



GEARS OF WAR[®]

THE CARD GAME



Sera teeters on the brink of utter annihilation. Subterranean hordes have devastated cities and consumed entire nations. In the fifteen years since Emergence Day, when the vicious Locust revealed themselves, humanity's war has been a losing one. What's left of mankind fights for survival, against overwhelming odds.

Fighting to preserve the remnants of humanity are the Coalition of Ordered Governments (COG). Represented by formidable Gear soldiers, the COG are the thin, but heavily armored, line standing against the relentless assault of the Locust. Possessing the best military technology science can produce, the COG and their elite troops are humanity's last hope.

Who, or what, are the Locust? None are truly sure. Led by a savage, High General RAAM, the Locust rampage across the surface of Sera. Spreading like a pestilence, they slaughter and consume anything unfortunate enough to cross their paths. Accompanied into battle by horrifying living tanks, the Locust seem unstoppable.

The war, after all, is desperate, deadly, and with no possibility for quarter. But there is Cover. For both COG and Locust, Cover is what keeps you alive—or at least might, for a little bit longer. Get down, stay down, and wait for your chance to strike back. Whether you're COG or Locust, seizing cover at the right time is how you survive, push back the enemy, and eventually win.

Ready? Doesn't matter. The war's about to start either way. Take cover or die!



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PLAYING YOUR FIRST GAME

SETTING UP

Take the following tutorial cards from the box labeled Chapter Core at the bottom.

- | | | |
|------------------|---------------------|--------------------|
| 1. Low Wall | 14. Boomer | 27. Heroism |
| 2. Low Wall | 15. Wretch Pack | 28. Hit the Floor! |
| 3. High Wall | 16. Respawn | 29. Cyclops |
| 4. Sergeant | 17. Bloodrush | 30. Drone |
| 5. Fresh Recruit | 18. Scout | 31. Boomer |
| 6. Drone | 19. Sergeant | 32. Wretch Pack |
| 7. Hunter | 20. Captain | 33. Hunter |
| 8. Captain | 21. Private | 34. Grenadier |
| 9. Private | 22. Fresh Recruit | 35. Grenadier |
| 10. Scout | 23. King Raven | 36. Reaver Drop |
| 11. Heroism | 24. Vanguard | 37. Ink Grenade |
| 12. Airstrike | 25. Planted Grenade | 38. Blood Rush |
| 13. Cyclops | 26. Battle Plans | 39. Frenzy |

Separate any cards with a cover, COG, or Locust back into three decks. Choose which player will play as the COG and which player will play as the Locust, and give each player the corresponding deck.



Cover cards



COG cards



Locust cards

Place the three cover cards between the players in the middle of the playing area as shown here. Make sure that the COG side is closest to the COG player and the Locust side is closest to the Locust player.

Normally there aren't any units in play at the start of a game. However, because the tutorial represents a battle that's already raging, we're going to place some cards straight onto the battlefield.

LOCUST PLAYER



LOCUST DECK



COG DECK



COG PLAYER

Take the first two COG cards (Fresh Recruit and Sergeant) and the first two Locust cards (Drone and Hunter) and place them onto the battlefield, as shown below. The remaining cards make up each player's deck.

At the start of the game, both players draw the top five cards into their hands. Then, they shuffle the rest of their cards and place them face down to make a deck. The players should leave space to the side of their deck for a discard pile.

There's no limit to the number of cards a player can have in their hand.

Players should always keep the cards in their hand secret from their opponent.

LOCUST RESERVE

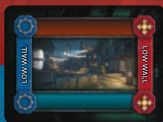


LOCUST DECK

LOCUST UNIT IN COVER



COVER



COG UNIT IN COVER



COG DECK



COG RESERVE

Now the battlefield has been set up, let's jump straight into the action! In Gears of War®: The Card Game players take alternating turns, in which they draw, discard, or play cards and attack, until one player has defeated the other.

Sometimes a game will include additional ways to win, but usually a player wins by forcing their opponent's deck to run out of cards. Let's talk through the first few turns, and teach you the basic rules!

