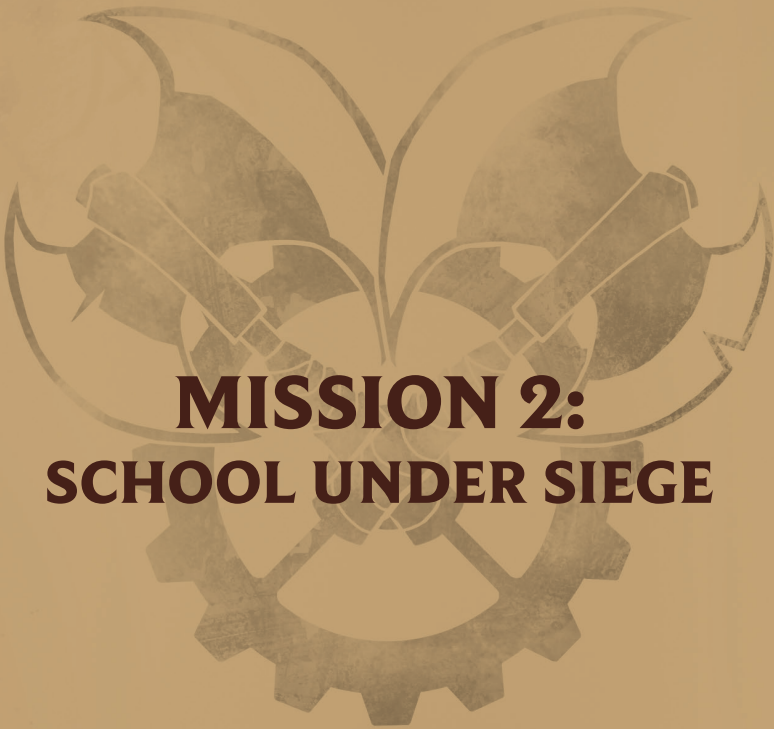




MISSION 2: SCHOOL UNDER SIEGE



Looks like we blew up our defense crystal in that last training exercise.

The explosion lit the whole School on fire!

You guys gotta get out of the School before you burn alive!

You don't need to tell me twice.



Get the pieces of the Inhibitor, and bring them back to the School, or else those Minions will just keep spawning!

You've got my wings! Anything else?



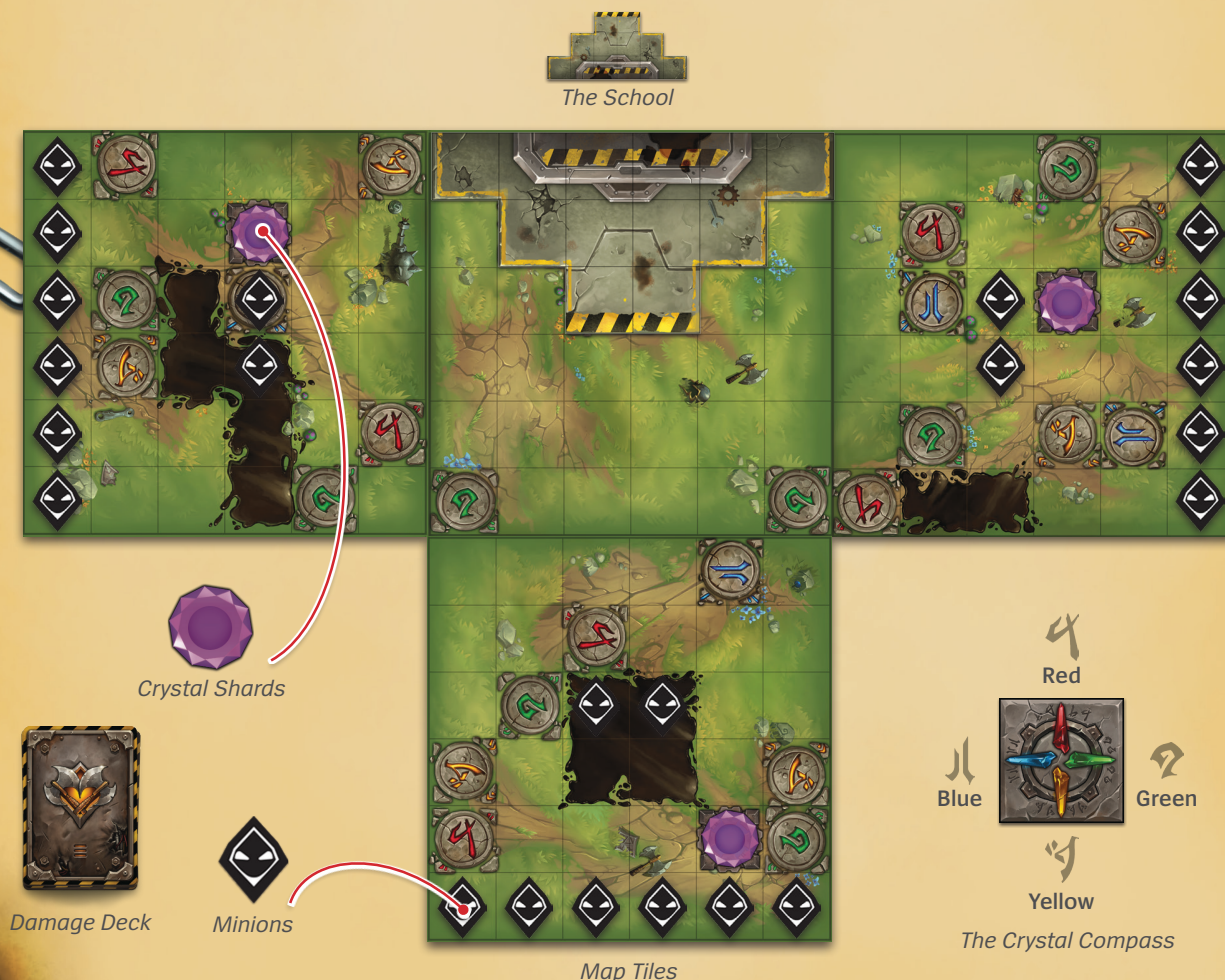
Yeah, don't let any of those creepy Minions get into the School!

