

Constant abilities are in italicized text and are always in effect. As long as you have a Weapon card, you must always follow its constant ability.

Triggered abilities are special bonuses that may only be used when an **omen**  is rolled. They may be used once for each omen rolled unless stated otherwise. 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).

You may discard one of your Weapon cards at any time (returning it to the game box). You may not give Weapon cards to other players.

BOLO GRENADES

To attack with a Bolo Grenade, you must discard one of your **grenade tokens**. Bolo Grenades never use ammo tokens or benefit from any Order cards that require ammo tokens.

Bolo Grenades target an **area** instead of a figure. Roll your attack dice once, then each figure in the area (including COG figures) rolls its defense dice and takes wounds separately.

Cover does not provide defense dice against Bolo Grenades, but the **dodge** reaction ability can be used before rolling attack dice.

Grenades *may not* be used on targets outside of their maximum range of 2, nor can they be used to **guard**.

Sealing Emergence Holes

The Bolo Grenade's triggered ability can **seal emergence holes**. Place a sealed token on top of the emergence hole. If the hole is not printed on the map, discard the emergence hole token. This area is no longer considered to have an emergence hole. When Locust figures spawn at the nearest emergence hole, sealed holes are ignored; they spawn at the next nearest hole.

WOUNDING LOCUST FIGURES

Each Locust figure is either **healthy** (no wound marker under its base) or **wounded** (one wound marker under its base).

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

A Locust figure dealt a number of wounds equal to or exceeding its current health (as indicated on its Enemy card or wound marker) is **killed**. Remove the figure and place a **dropped weapon marker** in its area (flip its wound marker, or draw a new marker).

Locust figure types with only 1 health are killed by a single wound, and these figures never drop weapons. A wounded Locust dealt wounds less than the health on his wound marker is not killed (nor wounded a second time). It retains its wound marker until dealt enough damage to kill it.

Abilities with the phrase *deal 1 wound to each figure in the area* mean that each COG in the area is dealt 1 wound (must discard 1 Order card), and each Locust in the area is dealt 1 wound.

If a Locust figure is healed, discard its wound marker.

The health value listed on wound markers *does not* necessarily reflect the exact number of wounds dealt to the figure.

Dropped Weapon Markers

If the back of a dropped weapon marker shows a **red X**, discard it (red X up) next to the pile of unused wound markers. When a pile of wound markers runs out, shuffle the discard pile and turn them health value side up to create a new pile.

A COG figure in the same area as a wound marker that displays a dropped weapon may pick it up immediately before or after resolving an action from his Order card. Discard 1 Order card, discard the token (weapon side up) next to the pile of unused wound markers, and perform one of the following:

Pick Up Weapon: Search the Special Weapon cards for the weapon pictured, then place it next to your other weapons with 2 ammo tokens on it. If there are no more copies of this weapon, instead take the top card from the Random Weapon deck.

Pick Up Ammo: Whenever a character would receive a second Weapon card of the same name as one he is carrying, he instead gains 2 ammo tokens.

Each player is limited to 1 Bolo Grenade card and 3 other Weapon cards.

You may optionally discard Weapon cards (excluding Bolo Grenades) to the box at any time.

Wounding The Berserker

The first time a Berserker is wounded without being killed, its wound marker is placed with its 5 value faceup. The next time it is wounded without being killed, this token is flipped so that the 3 value is faceup.

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

The Berserker never drops weapons.

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

WOUNDING COG FIGURES

When a COG player is dealt wounds, he must discard 1 Order card of his choice from his hand for each wound dealt.

If you are dealt a wound, but cannot discard an Order card, you are considered **bleeding out**.

You can have 0 cards in your hand and not be bleeding out until you are dealt one more wound.

LINE-OF-SIGHT AND RANGE

Locust and COG figures may only attack enemies to which they can trace LOS. Figures have LOS to each other if you can draw a straight line from one figure's area to the other figure's area without tracing through a black wall. Use the **LOS ruler** to confirm LOS.

If a figure is not in cover, it is considered to be anywhere in its area for the sake of LOS; so 2 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 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.

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 for measuring range and LOS.

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

BLEEDING OUT

A **bleeding out** figure is laid on its side and moved out of cover. At the start of your turn, you may move (crawl) up to 1 area, but must then skip the Heal and COG Order step of your turn. You must then resolve your Locust Activation step as normal (regardless of whether he crawled or not).

All cards ignore bleeding out COGs. 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.

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 by discarding 1 Order card of his choice from his hand and standing the figure up.

The 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 usually have 0 Order cards in his hand until his next Heal step.

EXPLORING THE MAP

A COG may **explore** an unlocked door in his area at any point during his Order step at no additional cost in movement points or Order cards. Remove the door token from the map and set up the next level as follows:

1. Draw Location Card: Draw the top card of the lowest-numbered Location deck containing cards.

2. Place Map Tile: Find the map tile matching the identifier on the drawn Location card and place it adjacent to the current room's exit, with its entrance arrow pointing away from the figure moving through the door and the edges of the tiles lining up. Then place the Location card next to the map tile.

