

**MISSION DESIGN BY FERNANDO WILBERT
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**THE RANSOM
MISSION SETUP**



OBJECTIVE

Dominic Santiago has been caught by the Locusts and is held captive in a secret place. COGs must rescue him as fast as possible.

ENEMIES:

- A) Drone
- B) Theron Guard
- C) Boomer

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

**THE RANSOM
MISSION SETUP**



LEVEL 1 LOCATIONS:

1B, 8B, 14B

LEVEL 2 LOCATIONS:

5A, 9A, 16A

LEVEL 3 LOCATIONS:

10B, 12B, 13B

**THE RANSOM
STAGE 1**

1



SPECIAL RULES

None.

FLIP WHEN:

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

**THE RANSOM
STAGE 1**

1

"FENIX: Let's go, we have to find Santiago. Maybe he is in this sector.

COLE: I hope he is actually here.

FENIX: We have to trust the information we received.

COLE: At worst Santiago has been transferred away from here.

FENIX: I hope not."

Unlock level 2 Location deck and explore it.

THEN PROCEED TO THE NEXT STAGE

**THE RANSOM
STAGE 2**

2



SPECIAL RULES

None.

FLIP WHEN:

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

**THE RANSOM
STAGE 2**

2

"COLE: Damn it. Where is Santiago?

FENIX: Not here. It is getting difficult, too many Locusts.

COLE: Do we continue?

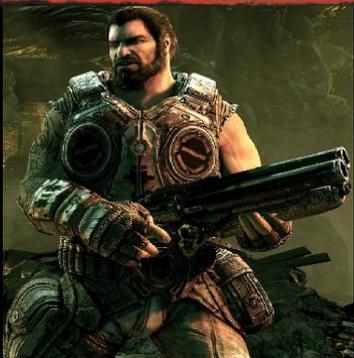
FENIX: We have no other choice. We have to find Santiago even though it might be a trap."

Unlock level 3 Location deck and explore it.

THEN PROCEED TO THE NEXT STAGE

**THE RANSOM
STAGE 3**

3



SPECIAL RULES

The Key code to open the door to level 3 is located on tile 12B.

FLIP WHEN:

A COG attempts to explore through the door at the end of level 3 after having picked up the Key code.

**THE RANSOM
STAGE 3**

3

"FENIX: We found Santiago, let's save him."

Place tile 6A. Take Santiago miniature and place it bleeding out in the zone where the exit is. To rescue Santiago, a COG shall be in the same zone and discard one of his Order cards. Once it is done, put Santiago back on his feet. He is now active with all his starting weapons and Order cards.

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