

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



OBJECTIVE

After the crash of King Raven behind enemy lines, the COGs must find a way back to the Base.

ENEMIES:

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

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

**THE CRASH
MISSION SETUP**



SET UP THE MAP AS FOLLOWS:

^ 16A			> 15A			
6A <	4A <	3A <	11A <	> 8B	> 1B	> 9B
			12B <	5B <	7B <	10B v

DOORS:

Place a door at each exit of starting tile 11A, Door A on the left exit to tile 3A and Door B on right exit to tile 8B.

COGS AND LOCUSTS:

Place the COGs in any area on starting tile 11A. Locusts will be placed after exploring through a door.

**THE CRASH
STAGE 1**

1



SPECIAL RULES

After exploring through Door A, place Door A at the exit of tile 6A.
OR
After exploring through Door B, place Door B at the exit of tile 9B.

FLIP WHEN:

A COG attempts to explore through one of the doors at the exit of tile 6A or 9B.

**THE CRASH
STAGE 1**

1

“FENIX: The door isn't opening! Help me! Let's force it!
SANTIAGO: It's no use. The door is stuck and armored.
COLE: What do we do now?
FENIX: Our only option is to go back and try the other way out. Let's move.”

The door (6A or 9B) is locked and cannot be opened. The COGs have to go to the other door to continue...

PROCEED TO THE NEXT STAGE

**THE CRASH
STAGE 2**

2



SPECIAL RULES

After exploring through Door A, place Door A at the exit of tile 6A.
OR
After exploring through Door B, place Door B at the exit of tile 9B.

FLIP WHEN:

A COG attempts to explore through the second door at the exit of tile 6A or 9B.

**THE CRASH
STAGE 2**

2

“FENIX: Thank God, the door is open! The Locusts are swarming about. Let's move!
COLE: OK!”

Place Door A at the exit of tile 15A if the COGs are on tile 6A or place door B at the exit of tile 12B if the COGs are on tile 9B.

THEN PROCEED TO THE NEXT STAGE

**THE CRASH
STAGE 3**

3



SPECIAL RULES

The Key code to open the door of level 3 is located on tile 15A or 12B.

FLIP WHEN:

A COG attempts to explore through the door at the end of level 3 (15A or 12B) after having picked up the Key code.

**THE CRASH
STAGE 3**

3

“FENIX: Here is the exit! We wasted enough time, let's move!”

All COGs shall now exit through the door.

++ When all COGs have left the building...
YOU WIN THE GAME