THE TURN ORDER

A player's turn is made up of three phases, in this order -

1. **First Deployment Phase**
2. **Combat Phase**
3. **Second Deployment Phase**

FIRST DEPLOYMENT PHASE

In each of their deployment phases, the player **must** take one of the following actions - draw, discard, or deploy.

DRAW

The player takes the top card from their deck and moves it to their hand.

DISCARD

The player chooses a card in their hand and moves it face up to the top of their discard pile.

DEPLOY

In Gears of War®: The Card Game, playing a card from your hand is called deploying. Deployed cards are moved from the player's hand into their **reserve**, where they should be placed face up. There's no limit to the number of cards a player can have in their reserve.

There are two types of card a player may **deploy** in a deployment phase - **units** (♠), and **tactics** (⚡). Players can't deploy a **reaction** card in a deployment phase.

DEPLOYMENT VALUES

Each card has one or more numbers in the upper left corner, which are its deployment value(s). A player may only deploy a card if the number of cards in their hand (including the card being deployed) equals one of these deployment values.

Some cards will have an **ANY** icon instead. A card with a deployment value of **ANY** may be deployed regardless of the number of cards in a player's hand.





THE COG PLAYER'S FIRST TURN

DEPLOYMENT PHASE

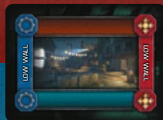
DEPLOYING THE PRIVATE

In this tutorial, the COG player will take the first turn. Let's begin with their first deployment phase, and deploy a card.

Because the COG player has five cards in their hand, they may deploy the Private since one of its deployment values is 5. The Captain and Scout can't be deployed now because neither card has a deployment value of 5.

The COG player takes the Private from their hand and moves it to the battlefield face up, beside the Fresh Recruit, in their reserve. Cards will always refer to their own player's reserve, unless otherwise stated.

LOCUST PLAYER



COG PRIVATE CARD

COG PLAYER



COMBAT PHASE

In their combat phase, each of the player's units in reserve or cover may perform one of the following combat actions, resolving them one at a time in any order:

Units starting the phase in reserve:

- **Move into cover**
- **Attack into cover**

Units starting the phase in cover:

- **Directly attack the enemy player**

MOVE INTO COVER

A unit in reserve may move into cover.

Cover that has a card adjacent to it on either side is **occupied**. Cover that does not have any card adjacent to it is **unoccupied**.

Place the unit card adjacent to any unoccupied cover card.

THE PRIVATE MOVES INTO COVER

Let's continue the COG player's turn. Two of the cover cards are already occupied by the Hunter and the Sergeant, so take the Private and move it into the unoccupied cover, as shown opposite. The Low Wall card is now occupied by the Private.



COG PRIVATE CARD

ATTACK INTO COVER

A unit in reserve may attack an enemy unit that's occupying a cover card.

The player chooses a unit, then declares which cover card they're attacking.

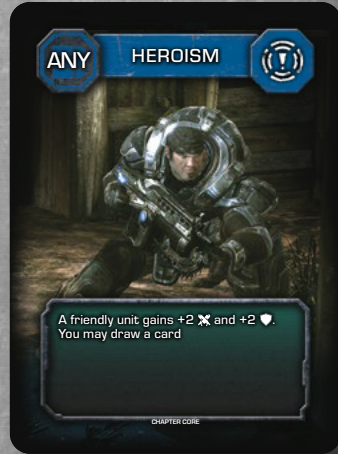
When a unit card is occupying a cover card, it can't be moved away unless a rule specifically states to do so, or it's killed.



REACTION CARDS

Reaction cards are a special type of card that may only be deployed after an attack is declared. The player being attacked always decides if they will deploy a reaction card first, followed by the attacking player. Reaction cards follow the same deployment value rules as unit and tactic cards.

Each player may only deploy a single reaction card during an attack. If the player being attacked can't or chooses not to deploy a reaction card, the attacking player may still deploy a reaction card.



