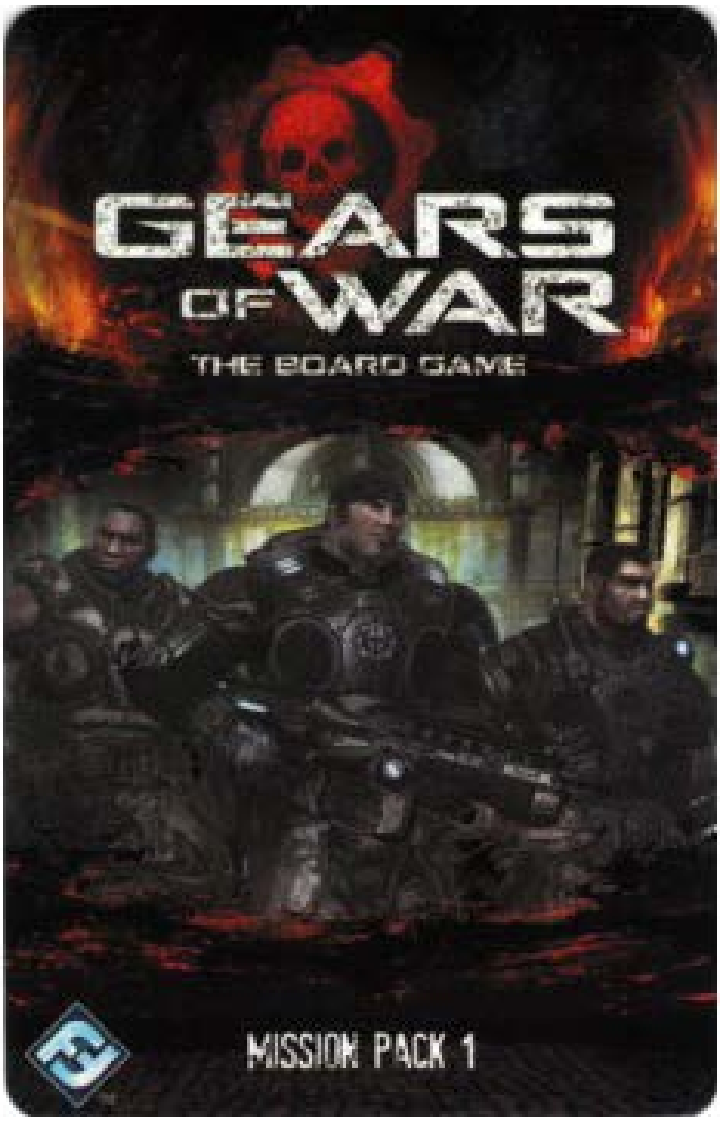
The reason this PDFwas created is to allow players of the Gears of War Board Game an oppurtunity to expand their gaming experience and add new missions since the original Mission Pack 1 is no longer in print.



This PDF contains:
4 Scorcher Special Weapon Cards
2 Rules/Mission Clarifciation cards
3 Mission - Showdown cards
4 Mission - Search for the Stranded cards
6 Enemy cards (General RAAM has side A and B)
19 AI Cards

NOTE:
The following pages are meant to printed out then scored down the vertical centre line.
Fold the page over on the score and glue together, then cut out the double sided cards.
Use photo paper if possible.

SCORCHER

2 / 4 | 1

This weapon cannot be used to attack figures more than 1 area away.

BUNING INFERNO
Ignore all defence dice.

SCORCHER

2 / 4 | 1

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BUNING INFERNO
Ignore all defence dice.

Mission Specifics

Search for the Stranded

Map Size: Medium

The mission sends the COGS to rescue an isolated Stranded - a surviving scavenger - and recover a cache of ammo and supplies he is guarding.

Rule Clarifications

The Stranded: The Stranded is treated like a COG figure only for Locust activations. When resolving Locust AI cards, the Stranded may be targeted and attacked by Locusts as if it were a COG figure. However, the Stranded cannot be moved into cover or affected by COG attacks.

