



HORDE UNLEASHED

A scenario by Bobby Goodman III (bobbypen) for the Gears of War Board Game - Version 10.14.2012

SETUP

- You must have the base game, Mission Pack 1 expansion, and custom enemy cards to play this scenario.
- Choose 1 Weapon, 1 Ammo, and 1 Grenade Location card and 3 additional Location cards without an Equipment icon. (Do not use tile 17A or B.)
- Layout the map tiles that match the Location cards in any manner you wish, as long as no tile with Equipment icons are adjacent to each other, and all tiles are aligned exit to entrance.
- Shuffle the Location cards into two face-down stacks, one with Equipment icons and one without.
- Roll a six-sided dice to determine the enemies in the first wave (see Enemy Waves below). Setup the Enemy cards and Locusts AI cards for Locusts A, B, and C and add General AI cards 2, 3, 5, and 6. (Ignore the Locust D listed for the wave.) To increase the difficulty of this scenario, also add in General AI card 4.
- Place the COGs at the map entrance.

FORTIFICATION ROUNDS

- At the beginning of the game, and between each wave of enemies, the COGs get a Fortification round, during which each COG can take a turn.
- During the Fortification round, skip all Locust Activation steps.
- If any COGs are bleeding out when the Fortification round starts, they are immediately revived for free.
- Once at any time during their Fortification turn (even in the middle of a movement action), each COG can place a new Fortification, or upgrade a Fortification already in play.
- A COG can only upgrade or place a new Fortification in an area he occupies.

FORTIFICATIONS

- There are three types of Fortifications that can be built--Barriers, Decoys, and Sentry Guns. Each can be upgraded once.
- **Barrier:** When a Locust enters this area, it must stop moving and cannot take cover (and also cannot attack for the rest of the turn if the barrier is upgraded).
- **Decoy:** Locusts will treat the decoy as a COG. The decoy has 1 defense dice (3 if upgraded) and is destroyed if it takes any damage.
- **Sentry Gun:** The sentry gun makes an immediate 1 dice attack (2 if upgraded) against any Locust that enters or spawns in its area before the Locust can take cover or continue moving. Each omen rolled counts as a hit.
- Fortifications are destroyed when a Locust that occupies its area is activated by an Locust AI card, or by any explosive damage in its area.

ENEMY WAVES

- There are 4 waves of Locusts to survive in order to complete this mission.
- Roll a six-sided dice to determine which Locusts are in a wave using the following table:

1	A: Lambent Wretch B: Lambent Drone C: Drudge D: Lambent Berserker	2	A: Savage Drone B: Savage Kantus C: Savage Boomer D: Berserker	3	A: Wretch B: Grenadier C: Boomer D: Armored Kantus
4	A: Drone B: Kantus C: Grinder D: Feral Berserker	5	A: Ticker B: Butcher C: Palace Guard D: Skorge	6	A: Wild Ticker B: Flame Grenadier C: Theron Guard D: General Raam

- At the beginning of each wave, update the Locust AI deck and reshuffle it. Also, remove any dropped weapon tokens still on the map.
- To spawn the enemies in a wave, choose 1 random Location card for each player in the game from the face-down stacks. Spawn enemies on those map tiles. However, the enemies spawned are not based on the number of players, but on the wave your are on. (For example, in wave 1, spawn enemies as if you are playing solo. For wave 2, spawn as if there are 2 players, and so on.)
- The first Location card chosen for spawning must be from the stack with Equipment icons, the rest from the other stack.
- The Locust D is only used in the last wave. (Ignore it in all other waves.) Additional Locust Ds never spawn.
- When spawning for the last wave, add tile 17A at the map exit and spawn Locust D at the equipment icon on that tile.
- A wave ends when no more Locusts remain on the map. When the last enemy of a wave is eliminated, if a COG is in the middle his turn, he should finish it but should skip the Locust Activation step.

EQUIPMENT

- When spawning a new wave, put the first Location card chosen for spawning Locusts next to the map.
- The Ammunition, Grenade, or Weapon effect on that tile may be used once during this wave.
- Shuffle this card back with the other Location cards when used or when the next wave begins.
- In wave 4, the Hammer of Dawn can be picked up in tile 17A.

SPECIAL GRENADE RULES

- Grenades cannot be used to seal emergence holes in this scenario. Instead, the omen effect on a Grenade roll counts as an extra hit.
- When a COG who has a Grenade token leaves cover, he may discard an Order card to leave a Grenade Trap in that cover space.
- Put the Grenade token on the cover space itself to show that the Grenade Trap is there.
- If a Locust enters this cover space, it is automatically killed. (The Grenade Trap has no affect on other figures or fortifications in this area.)
- COGs cannot enter cover spaces that have a Grenade Trap.

VICTORY

- You win this scenario when the last Locust in wave 4 has been eliminated.