


**MISSION DESIGN BY MIKE OLDHAM (ONMIKE)
CARDS BY KIN HASSAR**

GOW2 - ACT 1 **SETUP**
MISSION 1 - WELCOME TO DELTA



SPECIAL RULES

This mission is only played 1 or 2 players with Dom/Marcus.


Spawn Locust A as Locust A, B or C.

ENEMIES:

A) Wretches
B) None
C) None

GENERAL AI: 1, 2, 3, 7

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LEVEL 1 LOCATIONS:

3A, 5A, 14A

LEVEL 2 LOCATIONS:

10A, 11A, 16A

GOW2 - ACT 1 **STAGE 1**
MISSION 1 - WELCOME TO DELTA



SPECIAL RULES

Spawn Locust A as Locust A, B or C.

FLIP WHEN:

Tile 14A equipment is activated.

GOW2 - ACT 1 **STAGE 1**
MISSION 1 - WELCOME TO DELTA

"FENIX: Alright Dom, let's show the rookie what we do to Emergence Holes!

Unlock level 2 Location deck and explore it.

THEN PROCEED TO THE NEXT STAGE

GOW2 - ACT 1 **STAGE 2**
MISSION 1 - WELCOME TO DELTA



SPECIAL RULES

Spawn Locust A as Locust A, B or C.

Location card 10A is not discarded after its equipment activated.

FLIP WHEN:

All Emergence Holes on tile 16A have been sealed.

GOW2 - ACT 1 **STAGE 2**
MISSION 1 - WELCOME TO DELTA

"FENIX: Good job rook. Delta, he is green as grass!

YOU WIN THE GAME

Achievement: **GREEN AS GRASS**