
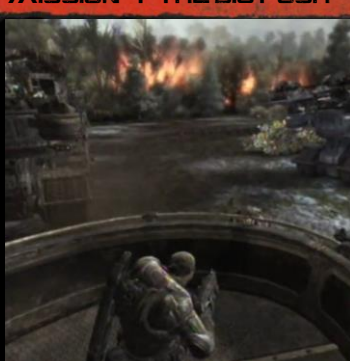
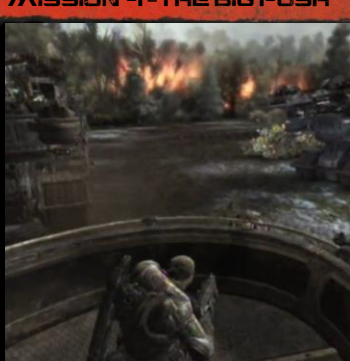


MISSION DESIGN BY ONIMIKE CARDS BY KIN HASSAR

<p>GOW2 - ACT 1 MISSION 4 - THE BIG PUSH</p>  <p>SPECIAL RULES DOM: Whoa, something big went down here! ANYA: Delta, control here; I'm detecting serious seismic activity beneath you. Use Rig rules when setting up map tiles.</p> <p>ENEMIES: A) Ticker B) Drone C) Brumak</p> <p>GENERAL AI: 2, 3, 4, 5</p>	<p>GOW2 - ACT 1 MISSION 4 - THE BIG PUSH</p>  <p>LEVEL 1 LOCATIONS: 8A, 11A, 14A Line up entrance of 14A with entrance of 8A and 11A entrance with 8A exit. Place Brumak on 11A exit.</p> <p>LEVEL 2 LOCATIONS: 4A, 6A, 9A Place 4A last. 6A and 9A are drawn randomly.</p> <p>LEVEL 3 LOCATIONS: 17A</p>
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<p>GOW2 - ACT 1 MISSION 4 - THE BIG PUSH</p>  <p>SPECIAL RULES Use Rig rules. Tile 14A is a heavy machine gun turret: +1 defense die while on (?) icon and 5/3 attack dice (first attack / second attack) Range is line of sight.</p> <p>FLIP WHEN: Brumak is defeated.</p>	<p>GOW2 - ACT 1 MISSION 4 - THE BIG PUSH</p> <p style="text-align: center;">“FENIX: Dizzy get us out of here!”</p> <p>WALLIN: You ain't gotta tell me twice! They don't call it bullet proof for no reason! SANTIAGO: Look out its the high jacked rig! We gotta get closer.”</p> <p style="text-align: center;">THEN PROCEED TO THE NEXT STAGE</p>
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<p>GOW2 - ACT 1 MISSION 4 - THE BIG PUSH</p>  <p>SPECIAL RULES Use Rig rules. 4A (?) area is a high jacked Rig. Drones on 4A stay on 4A and only attack. Drones use (?) on 4A also as a heavy turret gaining same bonuses as your rig. To attack enemy Rig, target (?) area with grenade. This rig has 5 wounds and 1 omen is needed to kill driver (cave in) otherwise mission fails.</p> <p>FLIP WHEN: Driver is killed and high jacked rig destroyed.</p>	<p>GOW2 - ACT 1 MISSION 4 - THE BIG PUSH</p> <p style="text-align: center;">“WALLIN: YEE HAWW!! SANTIAGO: Yeah! FENIX: Nice work Delta.”</p> <p style="text-align: center;">Spawn 1 Brumak at 17A exit. Spawn 1 extra drone per player on each emergence holes on 17A. Reshuffle A.I. deck.</p> <p style="text-align: center;">THEN PROCEED TO THE NEXT STAGE</p>
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<p>GOW2 - ACT 1 MISSION 4 - THE BIG PUSH</p>  <p>SPECIAL RULES Use Rig rules. Activate 2 A.I. cards per turn. If Brumak is not dead by the end of A.I deck, you lose.</p> <p>FLIP WHEN: Brumak is defeated and A.I. deck is depleted.</p>	<p>GOW2 - ACT 1 MISSION 4 - THE BIG PUSH</p> <p style="text-align: center;">YOU WIN THE GAME</p> <p style="text-align: center;">Achievement: ESCORT SERVICE</p>
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