Ammo Tokens: Some card effects instruct players to place ammo tokens on the map. These tokens may not be picked up or placed on Weapon cards.

NOTE: The stranded is just a target for the locusts, it doesn't attack or activate. As the rules state it is considered a COG for Locust activation only, the rest of the time it is not considered a COG.

The Showdown

(continued)

Feral Berserker: If unwounded, the Feral Berserker may only be dealt wounds by the Scorcher or Bolo Grenades. Once wounded, any weapon type can be used to wound it.

Resetting the AI Deck: Once Stage 1 has been completed, the Locust AI deck is reset - all Butcher AI cards are removed from the Locust AI deck and discard pile, and General RAAM's AI cards are added. Then, the Locust AI deck and discard pile are shuffled together to create a new Locust AI deck.

General RAAM: General RAAM's Enemy card has two unique sides. When General RAAM enters play, Side A of his Enemy card is placed faceup. Certain game effects will force players to flip this card over. Whichever side is currently faceup displays the current stats and abilities for General RAAM. Players always ignore the facedown side of this Enemy card.

New Card Clarifications

Scorcher Special Weapon Cards
These new Special Weapon cards are added to the existing deck of Special Weapon cards

General RAAM Enemy Card
The general RAAM Enemy card has two unique sides (Side A and Side B). See Rules card #6

Feral Berserker Enemy Card
The Feral Berserker's Omen ability will only trigger if the Feral Berserker is heavily wounded (the 3 health value faceup)

Grenadier and Flame Grenadier Enemy Cards
When a COG picks up a dropped weapon marker corresponding to one of these enemies, instead of gaining a weapon or ammo corresponding to the printed weapon, he gains the weapon, ammo, or grenades listed on the appropriate Enemy card.

The Showdown

Map Size: Medium

This mission pits the COGS against two very dangerous Locusts. First they must overcome a savage Berserker, and then they must face off and eradicate General RAAM himself!

Rule Clarifications

Setup: In addition to their normal starting Weapons, Grenades, and Ammo, each player also receives a Scorcher Special Weapon card with no ammo tokens on it.

Spawning Locust C: During setup, assume there are no Locust "C" figures for spawning. Since there is only one Feral Berserker figure and players only use one Boomer figure for General RAAM. Locust "C" figures cannot spawn during this mission.
If a Location or AI card would spawn a Locust "C", instead spawn one Locust "B". If all Locust "B" figures are in play, spawn one Locust "A".

THE SHOWDOWN
MISSION SETUP

SPECIAL RULES:

When setting up place the feral Beserker on the exit of the map . Each player receives a Scorcher Special Weapons card with no tokens for it .

ENEMIES:

A Grenadier
B Palace Guarad
C Feral Bezerker

GENERAL AI: 17, 18

THE SHOWDOWN
MISSION SETUP

LEVEL 1 LOCATIONS:

2B, 6B, 8B

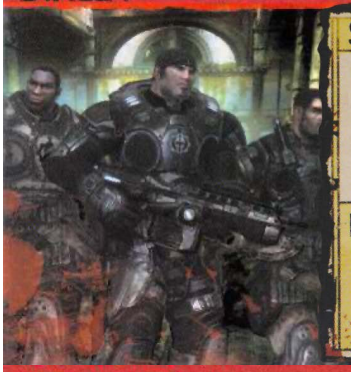
LEVEL 2 LOCATIONS:

1A, 3A, 10A

LEVEL 3 LOCATIONS:

NONE

THE SHOWDOWN
STAGE 1



SPECIAL RULES:

While unwounded, the Feral Bezerker may only be delt wounds by Scorchers or Bolo Grenades. After it is killed, return the Feral Beserker card to the box and unlock level 2.

FLIP WHEN:

Level 2 has been explored.