Reaction card



ATTACK AND DEFENSE

Each unit card has an attack and a defense value, as shown here. When an attack is made, first add any bonuses from other cards, then compare the values as detailed below.

ATTACK



DEFENSE



In an attack, both units deal damage to the other card, equal to their attack value.

If a unit suffers an amount of damage equal to or greater than their defense value, the unit is killed, and is moved face up to their player's discard pile.

Reaction card effects only apply to the attack the reaction was deployed into. Once the attack has been resolved, any reaction cards are moved face up to the players' discard piles.

If the attacking unit kills the unit occupying the cover card, it is moved adjacent to the cover card after the enemy unit is removed, unless it was also killed. If the attacking unit fails to kill the enemy unit, the enemy unit remains occupying the cover card, and the attacking unit returns to the player's reserve, unless it was killed during the attack.





ATTACKING THE HUNTER



Now we're going to attack into occupied cover and resolve an attack. Use the Fresh Recruit to attack the cover card occupied by the Hunter.

Players should always check their card for any special rules before resolving an attack. In this case, however, the Fresh Recruit does not have any special rules, and the Hunter's special rule does not affect attacking.

Since the COG player is attacking, the Locust player has to decide first whether or not they will deploy a reaction card from their hand. The Locust player has the Blood Rush reaction card in their hand, but let's save that for later and choose not to deploy a reaction card this time.

Now the COG player may deploy a reaction card. Deploy the Heroism card, placing it next to the Fresh Recruit so both players may see it.



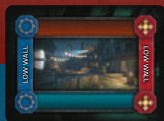
Heroism adds 2 to the Fresh Recruit's attack value  and defense value  , which means the Fresh Recruit's attack and defense value are now both 4 during this attack. The second effect of the Heroism card allows the COG player to draw a card, but let's choose not to this time.

The Fresh Recruit inflicts enough damage to kill the hunter, but thanks to the Heroism card, the Fresh Recruit doesn't suffer enough damage to be killed in return.

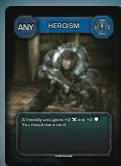
The Hunter card is moved face up to the Locust player's discard pile. The Fresh Recruit moves into cover that was previously occupied by the Hunter. The Heroism card is moved face up to the COG player's discard pile.



**LOCUST
DISCARD
PILE**



**COG
DISCARD
PILE**





DIRECTLY ATTACKING & BLOCKING

A unit occupying cover may directly attack the enemy player.

After the attack is declared, the enemy player may choose a unit in reserve to block the attack. If a unit is chosen to block the attack, resolve the attack as described on pages 16 and 17 without moving either unit.

Regardless of the outcome of the attack against the blocking unit, the enemy player will not suffer direct damage. After resolving the attack, any unit that is not killed will stay where it currently is.

If the enemy player doesn't choose a unit to block with, they suffer 2 direct damage, regardless of the attack value of the attacking unit. The attacking player may still play a reaction when there is no blocking unit. The enemy player can't play a reaction card when there is no blocking unit.

DIRECT DAMAGE

The way players take direct damage is through unblocked direct attacks, which deal 2 direct damage. Regardless of the attack of the unit dealing damage, direct damage is 2 unless otherwise stated.

When you're dealt direct damage, take a number of cards from the top of your deck equal to the damage dealt and, without looking at them, move any number to your hand then discard any that are left. For example: A player is dealt 2 direct damage, they take 2 cards from the top of their deck. They decide they've got too many cards in their hand. So they discard both cards instead of moving any to their hand.



ATTACKING THE ENEMY PLAYER

Since the Sergeant card began this combat phase in cover, and has not taken an action, the COG player may attack the Locust player directly with it. Instead of the Locust player suffering the damage, however, let's use the Drone card to block the attack.



Some cover cards have rules that affect units occupying them. The Sergeant is in the High Wall cover, and so gains the benefit detailed on the COG player's side of the cover.



