



# GEARS OF WAR™

## THE BOARD GAME

FAQ VERSION 1.1 - 4/23/2014

### ERRATA

- The Roadblocks stage 1 Mission Card has a typo. Level 3 should list rooms "5A, 12A, 16A".
- The initial printing of *Gears of War* has a few incorrect quantities in the Component List. The list should read:
  - 22 Wound/Dropped Weapon Markers
  - 14 Grenade Tokens
  - 44 Ammo Tokens

### FREQUENTLY ASKED QUESTIONS

#### WEAPONS

- Q: How does the "Mulcher" Weapon card interact with the "Follow" reaction ability?*
- A: The Mulcher only slows down the player's movement during his own turn. He may follow other COGs as normal.
- Q: What areas are considered adjacent for the "Mortar" weapon's special ability?*
- A: This ability affects areas that share a cracked movement border or blue elevation border with the target area.
- Q: Can a player use a "Guard" reaction ability with a "Torque Bow" even if he moved during the same turn?*
- A: No.
- Q: Can a player trigger the "Mulcher" Weapon card's special ability when the weapon has 0 ammo tokens?*
- A: No.
- Q: Can a player use "Bolo Grenades" while wielding the "Boomshield"?*
- A: No.
- Q: When a card (such as the "Scavenging" Order card) specifically refers to ammo tokens, does it also refer to grenades?*
- A: No.

### ORDERS

- Q: Can a player use the "Scavenging" Order card to gain 1 ammo token for the "Hammer of Dawn"?*
- A: Yes.
- Q: Can a player use the "Ambush" card, to attack with a weapon that has 0 ammo?*
- A: No.
- Q: When I play the "Ambush" card, can I attack with the "Hammer of Dawn" (with an ammo token on it) without spending the ammo token?*
- A: Yes.
- Q: Player 1 plays the "Teamwork" card on player 2. If player 2 uses the "Sit Tight" card, will players skip the Locust Activation Step this turn?*
- A: Yes.
- Q: If a Locust figure is moved as the result of Order cards such as "Sit Tight" or "Ambush," does the Locust take cover after it is moved?*
- A: Yes, following normal rules for Locusts taking cover.
- Q: Can a player use the "Ambush" Order card even if he will be unable to attack the enemy?*
- A: Yes. He is still required to have line of sight to the enemy in order to attack it.





## LOCUSTS AND AI

*Q: The "Firefight" AI card says "Then, each Locust that did not attack moves 2 areas". Does this refer to ALL Locust figures in play or just the ones that are listed on the card?*

A: This refers to every Locust in play (and not just the ones listed on the card).

*Q: When a Locust figure moves and then attacks, does it "take cover" before or after attacking?*

A: The Locust figure will take cover before attacking. Its range is measured from the cover space, and it will not attack if it no longer has line of sight.

*Q: If a Wretch rolls an omen during an attack and spawns another Wretch, does the new Wretch still activate during the current Locust activation step?*

A: Yes.

*Q: What are the range of Locust weapons?*

A: All Locust enemies can attack COGs at any range without penalty, unless specified on their AI card. If a Locust does not thematically have a ranged weapon, its AI cards will only allow it to attack enemies in its area.

*Q: If a Locust attacks a COG that is already in its area, does it move out of cover before attacking?*

A: No.

*Q: Can Wretch AI card #11 spawn other Locust figures if there are not enough Wretch figures available?*

A: Yes. As per normal spawning rules, a different figure is spawned for each Wretch that could not be spawned due to component limitations.

## BERSERKER

*Q: Can a player use an Order card to attack nothing so the Berserker will move toward him?*

A: No.

*Q: Can a COG Soldier attack an unwounded Berserker with weapons besides the Hammer of Dawn?*

A: Yes, however this attack will not deal any wounds to the Berserker unless it has been previously wounded.

*Q: What happens when a COG uses a "Guard" reaction ability against a Berserker that is about to attack a COG in its area.*

A: The Berserker **does not** move towards the attacker if it is currently being activated by an AI card. This is an exception to the rule – it still moves as normal for all other "Guard" and normal attacks.

## MISCELLANEOUS

*Q: If a Locust figure heals itself, what happens to its wound marker?*

A: The marker is shuffled back into the pile of unused wound markers.

*Q: Are diagonal areas adjacent to each other?*

A: As long as two areas share a cracked border, they are considered adjacent. This includes a corner that they share. When measuring adjacent range, blue borders also follow this rule. Cover spaces often break up this adjacency, and if there is no connecting border then the figure may not move over the cover.

For example, the diagonal areas on tile 4B cannot be moved between because they do not share a border (not even the corner of a border).

*Q: Who wins if the COGs accomplish the mission but all COGs bleed out? (e.g. if you drop a grenade in your area and blow everybody up, including yourself).*

A: If all COGs are bleeding out, they lose the game (regardless of if they are currently fulfilling the victory conditions).

*Q: Can a COG use the Troika Heavy MG to target multiple enemies per turn? Is there any damage when rolling an omen symbol?*

A: This attack can only target a single Locust figure, and can only be used once per turn. Any omens rolled on the dice have no effect for this attack.

*Q: Can a "Guard" reaction be used when a Locust enters an area but before he enters cover?*

A: Yes.

*Q: If Dom uses "Active Reload" to play two Order cards in his turn, is he allowed to trigger his special ability twice?*

A: No.

