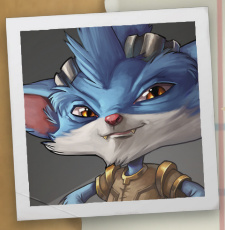
TOP SECRET

MISSION 6:
NONE SHALL PASS

TOP SECRET



Okay, in order to get in this mysterious tunnel that I know nothing about, you need to take out this electric barricade.

What needs doin'?



Flip these four switches...

That doesn't sound too hard.



I wasn't finished. You gotta' do it before the Minion Boss powers up his super-weapon, or...

We all blow up!



You guessed it.

MISSION SETUP

MISSION OBJECTIVE: Destroy all **Crystal Shards** to gain access to the **Magma Chamber** and then **reach the final row** to enter!

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



Boss Mech Start



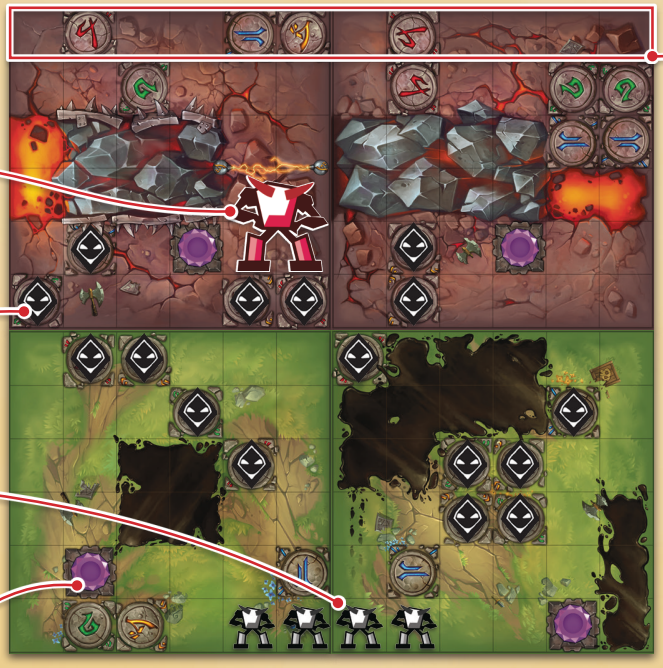
Minions



Mech Starts



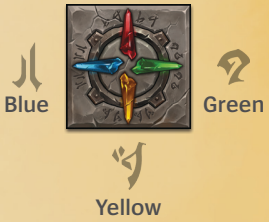
Crystal Shards



Magma Chamber Entrance



Red



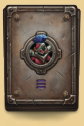
Blue

Green

Yellow



Boss Command Line



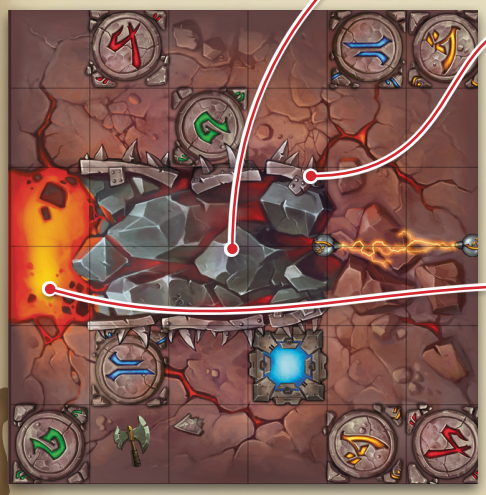
Boss Command Deck

- Place the pictured **Map Tiles** and orient the **Crystal Compass** next to them.
- Place **Mechs** on any **Mech starting location,** facing **any direction.**
- Place **Minions** and the **Boss Mech** according to the diagram.
- Place a **Crystal Shard** on all four **Repair Pads.**
- Place the **Boss Command Line** and the **Boss Deck** anywhere on the table.

NEW BOARD SPACES



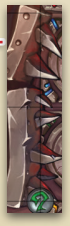
Watch out, we're entering even dangerous-er territory!





MASSIVE BOULDERS

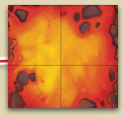
Massive Boulders are ***unpassable.*** They block **Mech, Minion,** and **Boss** movement and block **Ripsaw Attack Commands,** just like the edges of the **Game Board.**



SPIKE WALLS

Ooh... pointy! Whenever a **Mech** runs into a **Spike Wall** as a result of any kind of movement ***(Command Cards, Damage Cards, or being pushed)***, it immediately ***takes 1 Damage.*** After executing the **Damage Card,** you must **continue to execute** your **Command Line.**

Minions take no damage from Spike Walls.



LAVA POOLS

Lava is hot. ***Really hot.*** Whenever a **Mech** steps onto a **Lava Pool** space, it immediately ***stops moving,*** regardless if the **Move Command** could go farther *(such as a **Speed Card** or a **Move Command** of Power level 2 or greater).*

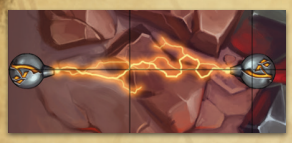
The **Mech** stepping onto the **Lava Pool** also instantly ***takes 1 Damage.*** After executing the **Damage Card** you must continue to execute your **Command Line** as normal, but stepping onto *another* **Lava Pool** space will again cause you to immediately ***stop moving and take more damage.***

> ***Mechs** do not take **damage** for **turning** or **standing still** while on a **Lava Pool** space.*

Minions take no damage from Lava Pools.