MISSION SETUP



MISSION OBJECTIVE: Pick up all three **Crystal Shards**, and carry them back to the **School** before **Minions** tear the place down!

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



- Locate all pictured **Map Tiles**, and arrange them as shown.
- Orient the **Crystal Compass** to the **Map Tiles** as shown.
- Locate and place the **School** on the center **Map Tile**.
- Locate the **NEW** **Damage Cards** and add them to the **Damage Deck**.
- Place **Mechs** on any space in the **School**, facing any direction.
- Place **Minions** according to the diagram.
- Locate 3 **Crystal Shards** and place one on each of the three **Repair Pads** as shown in the diagram.



SCHOOL ON FIRE!

The **School** is on fire and only has 1 health for this Mission! Set the **Doom Tracker** to 1.

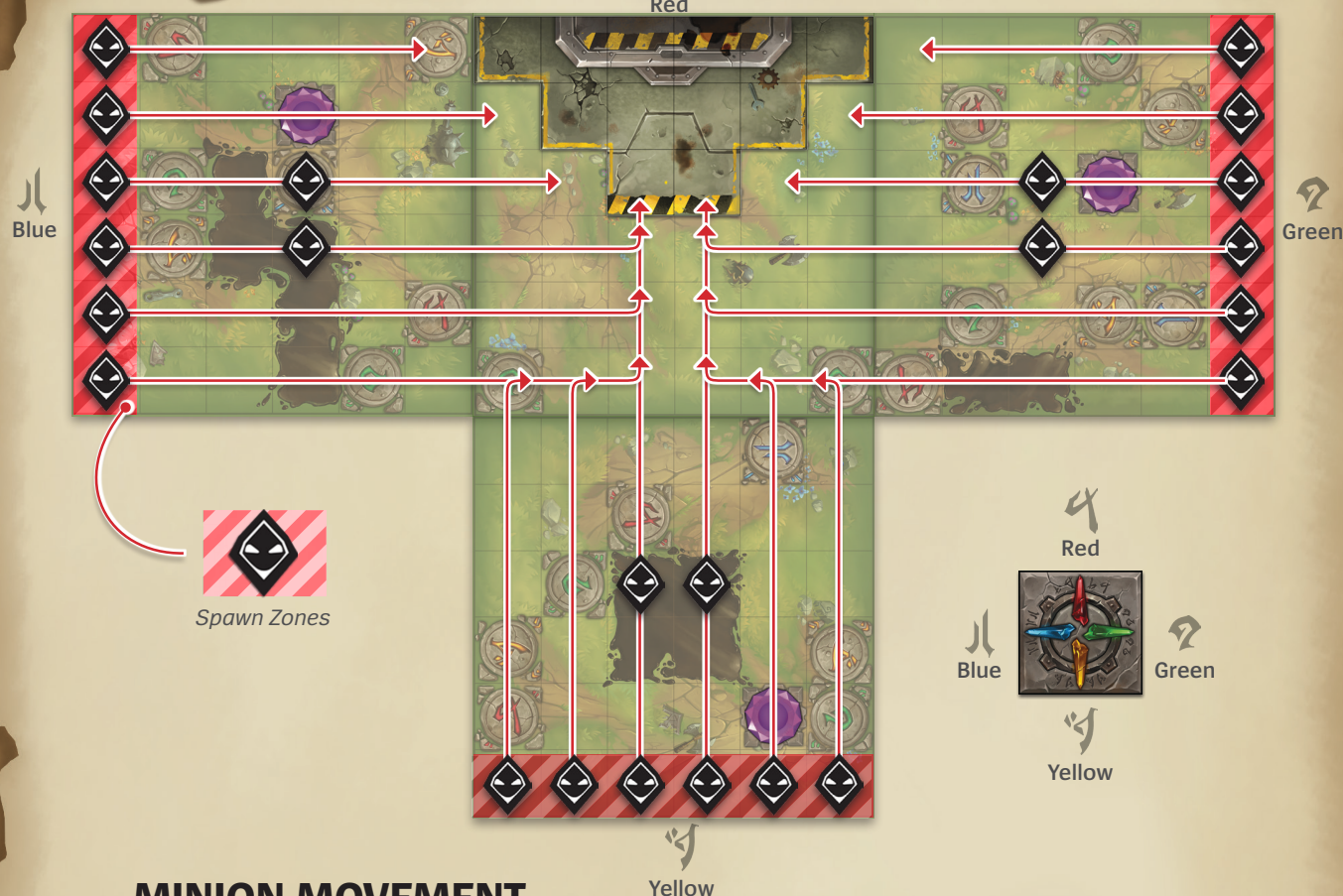
EZ-MODE: Set the **School's** health to 3 instead.

