

Locust Map Grid

Rules Notes

- Clear all locust swarms in 15 moves or less.
- Moving one space in any direction costs one turn.
- Using an ability or clearing locusts costs nothing.
- A special ability succeeds if the value of the dice roll plus the *applicable* stat equals or exceeds seven.
- Special abilities deduct one point from the *other* stat.

Turns

Stats

Roll a die for each stat and record it below:

Querquedule

Cybertech

Querquedule Abilities

The Great and Terrible Quack

This will force all adjacent locust swarm to stack on an adjacent locust swarm.

Feast of the Conscripts

Ducks from other flocks are summoned to feast on an adjacent locust swarm.

Cybertech abilities

Bionic Speed

You may take a free move without cost.

Called Strike

Clear locusts on any one square on the grid.

Let me know if you like this game or invent your own house rules for it. I would love to hear from you @sycarion on Twitter or sycarion.com