CORRUPTION

A Gears of War Board Game Scenario by Bobby Goodman III - Version 11.19.2013

Object: *A COGIntel weapons testing facility has fallen to the Locusts. Delta is ordered to retrieve prototype weapons that must not fall into enemy hands.*

MISSION SETUP:
Starting Enemies: A: Wretches, B: Drones, C: Boomers.
General AI Cards: 1, 2, 6, 7, 17.
Location Cards: 9A, 10B, 15B, 16A, 17B.

Level 1 Setup:
- First place tile 17B.
- From its exit, set up the following tiles in order, placing them exit to entrance as normal: 10B, 16A, 15B.
- Finally, place tile 9A so that its exit lines up with 15B's exit, and its entrance lines up with 17B's entrance. (Overall the map should now resemble a "T.")
- Players begin the game at the entrance of tile 15B, which is also considered the map exit for the entire scenario.
- Place a lock marker on the 9A exit and the 10B entrance. These represent the locked doors to the Main Lab.
- Do not spawn any enemies on tile 17B.

STAGE 1:
"The lab only opens if both code locks are keyed simultaneously. We'll have to split up. So watch your six."

Special Rules:
- **Main Lab Locked:** COGs and Locusts cannot enter tile 17B during this stage.
- **No Room For Error:** If any COG is bleeding out at the beginning of his turn, the COGs lose.

Go to Stage 2 when COGs occupy both lock areas at the same time. Then...
- Remove the lock markers and move any COGs in these areas forward one area into tile 17B.
- Change the Enemy cards to A: Lambent Wretch, B: Lambent Drone, C: Drudge, D: Lambent Berserker.
- Add the Berserker card to the Locust AI cards and shuffle that deck.
- Place a Berserker figure on the emergence hole in the upper level of tile 17B.

STAGE 2:
As the COGs enter the main laboratory, glowing force fields hum to life, blocking the doors they just came through.
"Looks like some kind of one-way containment field."
"Why would anyone want to keep us in here."
"I don't think its meant for us..."
A massive figure lumbers out of the shadows, yellow imulsion dripping from its muscular body.

Special Rules:
- **Lockdown:** No COGs or Locusts may leave tile 17B, but they may enter that tile.
- **Weapons Locker:** The equipment area on tile 17B represents the locker that contains the prototype weapons. When a COG first activates this area, he may look at the entire weapon deck and take one weapon of his choice. Each COG can gain one prototype weapon in this way. This weapon begins with 2 ammo tokens.
- **Extra Ammo:** Subsequently, if a COG activates the weapon locker again while his prototype weapon is out of ammo, he gains 3 ammo tokens for his prototype weapon. The weapons locker can be activated for ammo as many times as the players wish, but only during this stage.

Go to Stage 3 when the Lambent Berserker is killed. Then...
- Spawn enemies on all the tiles again as if the game just began. (Enemy figures still on the map remain in play.)
- Remove the Berserker cards from the Locust AI deck and reshuffle it.

STAGE 3:
"Ok, men. We'll call that a successful field test. Now lets get these weapons back to HQ."

Special Rules:
- To win the game, all COGs must rendezvous at the entrance of tile 15B, with at least one prototype weapon.