Friendly units gain +1 and +1

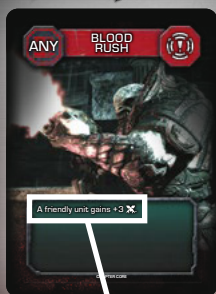
	+		=	
	+		=	

Units are only affected by rules on that player's side of the cover. The effects of these rules only apply to the unit in that cover; other units are unaffected unless stated.

When a unit attacks into cover, it does not enter the cover unless it wins the combat, so none of the cover's benefits will apply to the attacking unit. Blocking units are never affected by rules on that player's side of the cover.

Before the attack is resolved, each player may deploy a reaction card as normal. The Locust player will go first, and let's deploy the Blood Rush card now, raising the Drone's attack value to 5. Unfortunately the COG player doesn't have any reactions in their hand, and therefore can't play one.

LOCUST PLAYER



A friendly unit gains +3 ⚔.



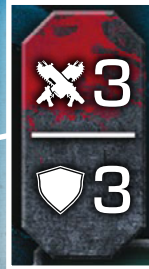
$$\begin{array}{c} \text{⚔} 2 \\ \hline \text{🛡} 2 \end{array} + \begin{array}{c} +3 \text{ ⚔} \end{array} = \begin{array}{c} \text{⚔} 5 \\ \hline \text{🛡} 2 \end{array}$$

The Blood Rush card increases the Drone's attack to 5.

Next, the cover card increases the Sergeant's attack and defense values to 4.



Friendly units gain +1 ⚔️ and +1 🛡️



$$+1 \text{ ⚔️ } = \text{⚔️} 4$$

$$+1 \text{ 🛡️ } = \text{🛡️} 4$$

Finally, the attack is resolved. Though the cover card increased the Sergeant's attack and defense values to 4, it's not enough to avoid being killed. The Drone is also killed.



SERGEANT
ATTACK
⚔️ 4



DRONE
DEFENSE
🛡️ 2

SERGEANT
DEFENSE
🛡️ 4



DRONE
ATTACK
⚔️ 5



The final action is to move each unit and the reaction card face up to their respective player's discard pile.



**LOCUST
DISCARD
PILE**

**COG
DISCARD
PILE**





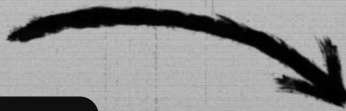
SUPPRESSED

When a unit in the reserve is damaged, but not killed, it becomes **suppressed**. When a unit is suppressed, rotate it 90 degrees clockwise. A suppressed unit can't perform an action or be used to block an attack.

Units in cover can't be suppressed.

At the beginning of a player's turn any of their units which are suppressed are rotated back to their original orientation and are no longer suppressed.

Units that move into cover as a result of an attack do not become suppressed, even if they suffered damage during the attack.





SECOND DEPLOYMENT PHASE

Once a player has resolved all of their actions in the combat phase, that phase ends and the second deployment phase begins.

The second deployment phase is the same as before, and the player must perform a draw, discard, or deploy action as described on page 9.

After the active player has taken their action, and resolved any effects, the turn ends and the enemy player begins their turn, starting with their first deployment phase.

SECOND DEPLOYMENT PHASE

The COG player should now have three cards in their hand, which allows them to meet the deployment value of the Scout card. The Scout has a deploy special rule which allows the COG player to draw up to 2 cards.

When a player deploys a unit with a deploy effect, they may immediately resolve the effect on the card.

If a card with a deploy effect is moved onto the battlefield via any other method, the deploy is not resolved.



SPECIAL EFFECTS

Like the Scout's deploy effect, units may have special effects that influence the game. Carefully read these effects to get the most out of your units.

Deploy
Draw up to 2 cards

Always resolve a card's effects in the order they are written on the card. If a number of different effects would apply at the same time, the player whose turn it is chooses which order to apply them in.



THE LOCUST PLAYER'S FIRST TURN

DEPLOYMENT PHASE

RESPAWN

At the start of the Locust player's turn, they'll have four cards in their hand, meaning they may use their first deployment phase to deploy the Respawn tactic card in their hand.