Time to begin!

Start the first **Player Phase** by rolling for **First Player** and conducting a **timed double draft**!



MINION ASSAULT!



MINION MOVEMENT

1. All Minions move 1 space toward the School during the Minion Phase.
2. Then, roll the Rune Die, and move all Minions on the Map Tile **corresponding to that color** 1 additional space!
3. If you roll **red**, Minions don't move an additional space. Instead, the fire in the School flares up, and all Mechs inside the School take 1 Damage!
4. When Minions reach the center Map Tile, they are limited to moving 1 space (even if you roll **red** and regardless of escalations).
5. When Minions reach the center Map Tile, direct them toward the center first before turning towards the School (as shown by movement lines in the diagram).
6. If a Minion enters any School space at any point, remove that Minion from play, and reduce the School's health on the Doom Tracker by 1!

MINION SPAWN

After movement, spawn an entire row of Minions in the spawn zone of the Map Tile that you rolled during Minion movement.

*If you rolled **Red**, no Minions spawn this turn!*

MINION ATTACK

Minions attack Mechs as normal, but *ignore* Crystal Shards.

In fact, Minions can occupy the same space as Crystal Shards *without* affecting them!



Minion Figures



NEW ABILITY: CARRYING CRYSTALS

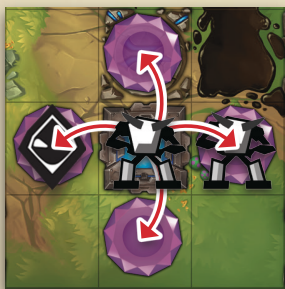
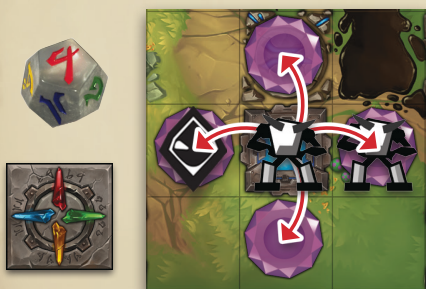


Targeting System Upgraded!

Mechs now pick up **Crystal Shards** when they **step on them** (*instead of stomping them*). Good timing too, because you have to carry them to the School!

For this Mission, **Crystal Shards** are also **unaffected by Attack Commands**. (*You need these intact!*)

HOW TO CARRY



Each **Mech** can only carry **one Crystal Shard** at a time. When your Mech does pick up a **Crystal Shard**, take it off the board and **put it near your Command Line** to show your Mech is carrying it!

- If a Mech takes **damage** while carrying a **Shard**, it **drops the Crystal Shard** immediately. Roll the **Rune Die**, and place the **Crystal Shard** in the **adjacent space** in that **direction**.
- If the rolled space contains a **Minion**, place the **Shard** **under the Minion**.
- If the rolled space contains a **Mech**, the **Mech** instantly picks the **Shard** **back up!**
- If the rolled space is **off the board** or there is **no valid space** in which to drop the **Shard**, it drops to the **Mech's own feet** and is instantly **picked back up**. (*Nice catch!*)



RETURNING CRYSTALS

Carry a **Crystal Shard** into any space in the **School** to return it. Once your **Mech** steps into the **School**, the **Crystal Shard** is successfully returned and removed from play. *Well done!*



THE MASTER MECH-ANIC
See also: *Crystal Shards*



ESCALATION!