3. Set Up Locust Figures: Spawn the figures listed at the bottom of the Location card (corresponding to the number of players) at *each* emergence hole on the new tile. Discard the Location card unless it has an equipment ability listed on it.

4. Repeat: If there are still cards remaining in the Location deck, repeat steps 1 through 3.

5. Place Door: After all cards have been drawn from this deck, place a door on atop the final map tile's exit.

Exploring interrupts the active player's turn. Afterwards, continue the turn (including using any unspent movement).

If a map tile cannot be placed because a different map tile is in the way, repeat setup of this new level of the map. Remove the map tiles for this level and shuffle their Location cards back into this level's deck, then set up this level again.

After building the Location decks, place a **lock token** on top of each locked deck. Players may not explore if the next Location deck is locked. When a locked token is discarded, you may explore this level as normal.

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 (ignoring all actions on the card) to use its reaction ability.



GUARD

You may discard a card with this icon at any time during the Locust Activation step to **attack 1 enemy immediately before it moves or attacks**. You may even interrupt a Locust figure's movement. You may not attack a Locust that is neither moving nor attacking (eg, spawning).

This attack follows all normal rules used for a COG attack, and you may use any weapon, including a Lancer's constant ability, but excluding Bolo Grenades. Immediately after resolving this attack, continue resolving the Locust AI card.

Players are collectively limited to using 1 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.



DODGE

When a COG is attacked, you may discard a card with this icon to **roll 2 additional defense dice**. This must be done before any attack dice are rolled, and they are added to all other defense dice being rolled.

You may only use one dodge reaction ability for each attack.



FOLLOW

When a COG figure is moving out of another COG's area, you may discard a card with this icon to **move your 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).

LANCER CHAINSAW

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

Instead of a normal attack, **roll 4 black attack dice** and ignore all wounds rolled. If at least 1 **omen** is rolled, the Locust is killed. A COG figure in a cover space 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.

An Enemy type with the **chainsaw immunity icon** may not be targeted by the Lancer's constant ability.

COMPONENT LIMITATIONS

Use replacements for any token, except wound markers. If there are not enough wound markers, shuffle all discarded markers to form a new pool. If there are still none, use a face-down wound marker from the map, matching the Locust type.

If all of a spawning Locust figure type is already on the map, spawn a different figure of the most powerful type available. If all A, B, and C figures are in play, no figure is spawned.

Shuffle a used deck's discard pile to form a new deck. There is no limit to the number of dice a player can roll.

WINNING THE GAME

Players begin the game with the stage 1 Mission card faceup, following any **special rules** listed on its front. Once the *Flip When* objective on the card is fulfilled, read the story on its back 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*.

OPTIONAL RULES

SOLO RULES

You control a single COG figure. If you draw an Order card that is more useful if playing with 2 or more players (**2+** in the lower right corner), you may remove this card from the game at any time during your Order step to draw a new Order card.

The **Scattered** mission may not be played solo.

The **Follow** reaction ability allows you to discard this card and move your figure 1 additional area at any point during your Order step. You may only use 1 **follow** reaction ability per turn.

INSANE DIFFICULTY

When a COG is dealt wounds, discard Order cards from your hand at random.

Locust figures can attack COG figures that are *bleeding out* if they are in the same area. No dice are rolled; the player is eliminated from the game and no longer receives a turn, but an AI card is still resolved when his turn would have occurred.

All players can still win if the other surviving players manage to fulfill the mission's objective.

GEARS OF WAR

1. HEAL

Draw up to 2 Order cards. Hand limit is normally 6 cards.

2. COG ORDER

You **must** discard 1 Order card from your hand to perform one of the following actions:

Resolve the action(s) on the card. All of the actions need not be resolved, but any taken must be performed in order.

Move up to 2 areas, ignoring all actions on the card.


Perform one attack, ignoring all actions on the card.

Order cards that allow you to choose a COG figure in your area may be used on your own figure.

Special Actions Before or after resolving each action on your Order card, you *may* discard a card from your hand to perform one of the following **special actions**:

Revive a COG figure in your area that is *bleeding out*.

Pick up a dropped weapon marker in your area.

Activate your area's equipment (if an equipment icon  is present), then follow the equipment ability listed on your map tile's Location card.

You may resolve each of these special actions once per turn, discarding 1 card for each one you resolve.

3. LOCUST ACTIVATION

Draw the top card of the Locust AI deck and resolve it.

Each Locust figure's entire activation is resolved one at a time (in an order of your choice). Locust figures cannot attack COGs who are *bleeding out*.

ATTACKING

1. Declare Defender within LOS.


2. Determine Attack Dice: Chooses one of your Weapon cards and take **black attack dice** equal to the weapon's **attack value** (choosing a *normal* or *overkill* attack).




Locust figures use the attack dice on their Enemy cards.

3. Determine Defense Dice: Take **red defense dice** equal to the target figure's **defense value**.

+1 red defense die if the defender is in cover and the attacker is not in its area (+2 dice instead if in full cover).

+1 red defense die for each area out of range (listed on the Weapon card). Most Locust attacks have infinite range.

