Custom Enemies for Gears of War: The Board Game by Bobby Goodman III (bobbypen).
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WILD TICKER

FRENZY
This figure can make one more attack against the same target. Limit once per turn.

1 | **1** | **2**

LAMBENT DRONE

RELENTLESS
Move up to one area towards the nearest COG and attack again. Limit once per turn.

When killed, deal 1 wound to each COG figure in its area.

1 | **4** | **2**

SAVAGE BOOMER

BOOM
Each other figure in the target's area is dealt 1 wound. Limit once per attack.

Targets of Savage Boomer's attacks do not get any defense dice for cover.

Drops 2 grenade tokens.

2 | **3** | **3**

LAMBENT BERSERKER

TOXIC LEAK
Each other figure in this area takes 1 wound (ignoring defense dice). Limit once per attack.

If unwounded, this figure can only be wounded if it takes at least 4 wounds..

Moves towards COG attacks and grenade explosions.

3 | **7** | **5**

DRUDGE

MUTATE
If wounded, heal. Otherwise, ignore one shield.

When killed, deal 1 wound to each COG figure in its area and any adjacent area.

Uses Boomer AI cards, figures, and markers. Does not drop weapons.

2 | **4** | **3**