Each time a Crystal Shard is first picked up, there is an escalation and Minions intensify their assault!

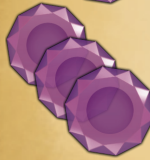
These escalations come into play one at a time, but persist for the remainder of the Mission once activated.



1.) As soon as any Mech picks up any Crystal Shard for the first time:
During Minion Phase, spawn 2 full rows of Minions in the rolled spawn zone (*instead of one*).



2.) As soon as any Mech picks up one of the two remaining Shards for the first time:
All Minions on the outer three Map Tiles now move an extra space by default. (*The Rune Die no longer increases Minion movement and only determines which Map Tile spawns minions.*)



3.) As soon as any Mech picks up the last remaining Crystal Shard for the first time:
In addition to all previous escalations, Minions spawn 2 full rows in every spawn zone during Minion spawn (*instead of 1*).

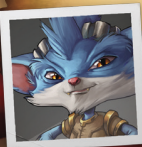
(*The Rune Die roll is now only used to determine if the Shop fire flares up!*)

Note: The Minions still only can move one space on the center tile as they approach the School!

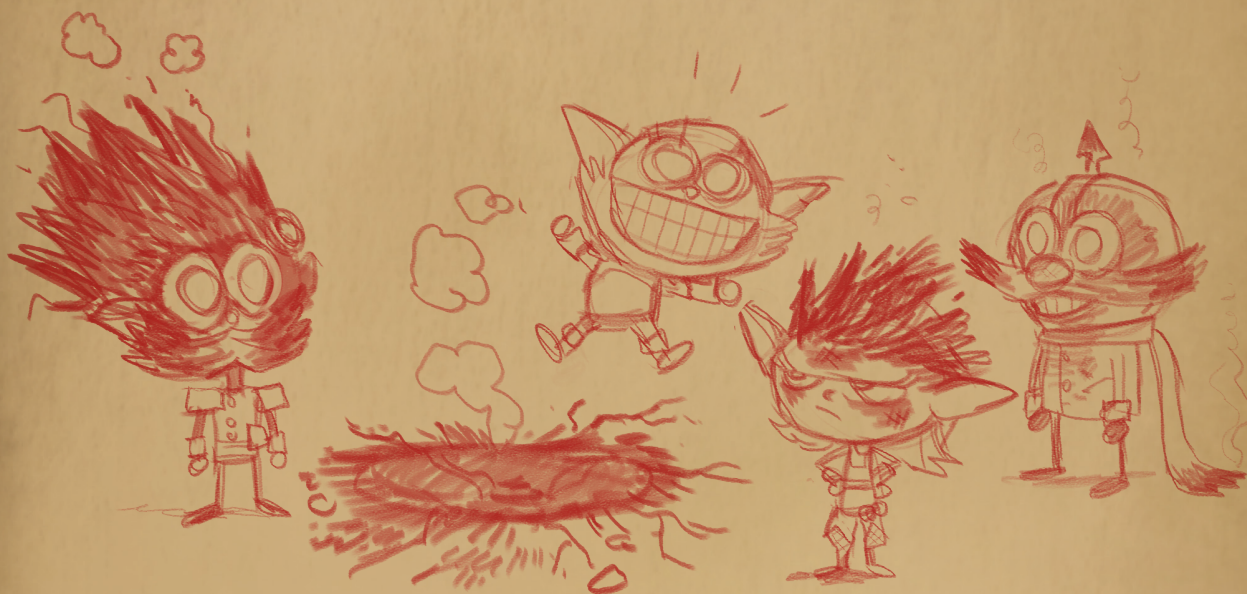


F IS FOR FAILURE!

If any Minion enters any space in the School, it loses one health, and the Doom Tracker is reduced by 1. If the Doom Tracker reaches zero, the School is completely **engulfed in flames**, and it's **Game Over!**



Watch the flanks! Minions from the sides will arrive first!



CONGRATULATIONS!

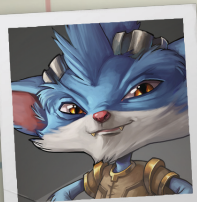
*If all three **Crystal Shards** are returned to the **School** before its health reaches zero, they combine into an **Inhibitor** and stop the **Minions** from spawning. **Excellent job! Your Mission is complete!***



*Congratulations team! You may now move on to "**Operation Tiny Evil**" (find and open its special envelope).*

You'll finally discover who's behind all this Minion mayhem!

A smashing success! But it looks like someone stole your Mech, Rumble.



WHAT?! When I find out who stole my Tristy, it ain't gonna be pretty.