THE SHOWDOWN
STAGE 1

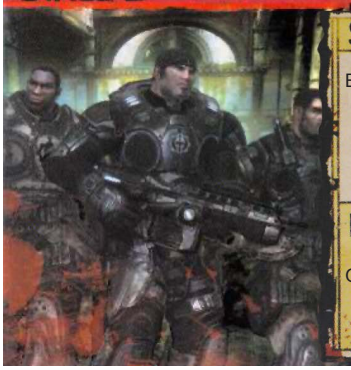
Update the cards in the deck and the enemy AI as follows :
A: Grendaier, B: Palace Guard, C: General Raam

Carefully remove all the AI Butcher cards from AI deck and from the discard pile . Then, shuffle the discard pile into the AI deck. Place the figure of General RAAM (use a boomer figure) on the EXIT of the map .

Spawn 1 Locust type A for each player on every emergence hole on the map.

Then Proceed to the next stage

THE SHOWDOWN
STAGE 2



SPECIAL RULES:

Boomers cannot be spawned

FLIP WHEN:

General RAAM is killed

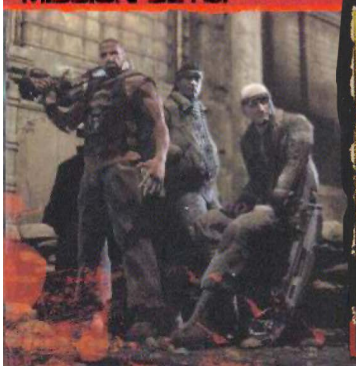
THE SHOWDOWN
STAGE 2

You charge toward the wounded General, hoping to finish him off. But before you can reach him, his loyal kryll descend from the sky, forcing you to retreat.
You hear his voice above the shrieks, swearing revenge in his guttural tongue.

You have a feeling you'll be meeting again real soon...

YOU WIN THE GAME

SEARCH FOR THE STRANDED
MISSION SETUP



SPECIAL RULES:

Set aside 1 padlock token to represent the Stranded . This token will come into play later .

ENEMIES:

A Flame Grenadier
B Palace Guard
C Butcher

GENERAL AI: 17, 18, 19

SEARCH FOR THE STRANDED
MISSION SETUP

LEVEL 1 LOCATIONS:

2A, 8A, 10A, 15A

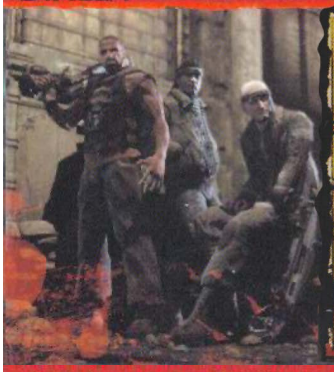
LEVEL 2 LOCATIONS:

17B

LEVEL 3 LOCATIONS:

NONE

SEARCH FOR THE STRANDED
STAGE 1



SPECIAL RULES:

When a locust figure is killed, place 1 ammo token in it's area. At the end of each players COG Order Step he remove 1 ammo token from his area and place it on this card.

FLIP WHEN:

There are a number of ammunition tokens on this card equal to twice the number of players.

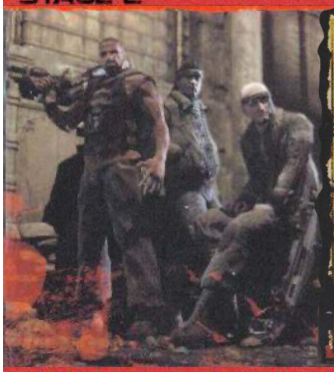
SEARCH FOR THE STRANDED
STAGE 1

Unlock the level 2 deck and explore it immediately .

Any dropped ammunition tokens remain on the map, but no additional ammunition tokens can be placed.

Then Proceed to the next stage

SEARCH FOR THE STRANDED
STAGE 2



SPECIAL RULES:

None

FLIP WHEN:

A COG activates and resolves the equipment location card 17B.

SEARCH FOR THE STRANDED
STAGE 2

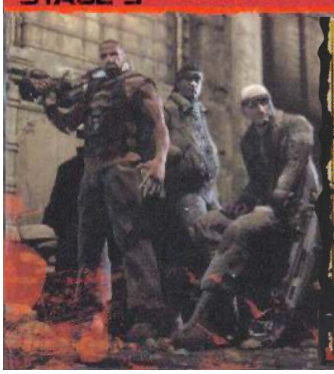
Place the padlock token on the map 17B in the area with the equipment icon.