DEPLOYING A TACTIC CARD

To deploy a tactic card, a player needs to meet one of its deployment values, just like deploying a unit. The tactic card is moved into the reserve, then the card's effects are resolved. Once the card is resolved, it's moved face up to the player's discard pile.





WINNING THE GAME

Now that the players know the basics of Gears of War®: The Card Game, they should be able to play the Locust player's combat phase and second deployment phase.

Once the Locust player's turn is over, the COG player takes their next turn. Continue this way until one player wins the game, by forcing their opponent's deck to run out of cards.





THE CAMPAIGN

Gears of War®: The Card Game is played over fifteen sequential chapters.

Each chapter is played in a best of three games format.

After a player has won a game, reset the game and play it again, shuffling both players' discard piles back into their decks.

The first player to win two games is victorious and claims the chapter.

As the campaign progresses and fighting intensifies, new rules will be introduced into the game. Once a rule is introduced it remains for the remainder of the campaign.

To prepare for Chapter 1, take the next sixteen cards and separate out the COG and Locust cards. Each player shuffles the new cards into their existing deck from the tutorial to create their core deck.

Players will use their core deck throughout the entire campaign.

COG CORE DECK LIST

Captain x2
Elite Armadillo x1
Fresh Recruit x2
Heavy Infantry x2
King Raven x1
Private x2
Scout x2
Sergeant x2
Vanguard x2
Airstrike x2
Battle Plans x1
Coordinated Assault x1
Planted Grenade x2
Heroism x3
Hit the Floor! x1

LOCUST CORE DECK LIST

Boomer x3
Cyclops x2
Drone x2
Grenadier x2
Hunter x2
Kantus x2
Wretch Pack x3
Ink Grenade x1
Reaver Drop x1
Respawn x1
Won't Stay Dead x1
Blood Rush x2
Frenzy x2
Hive Mind x2



CHAPTER 1 - PRELUDE

NEW RULES

Scenario Cards, Command Cards, Start and End of Turn, The First Turn, The End of a Chapter

Players will need the next three cards to play this chapter. These cards are labelled Chapter 1.



SCENARIO CARDS

Each chapter has its own scenario card that will tell you all the information you need to know about any special rules, and which cover cards are used in the scenario.

- 1** Scenario title
- 2** The cover used in the scenario
- 3** Area for scenario rules

CHAPTER - 1

COG DECK



COMMAND AREA



COG PLAYER

COMMAND CARDS

Command cards represent heroic or villainous leaders that take part in the battle directly, brilliant strategists that direct their forces from a position of safety, or unique battlefield conditions and equipment.

At the start of each chapter, both players have access to one or more command cards unique to the chapter. All command cards begin each scenario in their player's command area.

- 1 Name
- 2 Initiative value
- 3 Command card
- 4 Special rules
- 5 Chapter number



The player with the highest initiative value on their command card takes the first turn.

At the end of each chapter, all command cards are returned to the box, and will not be used again during the current campaign. The players will use new command cards during the next chapter.

SETUP AND THE FIRST TURN

Place the cover listed on the scenario card on the battlefield, face up, along with each player's command card(s). Each player now makes sure they have all the cards they need for their deck, shuffles them, places them face down and draws their starting hand of five cards. Now determine which player has the first turn by comparing the initiative value on the command cards.

From now on, unlike the tutorial, only one deployment phase is played during the first turn. After that, the turn sequence proceeds as normal.

THE START AND END OF A TURN

The start of each turn takes place before any actions are taken that turn. The end of each turn takes place after all actions of that turn have been taken, and all other effects have been resolved.

THE END OF A CHAPTER

After one player has won the chapter, both players collect all the cards in their deck together. Then, remove any cards with the current chapter number and return them to the box, shuffle any remaining cards. Finally, remove all other cards from the battlefield to set up for the next chapter.



CHAPTER 2 - TRIAL BY FIRE

NEW RULES

Scenario Cards, Command Units, Tough, Chapter Cards, Multi-Blocking, Disposable Units

Players will need the next eleven cards to play this chapter. These cards are labelled Chapter 2.