4. Roll Dice: The active player rolls all attack and defense dice, then resolves **triggered abilities** for each **omen**  rolled.

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).

If more wounds than shields were rolled, the defender is dealt wounds equal to the difference.

The attack is then over, whether the defender was killed or not.

AMMO

A **Weapon card** lists 2 attack values: the number on the left is the number of black attack dice rolled for a **normal attack**.


The number on the right is the number of black attack dice rolled for an **overkill attack**. After an **overkill** attack you must discard an Ammo token. Weapons with a normal attack value of 0 can *only* make overkill attacks.

A Weapon card with no ammo tokens on it cannot be used to attack with a normal or an overkill attack.

Each player is limited to carrying 4 weapons and each weapon can have any number of ammo tokens.

WEAPON SPECIAL ABILITIES

Constant abilities (italicized text) are always in effect.

Triggered abilities are special bonuses that may be used once for each **omen**  rolled. 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).

REACTION ABILITIES

You may discard an Order card (ignoring all actions on it) to use its reaction ability.



GUARD

Discard a card with this icon at any time during the Locust Activation step to **attack 1 enemy immediately before it moves or attacks**.

You may interrupt a Locust figure's movement. You may not attack a Locust that is neither moving nor attacking (eg, spawning).

You may use any weapon except Bolo Grenades.

Players are collectively limited to using 1 guard reaction ability during each Locust Activation step.



DODGE

When a COG is attacked, you may discard a card with this icon before any attack dice are rolled to **roll 2 additional defense dice**.

You may only use one dodge reaction ability for each attack.



FOLLOW

When a COG figure is moving out of another COG's area, you may discard a card with this icon to **move your figure along with the moving COG figure**.

After the active player finishes moving, each COG who followed places his figure into the active player's area.

GEARS OF WAR

1. HEAL

Draw up to 2 Order cards. Hand limit is normally 6 cards.

2. COG ORDER

You **must** discard 1 Order card from your hand to perform one of the following actions:

Resolve the action(s) on the card. All of the actions need not be resolved, but any taken must be performed in order.

Move up to 2 areas, ignoring all actions on the card.


Perform one attack, ignoring all actions on the card.

Order cards that allow you to choose a COG figure in your area may be used on your own figure.

Special Actions Before or after resolving each action on your Order card, you *may* discard a card from your hand to perform one of the following **special actions**:

Revive a COG figure in your area that is *bleeding out*.

Pick up a dropped weapon marker in your area.

Activate your area's equipment (if an equipment icon  is present), then follow the equipment ability listed on your map tile's Location card.

You may resolve each of these special actions once per turn, discarding 1 card for each one you resolve.

3. LOCUST ACTIVATION

Draw the top card of the Locust AI deck and resolve it.

Each Locust figure's entire activation is resolved one at a time (in an order of your choice). Locust figures cannot attack COGs who are *bleeding out*.

ATTACKING

1. Declare Defender within LOS.


2. Determine Attack Dice: Chooses one of your Weapon cards and take **black attack dice** equal to the weapon's **attack value** (choosing a *normal* or *overkill* attack).




Locust figures use the attack dice on their Enemy cards.

3. Determine Defense Dice: Take **red defense dice** equal to the target figure's **defense value**.

+1 red defense die if the defender is in cover and the attacker is not in its area (+2 dice instead if in full cover).

+1 red defense die for each area out of range (listed on the Weapon card). Most Locust attacks have infinite range.

4. Roll Dice: The active player rolls all attack and defense dice, then resolves **triggered abilities** for each **omen**  rolled.

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).

If more wounds than shields were rolled, the defender is dealt wounds equal to the difference.

The attack is then over, whether the defender was killed or not.

AMMO

A **Weapon card** lists 2 attack values: the number on the left is the number of black attack dice rolled for a **normal attack**.


The number on the right is the number of black attack dice rolled for an **overkill attack**. After an **overkill** attack you must discard an Ammo token. Weapons with a normal attack value of 0 can *only* make overkill attacks.

A Weapon card with no ammo tokens on it cannot be used to attack with a normal or an overkill attack.

Each player is limited to carrying 4 weapons and each weapon can have any number of ammo tokens.

WEAPON SPECIAL ABILITIES

Constant abilities (italicized text) are always in effect.

Triggered abilities are special bonuses that may be used once for each **omen**  rolled. 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).

REACTION ABILITIES

You may discard an Order card (ignoring all actions on it) to use its reaction ability.



GUARD

Discard a card with this icon at any time during the Locust Activation step to **attack 1 enemy immediately before it moves or attacks**.

You may interrupt a Locust figure's movement. You may not attack a Locust that is neither moving nor attacking (eg, spawning).

You may use any weapon except Bolo Grenades.

Players are collectively limited to using 1 guard reaction ability during each Locust Activation step.



DODGE

When a COG is attacked, you may discard a card with this icon before any attack dice are rolled to **roll 2 additional defense dice**.

You may only use one dodge reaction ability for each attack.



FOLLOW

When a COG figure is moving out of another COG's area, you may discard a card with this icon to **move your figure along with the moving COG figure**.

After the active player finishes moving, each COG who followed places his figure into the active player's area.