

MISSION 4: RUNNING THE GAUNTLET



That's a huge wave of Minions! We need to close this gate so they don't escape!

Ready to jink these hood-heads and get a rip at that puller!



I don't know what that means, but get around these Minions and pull that switch!

That's what I said! If Johnny Minion gets over the bags, we're Tuesday's fish!



Uh... right. Anyway, if any of those Minions escape we're in big trouble. Go!

MISSION SETUP



MISSION OBJECTIVE: Move your entire team to the opposite side of the board before any Minions reach your starting line!

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



Get the *whole team* up here...



...and don't let any *Minions* make it down here!



Spawn Zone



Minions

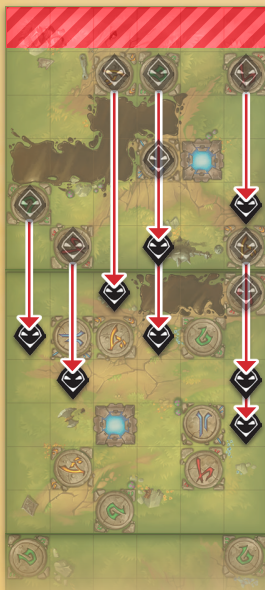


Mech Starts

- Locate each pictured **Map Tile** and arrange them as shown.
- Place **Mechs**  on any space in the **starting line**, facing any direction.
- Place **Minions**  according to the diagram.



MARCH OF THE MINIONS



MINION MOVEMENT

Move all Minions 3 spaces toward the starting line during Minion Phase.
Remember the Oil Slicks!

EZ-MODE: Minions only move 2 spaces instead.

MINION SPAWN

During Minion Phase, spawn a full row of Minions in the spawn zone.



MINION ATTACK

Minions attack adjacent Mechs as normal.



ESCALATION!



For this Mission there are two escalations that happen **when any player advances onto a new Map Tile for the first time**. Missions never de-escalate even if Mechs move backward.

When any player steps onto the **second Map Tile**, spawn **2 full rows** of Minions during Minion Phase (*instead of 1*).

When any player steps onto the **third Map Tile**, spawn **3 full rows** of Minions during Minion Phase (*instead of 2*).

Continue spawning 3 full rows during Minion Phase for the remainder of the Mission!



NO ESCAPE!

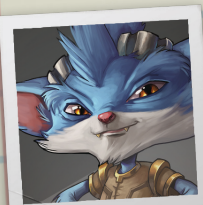
If any Minion reaches your starting line... **You lose!**
You can't let any of these guys escape the battlefield!



CONGRATULATIONS!

Is the entire team standing defiantly in the **final row of the Game Board** (i.e.: the Minion spawn zone)? Are all remaining Minions still on the **battlefield** (none escaped), and cowering in fear because of your show of force? **Sounds like a win! Well done!**

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



He's escaping into my junkyard!

My thermo-detectors are picking up a sharp spike in underground temperature. There is a non-zero chance this is a trap.



I don't care! Stop that Minion!