The Rescue

A Gears of War Board Game Scenario by Bobby Goodman III – Version 8.27.2012

Object: Find two missing civilians and escort them back to the rescue vehicle.

MISSION SETUP:
Starting Enemies: A: Wretches, B: Drones, C: Boomers
Location Cards: Level 1 = 14A, 6A, 5B. Level 2 = 2A, 16A. Level 3 = 4A, 13B

Level 1 Setup:
Players begin the game on the Junker area of tile 14A.
For the duration of the game, the Junker ability printed on the location card is ignored.
Place tile 6A with its entrance aligned with the entrance of tile 14A.
Place tile 5B with its entrance aligned with the exit of tile 14A.
Put the Level 2 door at the exit of tile 6A, and the Level 3 door at the exit of tile 5B. (These levels are unlocked and can be explored in any order or simultaneously.)
Spawn enemies according to the 14A, 6A, and 5B location cards, However, during setup, if a Boomer would be spawned, spawn a Drone instead.

General AI Cards: 2, 5, 6, 7.

STAGE 1:
Special Rules: None. (Boomers spawn normally.)

Go to Stage 2 when a COG first reaches the exit of Level 2 or 3. Then...
Put a Civilian token in that COG's area.
Spawn a Boomer at the Junker area. (In a 3 or 4 player game, spawn an additional Boomer at an emergence hole on tile 14A, unless all emergence holes on this tile are closed.)

STAGE 2:
Special Rules:
Grenade Pick Up: Put 1 Grenade token for each player on the Junker area. Any COG may pick up any of these grenades as if they are dropped weapons, but each pick up costs a special action.
Civilians: When a COG moves, it can escort a civilian, moving the civilian along with him for all or part of his movement. (A bleeding out COG may not move a Civilian.) Civilians can take cover. Locusts ignore civilians when they are escorted by a COG. However, if a civilian is alone or with only a COG who is bleeding out, the Locusts may target the civilian as if it is a COG. Civilians have 1 base defense dice. A civilian is killed if it takes any wounds, and the game is lost. (This includes wounds from explosive damage like the Boomer's omen ability or exploding Lambent Wretches.) If a civilian reaches the Junker area, it is rescued and removed from the map.
Lambent Wretches: Replace the Wretch enemy card with the Lambent Wretch card when the first civilian is rescued.

Go to Stage 3 when a COG reaches the other exit of Level 2 or 3. Then...
Put a Civilian token in that COG's area.
Replace the Boomer enemy card with the Grinder card.
Spawn a Grinder at the Junker area. (In a 3 or 4 player game, spawn an additional Grinder at an emergence hole on tile 14A, unless all emergence holes on this tile are closed.)

STAGE 3:
Special Rules:
Stage 2 Special Rules are still in effect (but do not add additional grenades to the Junker area).
You win the game when the second civilian is rescued.