The Assault

A Gears of War Board Game Scenario by Bobby Goodman III – Version 9.21.2012

Object: Delta has been tasked to sabotage a heavily fortified Locust base. They must set explosives in the enemy control center and then escape.

MISSION SETUP:
Starting Enemies: A: Drones, B: Kantus, C: Theron Guards.
General AI Cards: 4,5,7.
Location Cards: Level 1 = 6B, 17B. Level 2 = 11B, 16B. Level 3 = 3B, 12B.

Level 1 Setup:
- Players begin the game at the exit of tile 6B. (Note that this area is not considered a map exit until Stage 3.)
- Place tile 17B with its entrance aligned with the entrance of tile 6B.
- Put the Level 2 door at the exit of tile 17B.
- Spawn enemies according to the 17B and 6B location cards. Then spawn an additional Kantus at the 17B Weapon area.

STAGE 1:
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 movement in an area with a COG. They can move less that their full allotted movement, if this would put them in cover.

Go to Stage 2 when a COG explores Level 2. Then...
- Do not place the Level 2 tiles randomly. Instead, first 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 on 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.

STAGE 2:
Special Rules:
- **Heavy MG Rules:** 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. 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.
- Command Center Locked & Enemy Cover rules from Stage 1 are still in effect**.**
- Level 3 can be explored normally once a COG reaches the door here.

Go to Stage 3 when a COG activates the Keycode at tile 12B on Level 3. Then...
- 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 card, 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.)

STAGE 3:
Special Rules:
- The Command Center is now unlocked, so COGs can enter the U-Shaped balcony on tile 17B.
- The Enemy Cover rules from Stage 1 is no longer in effect.
- To win the game, a COG must enter the Weapon area on tile 17B, then all COGs must rendezvous at the exit of tile 6B.
- Only the exit area of tile 6B is now considered the map exit.