TOP SECRET

MISSION 6:
NONE SHALL PASS

TOP SECRET

Okay, in order to get in this mysterious tunnel that I know nothing about, you need to take out this electric barricade.

What needs doin'?

Flip these four switches...

That doesn't sound too hard.

I wasn't finished. You gotta' do it before the Minion Boss powers up his super-weapon, or...

We all blow up!

You guessed it.

MISSION SETUP

MISSION OBJECTIVE: Destroy all **Crystal Shards** to gain access to the **Magma Chamber** and then **reach the final row** to enter!

Let's set up boards, cards and pieces for this Mission!

Boss Mech Start

Minions

Mech Starts

Crystal Shards

Magma Chamber Entrance

Red

Blue   Green

Yellow

Boss Command Line

Boss Command Deck

- Place the pictured **Map Tiles** and orient the **Crystal Compass** next to them.
- Place **Mechs** 🦾 on any **Mech starting location**, facing **any direction.**
- Place **Minions** ◈ and the **Boss Mech** 🦾 according to the diagram.
- Place a **Crystal Shard** on all four **Repair Pads.**
- Place the **Boss Command Line** and the **Boss Deck** anywhere on the table.

NEW BOARD SPACES

Watch out, we're entering even dangerous-er territory!

MASSIVE BOULDERS

Massive Boulders are *unpassable.* They block Mech, Minion, and Boss movement and block Ripsaw Attack Commands, just like the edges of the Game Board.

SPIKE WALLS

Ooh… pointy! Whenever a Mech runs into a Spike Wall as a result of any kind of movement *(Command Cards, Damage Cards, or being pushed)*, it immediately *takes 1 Damage.* After executing the Damage Card, you must **continue to execute** your Command Line.

Minions take no damage from Spike Walls.

LAVA POOLS

Lava is hot. *Really hot.* Whenever a Mech steps onto a Lava Pool space, it immediately *stops moving,* regardless if the Move Command could go farther *(such as a Speed Card or a Move Command of Power level 2 or greater).*

The Mech stepping onto the Lava Pool also instantly *takes 1 Damage.* After executing the Damage Card you must continue to execute your **Command Line** as normal, but stepping onto *another* Lava Pool space will again cause you to immediately *stop moving and take more damage.*

Mechs do not take damage for turning or standing still while on a Lava Pool space.

Minions take no damage from Lava Pools.

NEW MECHANIC: RUNE GATES

THE MASTER MECH-ANIC
See also: Rune Gates

While active, Rune Gates prevent Mechs from passing through them.

Rune Gate

Rune Gates and the Boss Mech's Rune Shields share many properties and can be simultaneously tracked using Rune Coins on the Runes portion of the Gear Tracker.

Rune Tracker

Similar to the Boss Mech's Rune Shields, stepping on a Rune Space *deactivates* all Rune Gates of the corresponding color.

Rune Gates *reactivate* as soon as a Mech passes through one, or the Boss takes damage from an **attack** of that color.

Alternatively, a Mech can also pass through an active Rune Gate by using a Move Command Card of the same color. *However,* using a **same-color command** to move through an **inactive Rune Gate still reactivates** that Rune!

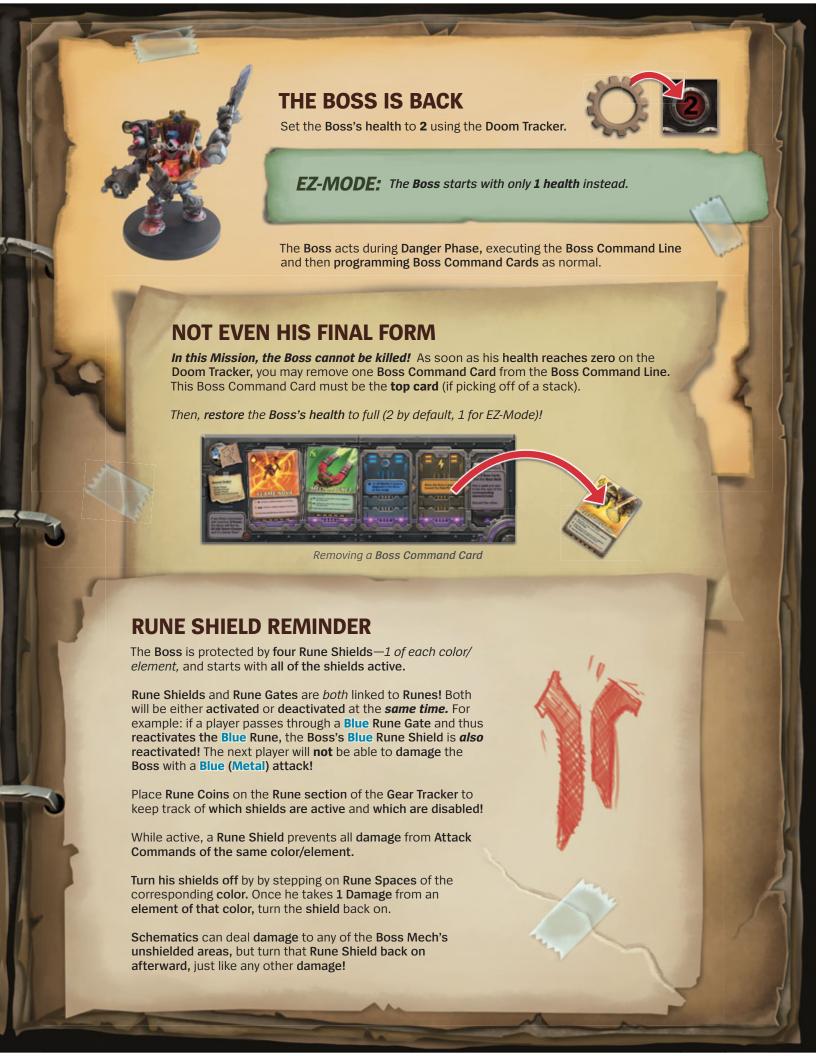**Red** = *Blaze*   **Green** = *Omnistomp*   **Blue** = *Skewer*   **Yellow** = *Speed*

