

**MISSION DESIGN BY FERNANDO WILBERT
TRANSLATION BY KIN HASSAR**

**DETONATION
MISSION SETUP**



OBJECTIVE

The COGs shall find and destroy Locusts Headquarters.

ENEMIES:

- A) 3 Tickers & 3 Wretches
- B) Kantus
- C) Boomer

GENERAL AI: 1, 2, 3, 4, 5, 6, 7

**DETONATION
MISSION SETUP**



LEVEL 1 LOCATIONS:

1A, 3A, 5A, 11A

LEVEL 2 LOCATIONS:

2B, 6B, 7B, 10B

LEVEL 3 LOCATIONS:

13B, 15B

**DETONATION
STAGE 1**

1



SPECIAL RULES

Locust A: Put the Locust with more miniatures left. If equal number remains, put a Ticker in play. A card saying 'Locust A' will activate both Tickers and Wretches.

FLIP WHEN:

A COG attempts to explore through the door at the end of level 1.

**DETONATION
STAGE 1**

1

"SANTIAGO: Open the door! The Locusts Headquarters must be inside.
FENIX: Let's go, everybody inside!"

Unlock level 2 Location deck and explore it.

THEN PROCEED TO THE NEXT STAGE

**DETONATION
STAGE 2**

2



SPECIAL RULES

Locust A: Put the Locust with more miniatures left. If equal number remains, put a Ticker in play. A card saying 'Locust A' will activate both Tickers and Wretches.

FLIP WHEN:

A COG attempts to explore through the door at the end of level 2.

**DETONATION
STAGE 2**

2

"SANTIAGO: Fenix, get in, I will cover you!
FENIX: Cole, Baird, follow me! Santiago will delay them.
SANTIAGO: Grenade thrown..."

Unlock level 3 Location deck and explore it.

THEN PROCEED TO THE NEXT STAGE

**DETONATION
STAGE 3**

3



SPECIAL RULES

Locust A: Put the Locust with more miniatures left. If equal number remains, put a Ticker in play. A card saying 'Locust A' will activate both Tickers and Wretches.

FLIP WHEN:

A COG attempts to explore through the door at the end of level 3.

**DETONATION
STAGE 3**

3

"FENIX: Here are the Headquarters! Let's arm the detonators!"

Each COG must be on the last tile of the map and discard an Order card to end its turn. When all COGs have discarded a card, they have 3 turns to get out of the tile before the explosives detonate.

At the beginning of the fourth turn, roll 4 attack dice. All miniatures present on the tile are affected and shall roll their defense dice. Covers do not provide protection. COGs shall now leave the map through the entrance of Level 1. Place the door there.

++ When all COGs have left the building...

YOU WIN THE GAME