SCENARIO CARDS

From now on, scenario cards will give an advantage to the player who claimed the previous chapter.

In this chapter, a different version of Marcus will be used depending on which player won the previous chapter.

COMMAND UNITS

Command units are both command cards and units. They are set up in the command area, unless otherwise stated, and follow all the normal rules for units when they are in reserve or cover.



TOUGH

When a command unit with Tough is killed, instead of moving it to the discard pile, move it to the command area.


When a command unit without the Tough rule is killed, don't move it to your discard pile. Instead, remove it from the battlefield completely.

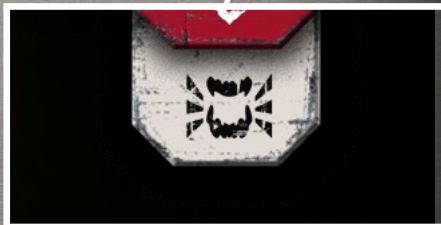
CHAPTER CARDS

Some chapters will add unique cards to your deck, known as chapter cards. These cards are shuffled into the deck during set up and removed after the chapter ends.

Like command cards, chapter cards will not be used again in the campaign.

SUBTYPES

Some units have a subtype, which special rules may reference. The Alpha Wretch above has the  subtype. Subtypes have no other effect.



MULTI BLOCKING

A player may block a direct attack with more than one unit in reserve. The attacking unit deals damage equal to its attack value to each blocking unit. The blocking units deal damage to the attacking unit equal to their combined attack values.

The COG player directly attacks with their Captain, and the Locust player blocks with the Drone and two Wretch Runts. The Captain deals 4 damage to each of the blocking units, and is dealt 4 damage in return (2+1+1). This results in all four units being killed.

LOCUST PLAYER

The combined attack and defense of the locust reserve units is the same as the attacking COG Captain.

$$\begin{matrix} \times 1 \\ \heartsuit 1 \end{matrix} + \begin{matrix} \times 2 \\ \heartsuit 2 \end{matrix} + \begin{matrix} \times 1 \\ \heartsuit 1 \end{matrix} = \begin{matrix} \times 4 \\ \heartsuit 4 \end{matrix}$$

The COG Captain's direct attack is blocked by all three enemy units. This results in all four units being killed.

DISPOSABLE

Units with this rule are never placed in a deck, discard pile, or hand. They should be kept at the side until a special rule moves one or more disposable units into the battlefield. When a disposable unit is killed, remove it from the battlefield completely.



REINFORCEMENTS

The COG military can rely on the discipline of their command structure to control the battlefield, or draw from their arsenal of armored support.

The Locust Horde can grow ever more tenacious in their assault on the COG lines, or draw upon their strength in numbers.

Players should take the next fourteen cards.

These cards are labelled Chapter Reinforcement - 3.

These are reinforcement cards.

Before playing Chapter 3, each player must choose between 2 sets of reinforcement cards to add to their core decks. Once a reinforcement card has been added to a deck it will not be removed, and cards that are not added at this time will not be used during the current campaign.

The COG player must add one of the following sets of cards to their core deck:

Lieutenant x1 and Corporal x2

Or

Engineer x1 and Rear Guard x2

The Locust player must add one of the following sets of cards to their core deck:

Sniper Drone x2 and Spotter Drone x2

Or

Wretch Horde x2 and Wretch Ambusher x2



CHAPTER 3 - FISH IN A BARREL

NEW RULES

Moving into Enemy Cover

Players will need the next five cards to play this chapter. These cards are labelled Chapter 3.

MOVING INTO ENEMY COVER

Units in their player's side of cover are in friendly cover.

When you declare a direct attack, you may move the attacking unit to the enemy side of cover.

When a friendly unit in enemy cover deals damage to an enemy unit, or direct damage to the enemy player, increase the damage by 1.

Units in enemy cover may be attacked as if they were in friendly cover. Units in enemy cover are still affected by any rules on the friendly side of that cover and they count as occupying it. When a friendly unit in enemy cover is dealt damage, increase the damage by 1.



