

HOUSE OF SOVEREIGNS 1/2

Scenario for Gears of War: The boardgame, created by Fredrik Makowka (FreMako).

Cards & tokens by Roolz, using elements © FFG & Epic Games

HOUSE OF SOVEREIGNS
MISSION SETUP



SPECIAL RULES :
During each setup/exploration, spawn a Seeder on the Emergence hole close to the level's exit (replaces the normal spawn from the Location card for this E-hole). Then, seal the Emergence hole.

ENEMIES :
A) Wretch
B) Drone
C) Nemacyst

GENERAL A.I. : 1, 2, 3, 5, 6, 7

Mission Objective:
Deal with the Seeders that jam your communications with Control and Alpha squad.


LEVEL 3 LOCATIONS :
9A, 10A, 15A

LEVEL 2 LOCATIONS :
1A, 7A, 17A

LEVEL 1 LOCATIONS :
2A, 5A, 8A

HOUSE OF SOVEREIGNS
MISSION SETUP

HOUSE OF SOVEREIGNS
STAGE 1



SPECIAL RULES :
Locust C can only be spawned in areas containing a Seeder.


FLIP WHEN :
The Seeder has been eliminated.

UNLOCK THE LEVEL 2 LOCATION DECK

Kim: Still no good! There must be more Seeders.
Control:
Kim: Control, this is Delta... Come in!

HOUSE OF SOVEREIGNS
STAGE 1

HOUSE OF SOVEREIGNS
STAGE 2



SPECIAL RULES :
Locust C can only be spawned in areas containing a Seeder.

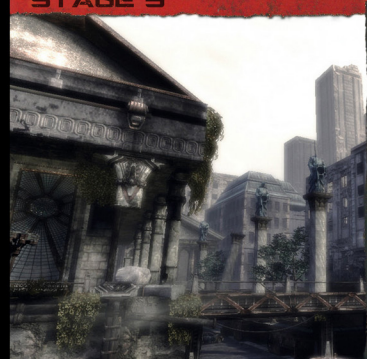
FLIP WHEN :
The Seeder has been eliminated.

UNLOCK THE LEVEL 3 LOCATION DECK

Kim: Control! Delta... Come in, control!
Control: Copy Delta! ... Your signal is extremely weak...
Kim: We are working on that problem. En route to Alpha's position.

HOUSE OF SOVEREIGNS
STAGE 2

HOUSE OF SOVEREIGNS
STAGE 3



SPECIAL RULES :
Locust C can only be spawned in areas containing a Seeder.

FLIP WHEN :
The Seeder has been eliminated AND all COGs are at level 3 exit AND no COG is bleeding out.

YOU HAVE COMPLETED THE MISSION

Fenix: That's three for three! Control this is Delta... Come in!
Control: I copy, Delta. Loud and clear!
Kim: All Seeders are neutralized! Moving to Alpha's location now!
Control: That's great news Delta! Stand by for Alpha...

HOUSE OF SOVEREIGNS
STAGE 3