

The 5th Element

A Gears Of War (The Board Game) Custom Mission – Mini Campaign by R.Lount

The Story:- The team are coming to the end of another uneventful, routine patrol, when they receive new and unexpected orders...

They're told to proceed to a new set of coordinates then await further instructions from base. Everything appears 'normal' until the realisation hits them like a wrecking ball, that the new target location is deep within enemy held territory.

Fenix – 'Oh this had better be important!'

Tips:-

Use numbers to your advantage, concentrate firepower when necessary, use ticker chain reactions to your own advantage.

Stick together; there is safety in numbers as well as the bonus of concentrating fire on tough targets.

Things that come from holes have a tendency to be nasty, so use bolo grenades to block them up at every given opportunity if possible.

Keep moving, don't get bogged down or cornered.

Introducing A New Character:-

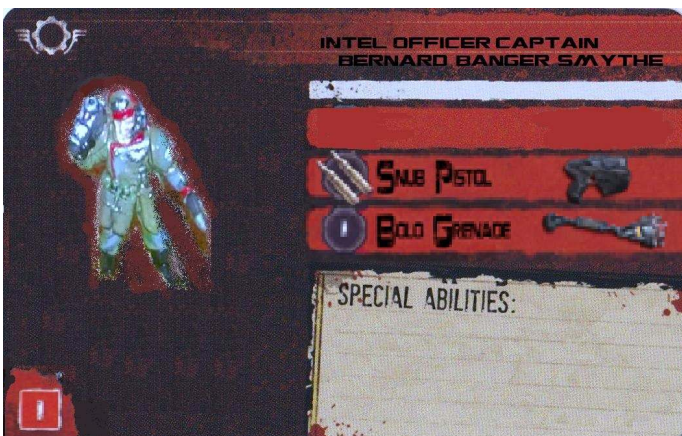
Intelligence Officer Captain Bernard 'Banger' Smythe – Aka ARK

Standard CoG Stats – i.e. 1 Standard Defence Dice, 6x Order Cards*

Starts with NO PRIMARY WEAPON, 1x Snub Pistol + 2x Ammo Tokens

Starts With 1x Bolo Grenade

Follows the rules on Page 20 of the GoW rulebook – *Each Player Is Limited To One Bolo Grenade Card, And Three Other Weapons – Players May Optionally Discard Weapon Cards (Excluding Bolo Grenades) At Any Time. Discarded Weapon Cards Are Returned To The Game Box.*



Special Rules For ARK During This Mission:-

ARK always follows the CoG character that activated him; ARK always gains the same cover bonus etc as his CoG guardian, ARK is considered to be using the constant ability of 'follow'

ARK can NEVER recover a CoG from bleeding out, even if the CoG is current ARK guardian.

ARK may be assigned to a different CoG guardian by the following procedure. ARK and the current CoG MUST be in the same area as the receiving CoG (ie the new guardian), the ACTIVE CoG spends an order card to assign ARK to his new guardian – this ends the active players game turn.

ARK may be given weapons (but NOT bolo grenades) by his CoG guardian following the normal game limitations of a maximum of three weapons. The controlling player of the CoG guardian states their intention and places the appropriate weapon card next to ARKs character card along with any ammunition tokens that were on the card.

During setup, ARK still receives six order cards in the same way CoGs have six cards (unless abilities alter this eg Marcus Fenix) – HOWEVER ARK does NOT use or follow orders on these cards in the same way, they are simply used as wound markers.

The controlling player of the CoG guardian also controls ARK – they take order cards at ARKs turn (to a maximum of six), roll attack and defence dice where applicable etc etc.

ARK is considered an additional player for the purpose of the game in general – if you are playing a solo game, then you refer to the AI cards and spawning locusts as if you had two players and so on ie

One player now becomes two,

Two players become three

Three players become four

Four players remain four players.

During stage 2 and Stage 3, ARK is at the Heavy Machine Gun (HMG) at tile 16b for the duration of the mission, each player rolls for attacks for ARK (if enemies are in range and line of sight of the HMG) and during the Locust phase, ARK may be targeted by locusts so the current active player rolls for defence. As ARK is considered a player, the Locusts also gain a turn following ARKs turn

E.g. you're playing a two player game, Player One takes their turn as normal, then the Locusts take their turn, then player one takes ARK turn, then ARKs Locust Phase.

