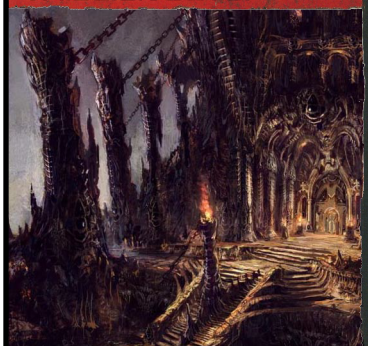
Custom Mission for Gears of War: The Board Game by Bobby Goodman III (bobbypen).
Uses elements copyrighted by Fantasy Flight Games & Epic Games.

THE ASSAULT
MISSION SETUP



Delta has been tasked to sabotage a heavily fortified Locust base.

SPECIAL RULES :
Players begin the game at the exit of tile 6B. (This area is not a map exit until Stage 3.) Spawn an additional Kantus at the 17B Weapon area.

ENENIES :
A: Drones
B: Kantus
C: Theron Guards

GENERAL A.I. : 4, 5, 7.

THE ASSAULT
SETUP



LEVEL 1 LOCATIONS :
Place tile 17B with its entrance aligned with the entrance of tile 6B. Put the Level 2 door at the exit of tile 17B.

LEVEL 2 LOCATIONS :
11B, 16B

LEVEL 3 LOCATIONS :
3B, 12B

THE ASSAULT
STAGE 1



SPECIAL RULES :
Command Center Locked: COGs cannot enter the U-Shaped balcony on tile 17B.

Enemy Cover rules are in effect.

FLIP WHEN :
A COG explores Level 2.

THE ASSAULT
STAGE 1

Place tile 11B with its exit aligned with the exit of tile 17B. Then place tile 16B with its entrance aligned with the entrance of tile 11B. Put the Level 3 door at the exit of tile 16B.

Spawn Locusts for Level 2 normally. Then Spawn an additional Drone on the Heavy MG area of tile 16B. (If there is no Drone available to spawn, move the nearest Drone to this position.) This Drone is using the Heavy MG emplacement and will not move (either because of AI cards or COG order cards). COGs cannot use the Heavy MG until this Drone is eliminated.

THEN PROCEED TO THE NEXT STAGE

THE ASSAULT
STAGE 2



SPECIAL RULES :
Command Center Locked, Enemy Cover, and **Heavy MG** rules are in effect.

FLIP WHEN :
A COG activates the Keycode at tile 12B on Level 3.

THE ASSAULT
STAGE 2

Add the Boomer AI cards to the Locust AI deck and reshuffle the deck. Take out the Grinder enemy card for reference. This card is considered Locust D. It does not replace one of the other enemy cards, but is an additional type of enemy.

Spawn a Grinder at the Weapon area on tile 17B and one at the exit of tile 6B. (In a 3- or 4-player game, spawn an additional Grinder at the exit of Level 3.)

THEN PROCEED TO THE NEXT STAGE

THE ASSAULT
STAGE 3



SPECIAL RULES :
Command Center Locked and **Enemy Cover** rules no longer in effect.
Heavy MG rules are still in effect.
Only the exit area of tile 6B is now considered the map exit.

FLIP WHEN :
A COG enters the Weapon area on tile 17B, then all COGs rendezvous at the exit of tile 6B.

THE ASSAULT
STAGE 3

Dom: How many seconds did you put on that timer?
Damon: Enough. I think...
Marcus: Get a move on Delta!
BOOM!

YOU HAVE COMPLETED THE MISSION

THE ASSAULT
SPECIAL RULES

Command Center Locked: COGs cannot enter the U-Shaped balcony on tile 17B.

Enemy Cover: Locusts that can take cover (such as the Drones, Kantus, and Theron Guards) and that are currently in cover, do not move when activated by an AI card, unless after moving they would be able to take cover or would end their move in an area with a COG. They can move less than their full allotted movement, if this would put them in cover.

Heavy MG: A Drone or COG using the Heavy MG rolls 6 dice when attacking and gains +2 defense dice for cover against all attacks except from enemies in its area and grenades. It can target any enemy in line-of-sight, which is drawn from the center of the question mark symbol, even if the enemy is not on its tile.