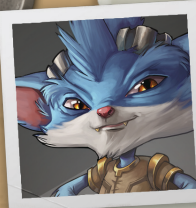


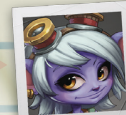
TOP SECRET

MISSION 5: DON'T PANIC



Hey, what's that sound?

I think we've sprung a trap.

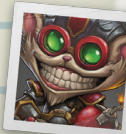


Looks like my hypothesis has become a theory.



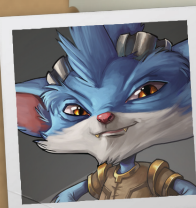
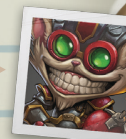
This is no time to gloat. That trap just unleashed a massive wall of lava and it's heading right for us!

You think that's bad, wait until that lava hits this bomb!



My power source! Why did you bring that?

I couldn't resist! It's so needlessly big!



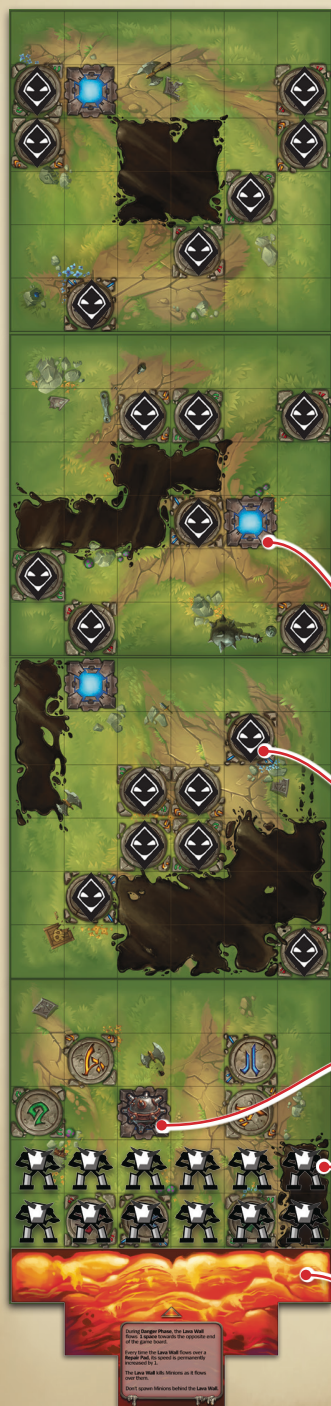
Okay, don't panic.
BUT GET THIS BOMB OUT OF HERE OR WE'LL ALL DIE!!

MISSION SETUP



MISSION OBJECTIVE: Stabilize the Bomb by pushing or towing it onto all 3 remaining Repair Pads *in order* from closest to farthest away.

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



- 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.
- Locate the Lava Wall piece and place it next to the bottom of the Game Board.
(For now, ignore the instructions on it!)



Repair Pad



Minions



The Bomb



Mech Starts



Lava Wall



- Place the Bomb next to the Mechs as shown.
- Start the Bomb's health at 5 using the Doom Tracker.
- Adjacent minions attack the Bomb during Minion Phase, doing 1 damage each (just like in Mission 1).
- The Bomb can be pushed and towed as normal.
- When a Bomb is moved onto a Repair Pad, increase its health by 1.
- The Bomb can be healed multiple times per round, but cannot exceed its maximum health of 5.



KEEP CALM AND PUSH ON

Minion Movement

Move all Minions 1 space toward the Bomb during Minion Phase. Minions prefer to move in the Blue/Green directions over moving in the Red/Yellow directions (refer to Crystal Compass).

Minion Spawn

Roll the Rune Die and spawn Minions on all Rune Spaces of that color. *Do not spawn Minions behind the Lava Wall.*

Minion Attack

Minions attack both adjacent Mechs and the Bomb. When processing damage, first execute all player-drawn Damage Cards in player order and then move onto damaging the Bomb.

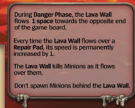


ESCALATION!



At the end of the third Round, the Lava Wall becomes active and **moves with each Danger Phase!**

EZ-MODE: *Instead, the Lava Wall doesn't start flowing until the Bomb is moved onto the second Repair Pad.*



Read the instructions on the Lava Wall carefully. Every Danger Phase, move the Lava Wall according to these rules!

The Lava Wall pushes all Mechs and the Bomb forward and does **1 Damage** to them **for each space they are pushed.** (*This can result in tons of damage as the Lava Wall accelerates!*)

Lava instantly kills Minions if it passes over them. Count these on the Gear Tracker as Minion Kills!

When processing Lava Wall damage, first execute all **player-drawn Damage Cards** in player order and then move onto damaging the Bomb.



LIQUID HOT MAGMA

If the Bomb reaches zero health, it **explodes**. If the Lava Wall flows over a Repair Pad before the Bomb is successfully moved onto it (*making it impossible to stabilize the Bomb*), the Bomb **explodes**.

*If the Bomb explodes, **you lose!***



THE MASTER MECH-ANIC
See also: Lava Wall

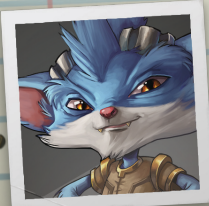


CONGRATULATIONS!

Push or Tow the Bomb over all Repair Pads in order without it being reduced to zero health. The moment the Bomb is stabilized, your team can race away from the Lava and your Mission is Complete! Great job not panicking (very much).

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

You'll uncover the horrible truth about where the Lava is coming from and fight a familiar foe!



Darn it! He disappeared into this dark, foreboding tunnel that leads to a mysterious secret area beneath the School! Not that I know anything about that...