The Locust player declares a direct attack with the Drone and moves it into enemy cover. If the attack is not blocked, the COG player will be dealt 3 direct damage. If the Sergeant blocks, it will deal 4 damage to the Drone, but will be dealt 3 in return.



The COG Sergeant in reserve can intercept and block the attack, dealing 4 damage to the enemy Drone, and receiving 3 damage in return.



COG PLAYER



CHAPTER 4 - CHINA SHOP

NEW RULES

Offense/Defense Rules, Command Tactic Abilities

Players will need the next eleven cards to play this chapter. These cards are labelled Chapter 4.

OFFENSIVE AND DEFENSIVE

When a unit with an Offensive rule is in enemy cover, they gain the benefit of the attached effect.

When a unit with a Defensive rule is in friendly cover, they gain the benefit of the attached effect.

Because the Theron Guard is in friendly cover, it benefits from its Defensive rule. If it moves into the enemy side of cover, it will benefit from its Offensive rule instead.



Defensive
This unit gains +1 and +1

Offensive
When this unit deals direct damage, you may draw a number of cards up to the damage dealt

CHAPTER - 4

COMMAND TACTIC ABILITIES

Some command cards have one or more tactic abilities. This ability may be deployed as a deployment phase action.

Command tactic abilities may only be deployed if the card is in the command area, reserve or cover, and only if the number of cards in the player's hand equals one of its listed deployment values.

When you deploy a command tactic ability, resolve the attached effects the same way the effects of a tactic card are resolved, but do not move the card to the discard pile afterwards.



Tactic, 2, 7

Move this unit from the command area to reserve. Discard a card.

Tough

This unit can't block. At the start of your turn, if this unit is in cover, remove that cover card from the battlefield, move this unit to the command area and deal 3 direct damage to the enemy player. If there is no cover on the battlefield, you win the game.

CHAPTER - 4



REINFORCEMENTS

Players should take the next sixteen cards.
These cards are labelled Chapter Reinforcement - 5.

These are reinforcement cards.

Before playing Chapter 5, players will adapt their decks. This time, players must remove the cards listed and replace them with reinforcement cards. Once removed from a deck, cards will not return during the current campaign.

The COG player must remove **Sergeant x2** and **Vanguard x2** from their core deck. They must then add one of the following sets of cards to their core deck:

Drill Sergeant x2 and Veteran x2

Or

Armadillo x2 and Forward Vanguard x2

The Locust player must remove **Drone x2** and **Kantus x2** from their core deck. They must then add one of the following sets of cards to their core deck:

Hammerburst Drone x2 and Vicious Kantus x2

Or

Bolter Drone x2 and Kantus Priest x2





CHAPTER 5 - LETHAL DUSK

NEW RULES

Multiple Face Cover, Discard Effects

Players will need the next six cards to play this chapter. These cards are labelled Chapter 5.

MULTIPLE FACE COVER

Some cover cards have rules on both faces, and may be flipped by effects. Make sure the sides are orientated correctly after flipping a card.

When a chapter includes this type of cover, the scenario card will detail which face starts face up.

Only the face up rules are in effect.

DISCARD EFFECTS

When a player discards a card with a discard effect from their hand, for any reason, they may immediately resolve the effect on the card.





CHAPTER 6 - GRIST

NEW RULES

Rotating Command Cards, Hidden Cover

Players will need the next twelve cards to play this chapter. These cards are labelled Chapter 6.

ROTATING COMMAND CARDS


Rotating cards begin each game orientated with the 0 corner in the upper left corner, from the perspective of its player. When an effect rotates this card forwards, turn it 90 degrees clockwise.

The number in the current upper left corner is what the card is on, and may be referenced by other cards.

When the card is flipped, make sure that 4 is in the upper left corner.



HIDDEN COVER

The scenario card in this chapter lists some cover as hidden . When setting up a game, shuffle all hidden cover and set them up face down, without looking at the other side. The first time a unit moves into a face down cover card, flip it face up and orientate it correctly.



