


HOUSE OF SOVEREIGNS 2/2

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

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




SEEDER

A Seeder never moves nor attacks, and is not affected by AI cards.

At the end of each Locust Activation step, spawn 1 Nemacyst in each area with a Seeder. If all Nemacysts are in play, this ability has no effect.

Uses any unused figure.

SEEDER





NEMACYST

KAMIKAZE

Deal 1 wound to each COG in the area (ignore all defense dice).

This figure is killed after having attacked. If it's killed for any other reason, deal 1 wound to each figure in its area.

Uses the Ticker AI cards and figures.



NEMACYST

