

MAXIMUM SECURITY SECTION
SETUP



SPECIAL RULES :
Mission for 3 to 4 players.
During level 1 setup only, rotate the first tile to align its entrance to the second tile's entrance, then generate the Locusts as if there was one less player.

ENEMIES :
A) Ticker
B) Drone
C) Boomer

GENERAL A.I. : 2, 3, 5, 6

Mission objective:
Locusts have invaded Area base. Infiltrate the base and unlock its doors to allow the COG assault.

LEVEL 1 LOCATIONS :
4A, 6A, 10A, 17B
Place two doors on first and last tiles (see opposite example).

LEVEL 2 LOCATIONS :
7B, 8B, 13A
Level 2 door is on the first tile of level 1.

LEVEL 3 LOCATIONS :
3B, 5A, 12A
Level 3 door is on the last tile of level 1.

AI Start:
Group A starts at 2, Group B starts at 3.

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MAXIMUM SECURITY SECTION
STAGE 1



SPECIAL RULES :
The COGs begin splitted in two equal groups A and B (with 3 players, a group of two COGs and a group of one COG).
If an AI card instructs to generate Locusts at the exit, choose the nearest exit to the active player.


FLIP WHEN :
More than half of the COGs are on the equipment area of tile 17B, and are not bleeding out.

Mission objective:
Locusts have invaded Area base. Infiltrate the base and unlock its doors to allow the COG assault.

PROCEED TO NEXT STAGE
Unlock level 2 deck.
Add the Locust AI card #4 ("Reinforcements") to the AI deck, then shuffle it.
We'd better hurry.
Marcus: Locusts reinforcements could be on their way.
I need a second man on terminal Beta!
The second door requires activation of both terminals.
Baird: The first reinforced door is under control. Opening Marcus: Ok, we entered, but we woke the tenants.

MAXIMUM SECURITY SECTION
STAGE 1

MAXIMUM SECURITY SECTION
STAGE 2



SPECIAL RULES :
If an IA card instructs to generate Locusts at the exit, choose the nearest exit to the active player.

FLIP WHEN :
Two COGs are on equipment areas of tiles 7B and 17B at the same time, and are not bleeding out.

Mission objective:
Locusts have invaded Area base. Infiltrate the base and unlock its doors to allow the COG assault.

PROCEED TO NEXT STAGE
Unlock level 3 deck.
Cole: So what are we waiting for? I got to be home for dinner!
can only be opened from the central terminal.
Baird: Two doors are unlocked. One remains, but it Marcus: No time for bedtime stories, Baird. What do we do now?
Baird: The second door is under control! Open Sesame!

MAXIMUM SECURITY SECTION
STAGE 2

MAXIMUM SECURITY SECTION
STAGE 3



SPECIAL RULES :
When a COG starts his turn on equipment area of tile 3B, he earns 1 Tag token. If he leaves this area or bleeds out, he loses all his Tags. The COG with the most Tags becomes the target of AI cards affecting the active COG ("you") or "the nearest", and also the priority target of Locust attacks.

FLIP WHEN :
A COG has gathered enough Tag tokens:
-3 players: 3 Tag tokens
-4 players: 2 Tag tokens

Mission objective:
Locusts have invaded Area base. Infiltrate the base and unlock its doors to allow the COG assault.

YOU HAVE COMPLETED THE MISSION
Marcus: The central terminal is now under control. Our soldiers will soon storm the place. I just hope they won't leave the door open afterwards...
Cole: Woohoo! Over here guys! And bring the small explosive gift for the Locusts, along with a cake and greetings from the Cole Train!
Marcus: And do not forget to light the candles. Okay, enough fun, let's slip away before the dessert is served.

MAXIMUM SECURITY SECTION
STAGE 3

