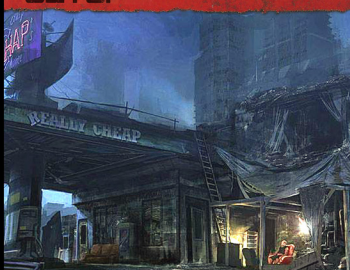


Scenario for Gears of War : The boardgame, created by Bobby Goodman III (bobbypen).

Cards by Roolz, using elements © FFG & Epic Games

THE RESCUE SETUP



SPECIAL RULES :
 Players begin on the Junker area (equipment icon of tile 14A). This icon is ignored for the rest of the game.
 During setup of Level 1, if a Locust C would be spawned, spawn a Locust B instead.

ENEMIES :
 A) Wretch
 B) Drone
 C) Boomer

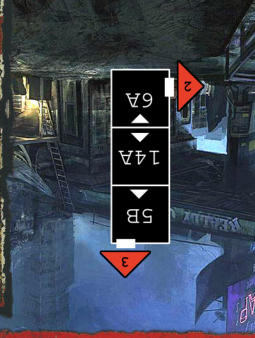
GENERAL A.I. : 2,5,6,7

Mission objective:
 Find 2 missing civilians and escort them back to the rescue vehicle.

LEVEL 1 LOCATIONS :
 14A, 6A, 5B
 Place and align tiles and doors as shown.

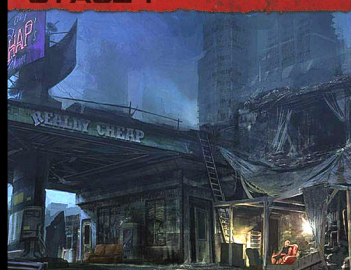
LEVEL 2 LOCATIONS :
 2A, 16A
 Level 2 door is on tile 6A.

LEVEL 3 LOCATIONS :
 4A, 13B
 Level 3 door is on tile 5B.



THE RESCUE SETUP

THE RESCUE STAGE 1



SPECIAL RULES :
 None.

FLIP WHEN :
 A COG first reaches the exit of Level 2 or 3.

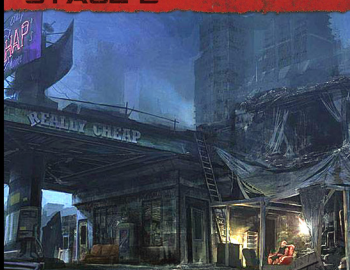
Mission objective:
 Find 2 missing civilians and escort them back to the rescue vehicle.

Civilian #1 : They're coming from everywhere... Help! Dom : We're here to rescue you. Follow me!

PROCEED TO NEXT STAGE
 Put 1 Civilian token in the exit area the COG just reached (see "Civilian" card).
 Put 1 Grenade token for each player on the Junker area (equipment icon on tile 14A). These can be picked up by any COG as if they were dropped weapons.
 Spawn on tile 14A:
 1 to 2 players: 1 Boomer in the Junker area.
 3 to 4 players: 1 Boomer in the Junker area + 1 Boomer on one of the Emergence holes (if not sealed).

THE RESCUE STAGE 1

THE RESCUE STAGE 2



SPECIAL RULES :
 When a civilian is escorted to the Junker area, remove his token from the map. (He is rescued.)
 Then replace the Wretch enemy card with the Lambent Wretch. If a civilian is killed, the game is lost.

FLIP WHEN :
 A COG reaches the other exit of Level 2 or 3.

Mission objective:
 Find 2 missing civilians and escort them back to the rescue vehicle.

Civilian #2 : Get me outta here!
Cole : Take the Cole train. It's gonna be a smooth trip!

PROCEED TO NEXT STAGE
 Put 1 Civilian token in the exit area the COG just reached.
 Replace the Boomer enemy card with the Grinder card.
 Spawn on tile 14A:
 1 to 2 players: 1 Grinder in the Junker area.
 3 to 4 players: 1 Grinder in the Junker area + 1 Grinder on one of the Emergence holes (if not sealed).

THE RESCUE STAGE 2

THE RESCUE STAGE 3



SPECIAL RULES :
 When a civilian is escorted to the Junker area, remove his token from the map. (He is rescued.)
 Then replace the Wretch enemy card with the Lambent Wretch, if this has not already been done.
 If a civilian is killed, the game is lost.

FLIP WHEN :
 The second civilian is rescued.

Mission objective:
 Find 2 missing civilians and escort them back to the rescue vehicle.

Dom : Civilians on board! Pedal to the metal!
*Baird : Calm down, the engine's not warmed-up yet...
 Citizens #1 & #2 : Thank God you came for us!
 Cole : Don't mention it. If you ask me, relocating is a good choice. The neighborhood's not what it used to be.*

YOU HAVE COMPLETED THE MISSION

THE RESCUE STAGE 3