Player two takes their turn as normal, then the Locusts take their turn, then it roles back to player one's turn...

So On And So Forth.

Should ARK lose his six wound cards during stage 2, he is treated as a bleeding out player (and may be recovered by an active CoG player and is ignored by Locusts). If ARK is not reached/activated until the very end of stage 2 (and thus is the stage 2 completion trigger and stage 3 start trigger), ARK will start stage 3 on his turn with zero wound cards until his controlling player gives him order cards at the start of ARKs next turn – It thus stands to reason there is a big advantage to taking ARK into stage 3 with a good amount of wounds. If ARK should lose all six wound cards during stage 3 along with all CoG characters, the game is lost.

Stage One:-

Stage One Opening:-

Augustus Cole – *We're here, seems awful quiet... so now what?*

Marcus Fenix – *You heard command, we're to call in on reaching our objective*

Damon Baird – *'Base from Delta – Xray reached, please advise, what are our orders? Over'*

Base – *'Delta – Enter facility, secure all areas with extreme prejudice, maximum force, repeat ALL AREAS WITH MAXIMUM FORCE!'*

Augustus Cole – *'Base from Delta, define target, repeat, please define target, over'*

Base – *'Delta, locate security door, then switch to comm. Channel sixty six, give call sign 'ARK' repeat, call sign 'ARK' – then await further instructions – base out!'*

Dominic Santiago – *What's with all the secrecy?*

Marcus Fenix – *I dunno, but ive a bad feeling about this! Let's move out!*

Objectives Stage One:- Seal ALL emergence holes. Remove all remaining threats (Kill 'em all). Reach the sealed door (LOCKED DOOR)

Enemies – **A** = Tickers, **B** = Wretches, **C** = NONE

AI Cards – General Cards 2, 3, 6, Wretches, Tickers

Map Tiles – 1a, 3a, 5a, 8a, 9a, 11a, 13b, 17b

Put a Lock Token at the exit – follow Locked Door Rules as per the GoW Rule Book, The next stage is not unlocked until all objectives are completed.

Special Rules – DO NOT DISCARD GRENADE CARD AT 13b AFTER PICK UP

Stage One Close:-

Augustus Cole – *Ok, we're clear and here, Baird, call in on sixty six'*

Damon Baird – *Delta calling sixty six, anyone reading? – Over!*

ARK – *Delta? – Do you receive? Over*

Damon Baird – *Delta to ARK, w2e receive, who are you and what are you? What's your situation?*

ARK – *Ark to Delta, listen up and listen good, you are to follow my orders to the LETTER, proceed through the vault lock when you've the code, rendezvous with ARK – youll then receive further orders – do you understand? Over!*

Damon Baird – *Delta received and understood – Over!*

ARK – *Delta, Your code is HALO, ECHO, LIMA, LIMA, TEN, SIXTY, SIX – the codes change after each attempt, so get it right. Once inside, reseal the door to secure the area, you are then to maintain radio silence, you will know your target from there, ARK over and out!*

Marcus Fenix – *Well, the secrecy just gets worse, seems we're headed to a meeting, Baird, punch in that code.*

As Baird pushes the appropriate grime encrusted keys, a faint low beep is heard. A few moments of silence is broken by a loud cranking sound as clunks and bangs echo around the facility while the door slowly lifts from the ground upwards.

Stage Two:-

Stage Two Opening:-

The security door finally comes to a halt with a metallic boom, which seem to resonate and bounce off every surface in the vicinity while a shower of gritty dust falls to the floor. The team slowly enters the next area holding their weapons at the ready. The last man in the column pushes on the door release button but it fails to respond. Augustus Cole then strode over and promptly struck the faded red button with the butt of his rifle, upon which the door dropped down and slammed into the ground, closing with a massive bang and throwing up clouds of dust and dirt.

Dominic Santiago – *That'll wake the dead... or the neighbours*

Marcus Fenix – *Not as much as THAT!*

In the distance, the unmistakable sound of a Troika HMG tears through the previous silence.

Augustus Cole – *Bet that's our signal!*

Marcus Fenix – *Secure all areas, keep it tight, n keep it frosty, hand signals only, tight formation, move out!*

Augustus Cole – *Lock n load soldiers!*

Objectives Stage Two:- Seal ALL emergence holes. Remove all remaining threats (Kill 'em all). Reach ARK.

