## Locust Map Grid

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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:

Cybertech

Querquedule

## 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