CHAPTER 7 - BURNT RUBBER

NEW RULES

Overrun

Players will need the next eleven cards to play this chapter. These cards are labelled Chapter 7.

OVERRUN

When a unit with Overrun is attacking and kills an enemy unit, the enemy player is dealt 1 direct damage.



REINFORCEMENTS

Players should take the next twenty two cards.
These cards are labelled Chapter Reinforcement - 8.
These are reinforcement cards.

The COG player must remove **Captain x2**, **Fresh Recruit x2** and **Heavy Infantry x2** from their core deck. They must then add one of the following sets of cards to their core deck:

Assault Specialist x2, **Experienced Recruit x2** and **Hardened Captain x2**

Or


King Raven Gunship x1, **Heavy Support x2**, **Support Raven x2** and **Tuned Up Centaur x1**

The Locust player must remove **Boomer x3** and **Cyclops x2** from their core deck. They must then add one of the following sets of cards to their core deck:

Chainsaw Cyclops x2 and **Flame Boomer x3**

Or

Krav x2 and **Towering Boomer x3**



**Congratulations, Gear! You've made it this far, now you have to go on alone.
From this point on there are no new rules to learn. The rest is up to you.**



CHAPTER 8 - DARKEST BEFORE THE DAWN

Players will need the next three cards to play this chapter. These cards are labelled Chapter 8.



REINFORCEMENTS

Players should take the next nine cards. These cards are labelled Chapter Reinforcement - 9.

These are reinforcement cards.

The COG player must remove **Battle Plans** from their core deck. They must then add two of the following cards:

Deadly Sacrifice x1
Expert Planning x1
Frag Storm x1
Mobile Combat x1

The Locust player must remove **Won't Stay Dead** from their core deck. They must then add two of the following cards:

Death Rattle x1
Drown Them in Bodies x1
Horde x1
Tenacious Reinforcement x1
Tremors x1



CHAPTER 9 - EVOLUTION

Players will need the next eight cards to play this chapter. These cards are labelled Chapter 9.



CHAPTER 10 - ANGRY TITAN

Players will need the next twenty cards to play this chapter. These cards are labelled Chapter 10.



REINFORCEMENTS

Players should take the next four cards. These cards are labelled Chapter Reinforcement - 11.

These are reinforcement cards.

The COG player must add one of the following cards to their core deck:

Augustus Cole x1
Damon Baird x1

The Locust player must add one of the following cards to their core deck:

Kantus High Priest x1
Theron Sentinel x1



CHAPTER 11 - CAMPUS GRINDER

Players will need the next nine cards to play this chapter. These cards are labelled Chapter 11.



CHAPTER 12 - ENTRENCHED

Players will need the next ten cards to play this chapter. These cards are labelled Chapter 12.



CHAPTER 13 - BAD TO WORSE

Players will need the next fifteen cards to play this chapter. These cards are labelled Chapter 13.



CHAPTER 14 - JURASSIC PROPORTIONS

Players will need the next thirteen cards to play this chapter. These cards are labelled Chapter 14.



CHAPTER 15 - PALE HORSE

Players will need the next eight cards to play this chapter. These cards are labelled Chapter 15.

The player that wins this scenario wins the campaign!



ALTERNATE FORMAT

BEST OF ONE

If players would prefer to play through the campaign at a faster pace, the winner of each individual chapter may be decided by playing a single game.



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ICON INDEX



ATTACK



DEFENSE



UNIT



TACTIC



REACTION



TROOP



HEAVY



WRETCH



COMMAND



COMMAND
UNIT



HIDDEN



NOT HIDDEN

FIRST OR SECOND DEPLOYMENT PHASE

Player must choose one of the following:

- Deploy a card
- Draw a card
- Discard a card

COMBAT PHASE

Each unit starting the phase in reserve may:

- Move to unoccupied cover
- Attack an enemy in cover

Each unit starting the phase in cover may:

- Directly attack enemy player
↳ Move into enemy cover

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