Enemies – **A** = Tickers, **B** = Wretches, **C** = Drone

AI Cards – General Cards 2, 3, 3, 5, Tickers, Wretch, Drone

Map Tiles – 2a, 4a, 6a, 7b, 9a, 10b, 15b, 16b

Put a Lock Token at the exit – follow Locked Door Rules as per the GoW Rule Book, The next stage is not unlocked until all objectives are completed.

Special Rules – DO NOT DISCARD GRENADE CARD AT 7b AFTER PICK UP

Stage Two Close:-

The room is thick with dense grey smoke and the heavy smell of freshly fired ammunition rounds, a gravelled voice comes from within the smoke and greets the team...

ARK – *Welcome to the party!*

The team swiftly turn on the spot in unison aiming their weapons at the voice but hold fire as instinct tells them all the sound is familiar as human, then a figure slowly becomes visible as the smoke begins to clear...

Marcus Fenix – *OK fella, just who the hell are you? Is there anyone else here with you?*

ARK – *Afraid not soldier – they've all been captured by locust forces – probably dead by now, those damned locusts seemed to know there was a target of value here. I gathered ammo and defended this position, I figured I may as well go down fighting – listen, we can't stay here, we need to move out ASAP! Oh, it'd seem I hold seniority over you lot, I'm in command now, your mission is to get my intel out of here, which means me my skinny ass to be clear, we can't go through the way you came in, the locusts will be scouring that area en masse.*

Augustus Cole – *Wait a minute, before barking orders at us, who the hell are you? What EXACTLY are you doin' here and if you're so damned important, where is the rest of your flamin' team gone?*

ARK – *Firstly son, you address an officer correctly... (At this point, the man removed his grey greatcoat, revealing his uniform and rank...) I'm Intelligence Officer Captain Bernard Smythe or Banger for short, I'm not obliged to tell you anything about the why's n what for's but what I'll tell you what I can and the rest you can assume is classified.*

Dominic Santiago – *Oh I bet it is!*

The rest of the team chuckle to themselves in agreement.

Stage Three:-

Stage Three Opening:-

Dominic Santiago – *ok, SIR! – let's roll*

Banger – *You!, take point, keep sharp, I spotted a Berserker before you showed up.*

Damon Baird – *Oh that's just great, just what we needed.*

Banger – *You'll all be decorated for this!*

Marcus Fenix – *ha ha ha, oh whoopy joy!, but I've much better use for a decent meal, a proper bed and ammo –SIR!*

Objectives Stage Three:- Protect ARK. Retrieve the special weapon HAMMER OF DAWN. Seal ALL emergence holes. Kill the Berserker. Reach the exit door with at least one Active CoG and ARK.

Enemies – **A** = Lambent Wretch, **B** = Drone, **C** = Berserker

AI Cards – General Cards 2, 3, 4, 5, 7, Wretches, Drones, Berserkers

Map Tiles – 4b, 5b, 8b, 10a, 11b, 14a, 17a

Put a Lock Token at the exit – follow Locked Door Rules as per the GoW Rule Book, The next stage is not unlocked until all objectives are completed. Once the objectives are satisfied, the mission is completed.

Special Rules – DO NOT DISCARD GRENADE CARD AT 10a AFTER PICK UP

Stage Three Close – Mission Complete:-

Banger – *Baird, radio for pick up on comm channel sixty four, give the call sign ALPHA, ROMEO, KILO – and make it fast!*

Baird begins calling for a collection team...

Banger - *Damn it's good to be out of that crud hole, you're all heroes of the CoG, I'm sure we'll meet again sometime real soon*

Marcus Fenix – *Oh, I'm sure we can't wait... SIR!*

Foot Notes – You will be wondering how you are able to represent ARK/Banger in your game of GoW, you could use any number of markers, counters, items etc of a suitable size to represent the character or you could utilise one of a million other possibilities in the form of a miniature from another game, I personally use a Games Workshop Warhammer 40,000 Imperial Guard Cadian Sergeant/Officer Model but those of you who are more talented than myself could even sculpt and paint your own - its your game, your hobby, have fun with it ;)

If you have a copy of the *Gears Of War - The Board Game*, expansion pack one, the extra figure will be of use in one of those new scenarios as well.



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