

**MISSION DESIGN BY ONIMIKE  
CARDS BY KIN HASSAR**

**GOW2 - ACT 1**  
**MISSION 6 - DIGGING IN**

**SETUP**



**SPECIAL RULES**  
Align tile 17A entrance with 14A entrance. Seal emergence hole nearest to 17A exit. Drones are equipped with mortars (use mortar stats). Only 3 Drones may attack per Activation. Use Theron Guard minis and Wretch wound token for Grenadier.

**ENEMIES:**  
A) Drone  
B) Grenadier  
C) None

**GENERAL AI:** 2, 3, 4, 5, 6

**GOW2 - ACT 1**  
**MISSION 6 - DIGGING IN**

**SETUP**



**LEVEL 1 LOCATIONS:**  
14A, 17A

**“Marcus:** Control, this is Delta we've reached the drill zone.  
**Anya:** Roger that, Delta. Whats your launch status?  
**Dizzy:** We're gettin' the lifts in position now, long as Delta keeps my ass covered.  
**Anya:** Uhh roger that, control out.”

**GOW2 - ACT 1**  
**MISSION 6 - DIGGING IN**

**STAGE 1**



**SPECIAL RULES**  
COGs may not leave the five areas next to 17A exit that look like a semicircle. Tile 17a equipment is a mortar. Locusts do not enter the cogs areas but attack from a distance.

**FLIP WHEN:**  
The last AI card has been resolved.

**GOW2 - ACT 1**  
**MISSION 6 - DIGGING IN**

**STAGE 1**

**“WALLIN:** Make sure they don't hit Betty and the girls. Otherwise this missions done!  
**FENIX:** How much time we got Dizzy?”

Update the AI deck and cards:  
(A) Drone  
(B) Grenadiers  
(C) Boomers  
Reshuffle the AI deck.

**THEN PROCEED TO THE NEXT STAGE**

**GOW2 - ACT 1**  
**MISSION 6 - DIGGING IN**

**STAGE 2**



**SPECIAL RULES**  
COGs may not leave the five areas next to 17A exit that look like a semicircle. Tile 17a equipment is a mortar. Drones now attack normally and are the only ones who can enter the COGs area.

**FLIP WHEN:**  
The last AI card has been resolved.

**GOW2 - ACT 1**  
**MISSION 6 - DIGGING IN**

**STAGE 2**

**“WALLIN:** All righty, Grindlifts ready to rock, Delta. Get on back here now!  
**FENIX:** Delta on the Grindlifts. Let's go! two by two”

**YOU WIN THE GAME**

Achievement: **GIRL ABOUT TOWN**

**GOW2 - ACT 1**  
**MISSION 4 - THE BIG PUSH**

**A**



**RIG RULES**  
One COG is driving the Rig.  
That COG receives 10 order cards for Rig movement and health.  
Rig defense is 2. Rig can spend a +2 order card to get +2 defense.  
Rig uses normal heal step as COGs.

**LOCUST RULES:**  
Drones can only attack COGs and are the only Locusts who may enter the Rig  
Grenadiers only attack Rig and do 1 wound maximum regardless of Rig roll.

**GOW2 - ACT 1**  
**MISSION 4 - THE BIG PUSH**

**A**

**RIG MOVEMENT:**

Rig moves 1 tile only per order card. When you move Rig, take the tile at the entrance of tile 14A and put it at the exit of tile 14A according to normal setup rules.

Example: initial setup is 14A, 8A, 11A with the entrances of 14 & 8 facing each other. When Rig moves, place entrance of 8A at the exit of tile 14A. Now 11A & 14A entrances are facing each other. The map is now 8A,14A,11A. When Rig moves again, move tile 11A with its entrance matching the exit of tile 14A move and entrance of tile 8A matching the exit of tile 11A. Map is now 8A,11A,14A and COGs proceed to level 2 which may look like this 8A,11A,14A,6A\*,9A\*,4A.  
Future Rig movements work in the same way.

Rig cannot pass through a Brumak unless killed.