This token represents the Stranded and is considered a COG figure only during activation of locusts, and has a defense value of 2 .

Spawn 1 Locust type C for each player at the exit of the map .

Then Proceed to the next stage

SEARCH FOR THE STRANDED
STAGE 3



SPECIAL RULES:

At the end of each players turn he may discard 1 order card and move the stranded up to 2 areas. If the Stranded is delt 1 or more wounds, the players lose the game .

FLIP WHEN:

The Stranded enters the map exit.

SEARCH FOR THE STRANDED
STAGE 3

The Stranded: "I can't believe we made it! C'mon, let's get this gear to safety and we can split the spoils there. But don't you COGs go thinkin' that just because you saved me, you get to wipe me out! I've seen you go through ammo, and I'm not about to hand all this over!"

YOU WIN THE GAME

GROUP - GRENADIERS

IF 1 OR MORE GRENADIER IN PLAY:

Move each Grenadier 2 areas toward the nearest COG figure.
Each Grenadier then attacks a COG figure within 1 range.

OTHERWISE:
Spawn 1 Grenadier at the emergence hole nearest you.
That grenadier then moves 1 area toward the nearest COG figure.

1 / 19

FOR EACH - GRENADIER

IF A COG FIGURE IS WITHIN LINE-OF-SIGHT:

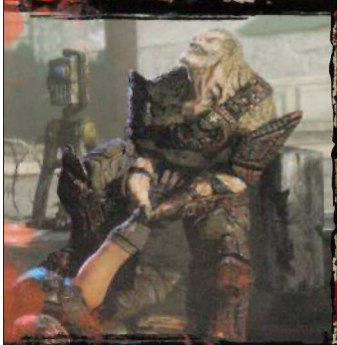
Move 2 areas toward the nearest COG figure within LOS.
Then, attack a COG figue within 1 range

OTHERWISE:
Move 3 areas toward the nearest COG figure.

If no Genadiers in play draw a new AI card.

2 / 19

FOR EACH - GRENADIER



IF A COG FIGUE IS WITHIN 1 RANGE:

Attack the COG figure with +1 attack dice.

OTHERWISE:
Move 2 areas toward the nearest COG figure. Then attack a COG figure within 1 range.

If no Grenadiers in play, draw a new AI card.

3 / 19

FOR EACH - GRENADIER

IF A COG FIGURE IS WITHIN 2 RANGE:

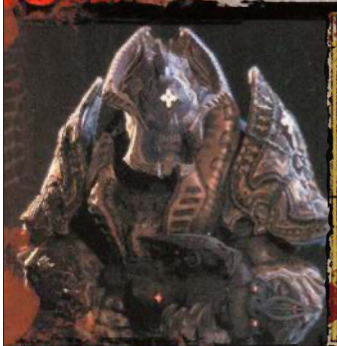
Move 2 areas toward him.
Then, attack a COG figure within 1 range.

OTHERWISE:
Move 3 areas toward the nearest COG figure.

If no Grenadiers in play, draw a new AI card.

4 / 19

GROUP - PALACE GUARDS



IF 1 OR MORE PALACE GUARD HAS LINE-OF-SIGHT TO A GOG FIGURE:

Each Palace Guard attacks the nearest COG figure within LOS. Each Palace Guard that did not attack moves 3 areas toward you.

OTHERWISE:
Spawn 1 Palace Guard at the emergence hole nearest you.

5 / 19

FOR EACH - PALACE GUARD

IF A COG FIGURE IS WITHIN 1 MOVEMENT

Move 1 area away from him and then attack the nearest COG figue within LOS.

OTHERWISE:
Attack the nearest COG figure in LOS. If no COG figure is in LOS, move 2 areas toward you.

If no Palace guards in play, draw a new AI card.

6 / 19

FOR EACH - PALACE GUARD

IF A COG FIGURE IS WITHIN 4 RANGE:

Attack the nearest COG figure within LOS. If there are no COG figures within LOS, move 2 areas toward the nearest COG figure.

