

**MISSION DESIGN BY ONMIKE  
CARDS BY KIN HASSAR**

**GOW2 - ACT 1**  
**MISSION 3 - ROLLING THUNDER** **SETUP**



**SPECIAL RULES**  
Place 10 order cards on side of 14A equipment point (this represents the rig and its health) Rig defense is 2.  
Rig does not move and is treated as a COG when a Drone is activated. Drone will attack the rig before a COG if he can.

**ENEMIES:**  
A) Wretch  
B) Drones  
C) None

**GENERAL AI:** 1, 3, 5, 7, 17

**GOW2 - ACT 1**  
**MISSION 3 - ROLLING THUNDER** **SETUP**



**LEVEL 1 LOCATIONS:**  
11A, 12A, 14A

**GOW2 - ACT 1**  
**MISSION 3 - ROLLING THUNDER** **STAGE 1**



**SPECIAL RULES**  
Equipment does not get flipped over on tile 12A when activated.

**FLIP WHEN:**  
All emergence holes on map are sealed.

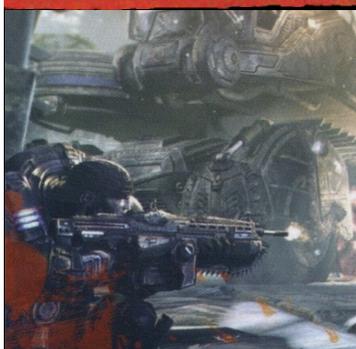
**GOW2 - ACT 1**  
**MISSION 3 - ROLLING THUNDER** **STAGE 1**

“WALLIN: Betsy’s up and running, let’s go boys!!  
FENIX: BACK ON THE RIG!”

**YOU WIN THE GAME**

**CORRECTED SETUP CARD FOR OFFICIAL  
ROADBLOCKS MISSION BASED ON FAQ**

**ROADBLOCKS**  
**MISSION SETUP**



**SPECIAL RULES**  
Only draw and set up the first Location card from level 1.  
Instead of spawning based on the Location card, each player spawns 1 Ticker on any empty area.

**ENEMIES:**  
A) Ticker  
B) None  
C) None

**GENERAL AI:** 1, 2, 3, 4, 5, 7

**ROADBLOCKS**  
**MISSION SETUP**



**LEVEL 1 LOCATIONS:**  
3A, 4A, 6A, 9A, 15A

**LEVEL 2 LOCATIONS:**  
2A, 11A, 13A

**LEVEL 3 LOCATIONS:**  
5A, 12A, 16A