NEW MECHANIC: RUNE GATES

THE MASTER MECH-ANIC
See also: Rune Gates



Rune Gate



Rune Tracker

While active, **Rune Gates** prevent **Mechs** from passing through them.

Rune Gates and the **Boss Mech's Rune Shields** share many properties and can be simultaneously tracked using **Rune Coins** on the **Runes portion** of the **Gear Tracker.**

Similar to the **Boss Mech's Rune Shields,** stepping on a **Rune Space** ***deactivates*** all **Rune Gates** of the corresponding color.

Rune Gates ***reactivate*** as soon as a **Mech** passes through one, or the **Boss** takes damage from an **attack** of that color.

Alternatively, a **Mech** can also pass through an active **Rune Gate** by using a **Move Command Card** of the same color. *However,* using a **same-color command** to move through an **inactive Rune Gate still reactivates** that **Rune!**



Red = ***Blaze***



Green = ***Omnistomp***



Blue = ***Skewer***



Yellow = ***Speed***

Minions can walk right through **Rune Gates,** whether they're active or not.
*For this **Mission** there's only one **Rune Gate** on the **Game Board,** but don't worry—you'll be seeing much more of them soon!*



THE BOSS IS BACK

Set the **Boss's health** to **2** using the **Doom Tracker.**



EZ-MODE: *The **Boss** starts with only **1 health** instead.*

The **Boss** acts during **Danger Phase,** executing the **Boss Command Line** and then **programming Boss Command Cards** as normal.

NOT EVEN HIS FINAL FORM

In this Mission, the Boss cannot be killed! As soon as his **health reaches zero** on the **Doom Tracker,** you may remove one **Boss Command Card** from the **Boss Command Line.** This Boss Command Card must be the **top card** (if picking off of a stack).

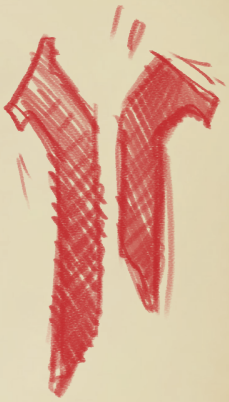
*Then, **restore** the **Boss's health** to full (2 by default, 1 for EZ-Mode)!*



*Removing a **Boss Command Card***

RUNE SHIELD REMINDER

The **Boss** is protected by **four Rune Shields**—*1 of each color/element,* and starts with **all of the shields active.**



Rune Shields and **Rune Gates** are *both* linked to **Runes!** Both will be either **activated** or **deactivated** at the ***same time.*** For example: if a player passes through a **Blue Rune Gate** and thus **reactivates the Blue Rune,** the **Boss's Blue Rune Shield** is ***also* reactivated!** The next player will **not** be able to **damage** the **Boss** with a **Blue (Metal) attack!**

Place **Rune Coins** on the **Rune section** of the **Gear Tracker** to keep track of **which shields are active** and **which are disabled!**

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

Turn his shields off by 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,** but turn that **Rune Shield back on afterward,** just like any other **damage!**

MAGMA CHAMBER MINIONS



All these Minions and Lava are pouring out the Magma Chamber! Why does this all seem so familiar?



Minion Movement
Roll the **Rune Die.** Move all **Minions** in the **corresponding direction** on the **Crystal Compass.**

Minion Spawn
Also, **spawn new Minions** on all empty **Rune Spaces** of the **matching color.**

Minion Attack
Minions attack adjacent **Mechs** as normal.

DANGER PHASE

It's the Boss Mech's Turn!

Default Danger
The **Boss** has **default abilities** in each **slot** that apply when there are **no Boss Command Cards slotted.**

Power Up!
Once the **Boss Command Line** has been executed, deal **two 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!*



Draw two, pick one.



This is very bad.

MISSION THEORETICALLY POSSIBLE



Crystal Crush
The combination of **Crystal Shards** and **Repair Pads** is somehow **blocking the entrance into the Magma Chamber!** *Those crafty Minions.*

Attack the **Crystal Shards** or move your **Mechs** onto the **Repair Pads** to **stomp them!**



Now get to it! ***Shatter all four Crystal Shards*** *and* ***get to the Magma Chamber entrance!*** *(Oh, also—don't die.)*

DOOM CANNON ONLINE

If a slot in the **Boss Command Line** reaches **3-Power** and is then executed, in the next **Danger Phase** the **Boss** fires its **ultimate weapon**—setting the world on fire in a blaze of molten agony. ***Also, you lose!***



CONGRATULATIONS!

At the end of ***Player Phase,*** *if* ***all four Repair Pads*** *have been cleared of* ***Crystal Shards,*** *and* ***all Mechs*** *are* ***standing on a space*** *in the* ***Magma Chamber entrance,*** *you are granted access and win!* ***Mission Accomplished!***

Also, looks like your team ***shall*** *pass... on to* **"Operation Dazzling Danger"** *(find and open its special envelope).*

Uhh, Rumble? Why is it so hot in here?





Okay, truth time.
I may have built my School on top of the infamous Magma Chamber.

That's a valid explanation for the rivers of lava.