OTHERWISE:
Move 3 areas toward the nearest COG figure.

If no Palace guards in play, draw a new AI card.

7 / 19

FOR EACH - PALACE GUARD

IF A COG FIGURE IS WITHIN LINE OF SIGHT:

Attack the nearest COG figure within LOS. If the target is more than 3 areas away, -1 attack dice.

OTHERWISE:
Move 2 areas toward the nearest COG figure.

If no Palace Guards in play, draw a new AI card.

8 / 19

FOR EACH - BUTCHER

IF A COG MOVED OR ATTACKED HIS TURN:

Move 1 area toward the COG. The locust then attacks each COG in its own area.

OTHERWISE:
Move 1 area toward the nearest COG.

If no Locust C in play, draw a new AI card.

9 / 19

FOR EACH - BUTCHER

IF ALL COG'S ARE IN COVER:

Move each Locust C 2 areas toward the COG. Then, draw a new AI card and resolve it.

OTHERWISE:
Move each Locust C 2 areas toward the nearest COG.

If no Locust C in play, draw a new AI card.

10 / 19

FOR EACH - BUTCHER

IF ALL COG's ARE 3 OR MORE MOVEMENT AWAY

Move 2 areas toward the nearest COG.

OTHERWISE:
Move 1 area toward the nearest COG. The Locust then attacks each COG in its own area.

If no Locust C in play, draw a new AI card.

11 / 19

FOR EACH - BUTCHER

IF A COG IN IN ITS AREA:

Attack each COG in the Locusts area.

OTHERWISE:
Move 2 areas toward the nearest COG. Then, each COG in Locust C's area is moved out of cover.

If no Locust C in play, draw a new AI card.

12 / 19

GENERAL RAAM

IF 1 OR MORE COG'S ARE WITHIN 2 RANGE:

Attack the nearest COG within LOS. Then, attack a different COG in that area (if able).

OTHERWISE:
Move 2 areas toward the nearest COG. Then, flip General RAAM's Enemy card to Side A.

13 / 19

GENERAL RAAM

IF A COG'S IS IN HIS AREA:

Flip General RAAM's Enemy card to Side A. Then move 1 area away from the nearest COG and attack him (if within LOS).

OTHERWISE:
Move 1 area toward the nearest COG and attack him (if within LOS.)

14 / 19

GENERAL RAAM

IF 1 OR MORE COG'S ARE WITHIN 2 RANGE:

Attack each COG within 2 range that is not in cover.

OTHERWISE:
Move 3 areas toward the nearest COG and attack a COG in General RAAM's area with +1 attack dice.

15 / 19

GENERAL RAAM

IF A COG IS WITIN LINE-0F-SIGHT:

Attack each COG within LOS that is not in cover.

OTHERWISE:
Move 2 areas toward the nearest COG. Then attack a COG within LOS.

16 / 19

EVENT - GENERAL

UNSTOPPABLE CHARGE

Each Locust moves 1 area toward the nearest COG,
then each player spawns 1 Locust A at the emergence hole nearest him.

Guard reactions may not be used while resolving this card.

Then draw a new AI card.

17 / 19

EVENT - GENERAL

ESCORT

Each Locust B moves 3 areas toward the nearest COG.
Each time a locust B moves from an area, each Locust A or C in that area moves with the Locust B to it's new area.

Each Locust B that did not move attacks a COG in own space.

Then draw a new AI card.

16 / 19

EVENT - GENERAL

IF 1 OR MORE AMMO TOKEN IS ON THE MAP

Each player discards 1 ammo token from the map.

Each player that could not discard an ammo token spawns 1 Locust A at the emergence hole nearest him.

OTHERWISE:
Spawn 1 Butcher at the map entrance. Each locust then moves 1 area towards you.

19 / 19

GENERAL RAAM (SIDE A)

BESIEGE

Reroll each attack die that rolled a blank, then flip this card over.
Limit once per attack.

This enemy uses a Boomer figure and the Berserker wound marker.