Minions can walk right through **Rune Gates,** whether they're active or not.
For this Mission there's only one Rune Gate on the Game Board, but don't worry—you'll be seeing much more of them soon!

THE BOSS IS BACK

Set the **Boss's health** to **2** using the **Doom Tracker**.

> **EZ-MODE:** *The Boss starts with only 1 health instead.*

The **Boss** acts during **Danger Phase**, executing the **Boss Command Line** and then **programming Boss Command Cards** as normal.

NOT EVEN HIS FINAL FORM

In this Mission, the Boss cannot be killed! As soon as his **health reaches zero** on the **Doom Tracker**, you may remove one **Boss Command Card** from the **Boss Command Line**. This Boss Command Card must be the **top card** (if picking off of a stack).

Then, restore the Boss's health to full (2 by default, 1 for EZ-Mode)!

Removing a Boss Command Card

RUNE SHIELD REMINDER

The **Boss** is protected by **four Rune Shields**—*1 of each color/ element,* and starts with **all of the shields active.**

Rune Shields and **Rune Gates** are *both* linked to **Runes!** Both will be either **activated** or **deactivated** at the *same time.* For example: if a player passes through a **Blue** Rune Gate and thus **reactivates** the **Blue** Rune, the Boss's **Blue** Rune Shield is *also* **reactivated!** The next player will **not** be able to **damage** the Boss with a **Blue** (**Metal**) attack!

Place **Rune Coins** on the **Rune section** of the **Gear Tracker** to keep track of **which shields are active** and **which are disabled!**

While active, a **Rune Shield** prevents all **damage** from **Attack Commands** of the same color/element.

Turn his shields off by by stepping on **Rune Spaces** of the corresponding **color.** Once he takes **1 Damage** from an **element of that color,** turn the **shield** back on.

Schematics can deal **damage** to any of the **Boss Mech's** unshielded areas, but turn that **Rune Shield** back on afterward, just like any other **damage!**

MAGMA CHAMBER MINIONS

All these Minions and Lava are pouring out the Magma Chamber! Why does this all seem so familiar?

Red

Blue   **Green**

Yellow

Minion Movement
Roll the **Rune Die.** Move all **Minions** in the **corresponding direction** on the **Crystal Compass.**

Minion Spawn
Also, **spawn new Minions** on all empty **Rune Spaces** of the **matching color.**

Minion Attack
Minions attack adjacent **Mechs** as normal.

DANGER PHASE
It's the Boss Mech's Turn!

Default Danger
The **Boss** has **default abilities** in each **slot** that apply when there are **no Boss Command Cards slotted.**

Power Up!
Once the **Boss Command Line** has been executed, deal **two Boss Cards faceup.** As a team, **pick one** and **slot it into its Command Line** in the slot of the **corresponding element!**

Draw two, pick one.

Power Overwhelming
If any **slot** reaches a **Power level of 3**, the **Boss** charges his **GG-101 Doom Cannon.** When a **3-Power slot** is executed, it's **Game Over!** *You lose!*

*Remember that the **Boss** doesn't execute this **3-Power slot** until **his next turn,** so you have **one more turn** to defeat him!*

This is very bad.

MISSION THEORETICALLY POSSIBLE

Crystal Crush
The combination of **Crystal Shards** and **Repair Pads** is somehow **blocking the entrance into the Magma Chamber!** *Those crafty Minions.*

Attack the **Crystal Shards** or move your **Mechs** onto the **Repair Pads** to **stomp them!**

Now get to it! **Shatter all four Crystal Shards** *and* **get to the Magma Chamber entrance!** *(Oh, also—don't die.)*

DOOM CANNON ONLINE

If a slot in the **Boss Command Line** reaches **3-Power** and is then executed, in the next **Danger Phase** the **Boss** fires its **ultimate weapon**—setting the world on fire in a blaze of molten agony. ***Also, you lose!***

CONGRATULATIONS!

At the end of **Player Phase,** *if all four* **Repair Pads** *have been cleared of* **Crystal Shards,** *and* **all Mechs** *are* **standing on a space** *in the* **Magma Chamber entrance,** *you are granted access and win!* **Mission Accomplished!**

Also, looks like your team **shall** *pass... on to "Operation Dazzling Danger" (find and open its special envelope).*

Uhh, Rumble? Why is it so hot in here?

Okay, truth time.
I may have built my School on top of the infamous Magma Chamber.

That's a valid explanation for the rivers of lava.