

TOP SECRET

## MISSION 7: BLAST CHAMBER

*Rumble, I can't believe you'd do something this stupid.*

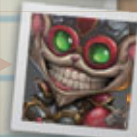
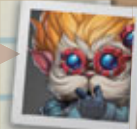
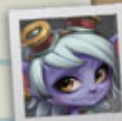
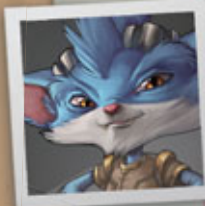
*His idiocy knows no bounds. He also damaged the Magma Chamber's Inhibitor crystal, which is why the Minions are spawning out of control.*

*Okay, you got me! I'm not perfect! The question is, what are we going to do about this Minion nest?*

*We could... blow it up?*

*Ziggs, for once, that idea isn't completely insane.*

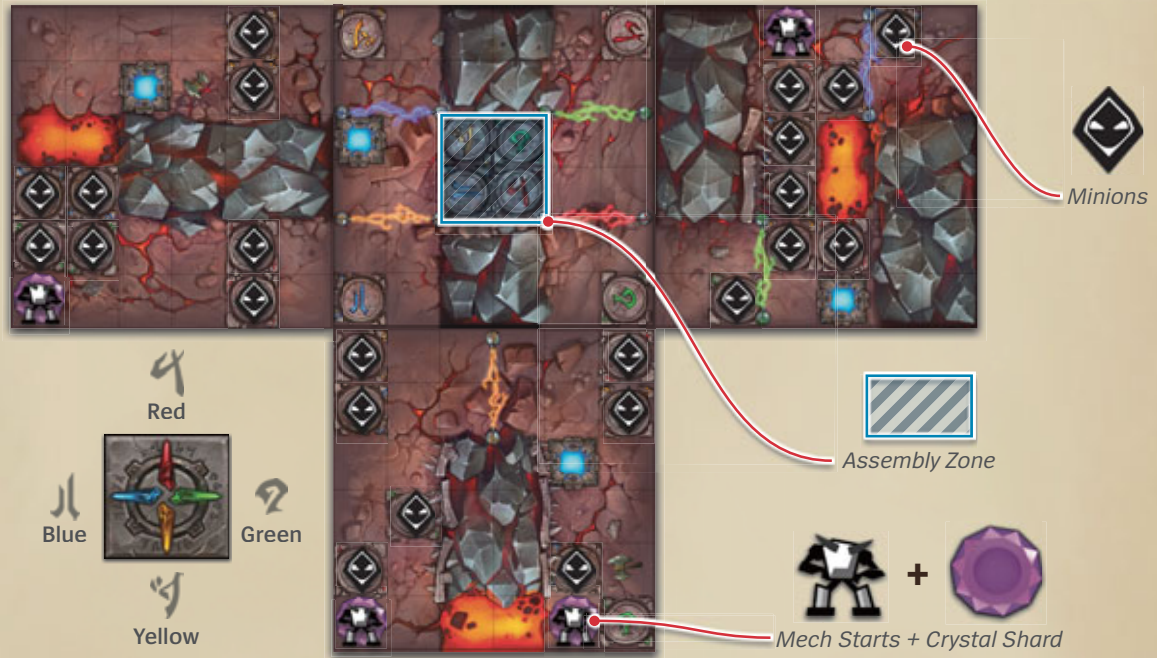
*It's not? LET'S BUILD A BOMB, GUYS!*



# MISSION SETUP



**MISSION OBJECTIVE:** Carry Crystal Shards to the Assembly Zone (before Minions invade and overload it) to construct the Bunker Buster Boss Bomb!



- Locate each pictured Map Tile and arrange them as shown.
- Orient the Crystal Compass to the Map Tiles as shown.
- Place Minions according to the diagram.
- Place a Crystal Shard at each designated location. (four total)
- Place Mechs on any Mech starting location, facing any direction.

## MECHS, ASSEMBLE!

Alright, we've located the four Crystal Shards we need. Let's carefully carry them to the middle to power our Bomb!

In this Mission, Crystal Shards are immune to stomping and attacks. (We need them!)



Pick them up by entering the same space, but remember to drop them if you take damage. (Roll the Rune Die to determine where they drop.)

The Assembly Zone is vulnerable to Minion Invasion. Set its health to 10 on the Doom Tracker.

## RUNE RULE REMINDER

All Rune Gates start activated at the start of the Mission, blocking your path!

Stepping on a Rune S pace disables all Rune gates of the corresponding color. (Use Rune Coins on the Gear Tracker to keep track of this!)



Rune Gate

As always, a Rune Gate immediately reactivates when a Mech passes through it.

Alternatively, a Mech may freely move through a Rune Gate if it executes a Move Command of the same color.



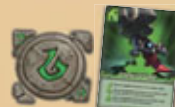
Rune Tracker



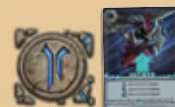
Red = Blaze



Green = Omnistomp



Blue = Skewer



Yellow = Speed



**EZ-MODE:** The Assembly Zone starts with 15 health instead.





# PREMATURE DETONATION

## CRYSTAL INFUSION

As soon as a Mech carrying a Crystal Shard steps on an empty Rune Space in the Assembly Zone, lock the Crystal Shard into place! (It cannot be picked up again.)

All Rune Gates of the same color are now **permanently disabled** and can be passed through freely.

## MINION MOVEMENT

Minions move 2 spaces toward the Assembly Zone during Minion Phase.

Minions prefer to move in the **Blue** or **Green** directions over the **Red** or **Yellow** directions (see *Crystal Compass*).

As soon as a Minion steps on a space in the Assembly Zone, remove the Minion from the board and **deal 1 Damage** to the Assembly Zone (reducing the *Doom Tracker* by **1**). These Minions **do not count** on the Gear Tracker.

## MINION SPAWN

Roll the Rune Die. Spawn Minions on all Rune Spaces of the same color **except** Rune Spaces in the Assembly Zone. (*That just wouldn't be fair, now would it?*)

Also, once any Crystal Shard is delivered to the Assembly Zone, additional Minions spawn on all Rune Spaces of those colors. (*Once again, Minions cannot spawn in the Assembly Zone.*)

By the end of the Mission, Minion spawning will be **out of control!**

## MINION ATTACK

Minions attack adjacent Mechs as normal.



## NO DISASSEMBLE!

If enough Minions invade the Assembly Zone to **reduce its health to zero**, the Bunker Buster Boss Bomb explodes prematurely. **You lose!**



## CONGRATULATIONS!

At the end of the **Player Phase**, if all four **Crystal Shards** are safely delivered to the Assembly Zone, the **Bunker Buster Boss Bomb** has been successfully empowered and **you win!**

**Your Mission is Complete!** You may move on to "**Operation Magical Banana**" (find and open its special envelope).

**It's time to set up the Bomb!**

*That's it! We built the bomb... Now comes the fun part.*