After this figue is attacked by a Bolo Grenade or Torque Bow, flip this card over.

4 8 5

GENERAL RAAM (SIDE B)

SERVE ME!

Deal 1 wound to each COG in General RAAM's area.
Then, flip this card over.

This enemy uses a Boomer figure and the Berserker wound marker.

After this figue is attacked flip this card over.

2 6 5

BUTCHER

CLEAVE

Deal 1 additional wound for each attack die that rolled 2 wounds (limit once per attack)

This enemy uses a Boomer figure and wound markers but doens not drop weapons when killed.

2 | 4 | 4

BUTCHER

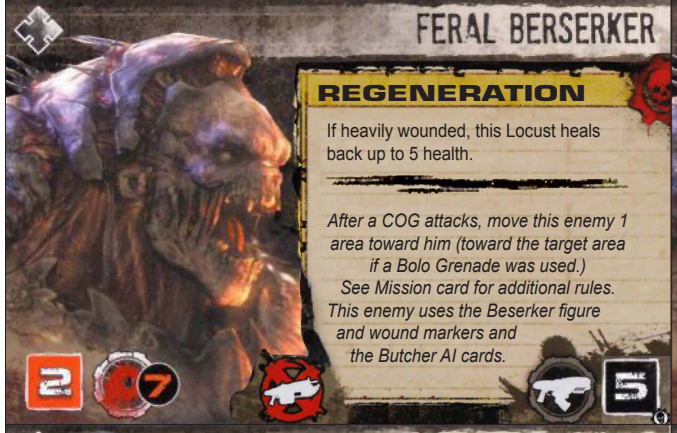
CLEAVE

Deal 1 additional wound for each attack die that rolled 2 wounds (limit once per attack)

This enemy uses a Boomer figure and wound markers but doens not drop weapons when killed.

2 | 4 | 4

FERAL BERSERKER



REGENERATION

If heavily wounded, this Locust heals back up to 5 health.

After a COG attacks, move this enemy 1 area toward him (toward the target area if a Bolo Grenade was used.) See Mission card for additional rules. This enemy uses the Beserker figure and wound markers and the Butcher AI cards.

2 | 7 | 5

FERAL BERSERKER

REGENERATION

If heavily wounded, this Locust heals back up to 5 health.

After a COG attacks, move this enemy 1 area toward him (toward the target area if a Bolo Grenade was used.) See Mission card for additional rules. This enemy uses the Beserker figure and wound markers and the Butcher AI cards.

2 | 7 | 5

FLAME GRENADIER

COMBUSTION

This attack targets all COG's in the target's area.

This enemy uses the Drone figures and wound markers and the Grenadier AI cards. Instead of a Hammerburst, this enemy drops a Scorcher with 2 ammo tokens. (See Rules card #3)

2 | 2 | 4

FLAME GRENADIER

COMBUSTION

This attack targets all COG's in the target's area.

This enemy uses the Drone figures and wound markers and the Grenadier AI cards. Instead of a Hammerburst, this enemy drops a Scorcher with 2 ammo tokens. (See Rules card #3)

2 | 2 | 4

GRENADIER

GRENADE TOSS

Each other figure in the target's area is dealt 1 wound. (limit once per attack)

This enemy uses the Drone figures and wound markers. Instead of a Hammerburst, this enemy drops 2 grenade tokens. (See Rules card #3)

1 | 4 | 4

GRENADIER

GRENADE TOSS

Each other figure in the target's area is dealt 1 wound. (limit once per attack)

This enemy uses the Drone figures and wound markers. Instead of a Hammerburst, this enemy drops 2 grenade tokens. (See Rules card #3)

1 | 4 | 4

PALACE GUARD

GRENADE TOSS

Each attack die that rolled 1 wound is considered to have rolled 2 wounds.

This enemy uses the Theron Guard figures and wound markers.

2 | 3 | 3

PALACE GUARD

GRENADE TOSS

Each attack die that rolled 1 wound is considered to have rolled 2 wounds.

This enemy uses the Theron Guard figures and wound markers.

2 | 3 | 3