



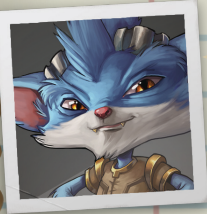
**MISSION 3:**  
**YOU'RE NOT THE BOSS OF ME!**



*Fascinating. That highly intelligent Minion stole Rumble's Mech!*



*Hey! Give me back my Tristy, you jerk!*



*Wait—you named your Mech 'Tristy'?*



*Yeah... mmmmaybe...*

*It's a long story. Oh, what the heck, we got time. Once upon a time...*



*Just get my Mech back!*

# MISSION SETUP



**MISSION OBJECTIVE:** Force the **Boss Mech** to retreat by reducing its **health to zero!**

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



Schematic Cards



Red



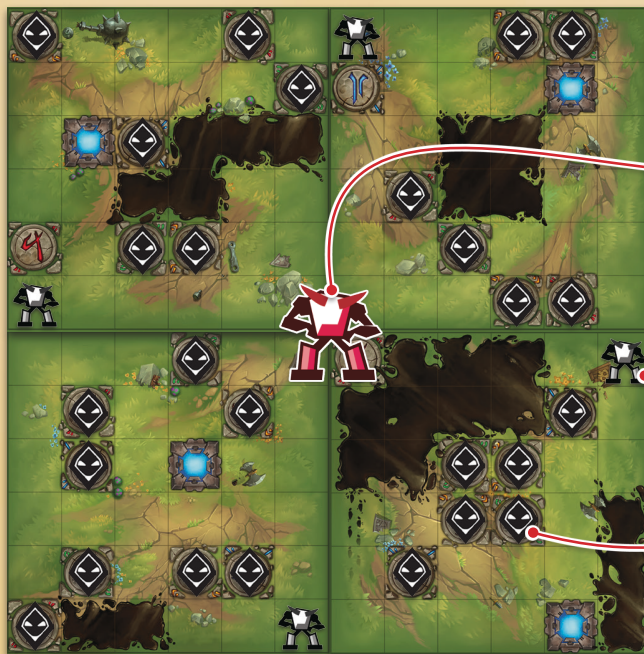
Blue



Green



Yellow



Boss Mech Start



Mech Starts



Minions

- Locate each pictured **Map Tile** and arrange them as shown.
- Orient the **Crystal Compass** to the **Map Tiles** as shown.
- Place **Mechs** on any **Mech starting location**, facing any direction.
- Place **Minions** according to the diagram.



Schematic Cards

## GEAR UP!

You now have **3 Schematic Cards** per Yordle. For this **Mission** and all future **Missions**, pick just **2** of your available **Schematic Cards** each to bring along with you and set the rest aside.

Take a moment to choose which **2 Schematics** are best for the specific **Mission** and which synergize with the rest of your team!



Boss Mech

## BOSS MECH!

Locate the Boss Mech Box and open it! Place the Boss Mech figure on the Boss Mech start location , facing any direction.

Locate the Boss Command Line and place it anywhere on the table.

Locate the Boss Deck. Shuffle it and place it near the Boss Command Line.



Find the Boss Command Line  
at the bottom of the box under the base tray.

## DANGER PHASE

The Danger Phase begins after the Minion Phase and before the next Round's Player Phase begins. In this Mission, the Danger Phase is when the Boss Mech will *unleash its power!*

PLAYER PHASE

MINION PHASE

DANGER PHASE

# BOSS BATTLE!

The Boss Mech is a lot sturdier than your average Minion!  
Set its health at 10 on the Doom Tracker.



Boss Health



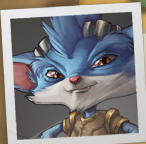
Boss Command Line



Boss Command Deck

The Boss has a unique Command Line and special Command Cards, just like you!  
During Danger Phase, you'll execute its Command Line in order from 1 to 4, draft new Boss Command Cards, and program one!

**EZ-MODE:** Instead set the Boss's health to 5.



*I'm sure he can't program anything TOO dangerous though, he's just a little Minion!*



Draw two, pick one.

The Boss stomps Minions flat if it moves onto them. Count these on the Minion Kill tracker!

Also, the Boss ignores Oil Slicks!

## Default Danger

The Boss has default abilities in each slot that apply when there are no Boss Command Cards slotted. Be sure to execute these!

## Power Up!

Once the Boss Command Line has been executed, deal 2 Boss Cards faceup. As a team, pick one and slot it into its Command Line in the slot of the corresponding element!

## 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!*



We're doomed!



**THE MASTER MECH-ANIC**  
See also: The Boss

## RUNE SHIELDS

The **Boss** is protected by four **Rune Shields**—one of each color/element—and starts with all of the shields fully operational.

Place a **Rune Coin** on each **Rune** on the **Gear Tracker** to keep track of which shields are up! (Remove the coins as **Rune Shields** are disabled and replace them when **Rune Shields** are reactivated.)

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



Rune Tracker



Rune Space

Turn his shields off 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. Pick a color when you deal that damage and turn that **Rune Shield** back on afterward, just like any other damage!



**THE MASTER MECH-ANIC**  
See also: **Rune Shields**



## MINION ARMY



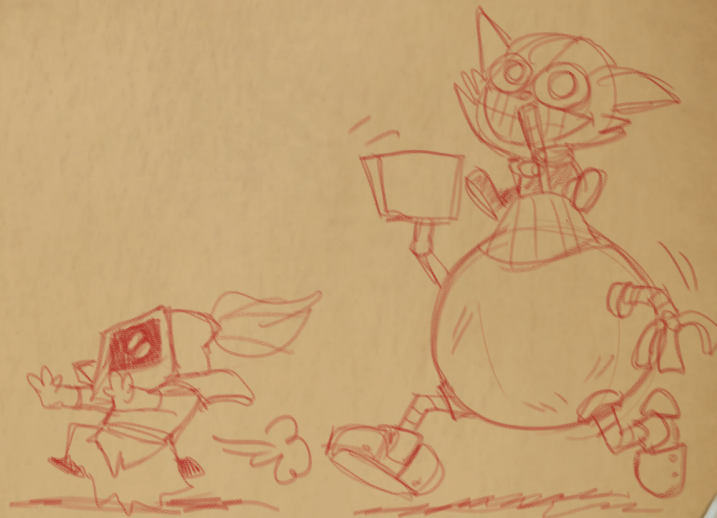
1. Roll the **Rune Die**.
2. **Minion Movement:** Move all **Minions** 1 space in the corresponding direction.
3. **Minion Spawn:** Spawn **Minions** on all **Runes** of that color
4. **Minion Attack:** **Minions** attack adjacent **Mechs** as normal



## DOOM CANNON ONLINE



If any slot in the **Boss Command Line** reaches 3-Power and is then executed during **Danger Phase**? Well, GG, **you lose!**



## CONGRATULATIONS!



*Whittled the **Boss Mech**'s health down to zero?  
Guess we know who's the better **Mech** pilot!  
Watch that **Boss Mech** turn tail and flee. You win!*

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



*That Minion Boss is escaping! Ah well, surely he won't put  
any dangerous obstacles in our path to slow us down...*

