

TOP SECRET

MISSION 8: SPECIAL DELIVERY

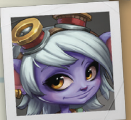
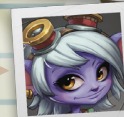
Now it's time to get this baby to the heart of the Magma Chamber.

Where's that exactly? Like, somewhere in the middle or-

I dunno. Over there, maybe?

Works for me.

Good. Let's blow these things to Minion heaven!



MISSION SETUP



MISSION OBJECTIVE: Carefully Push or Tow the Bunker Buster Boss Bomb to the Bomb Deploy Zone and detonate it!

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



- 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 according to the diagram.
- Place the Bomb in the designated spot next to the Mech starting locations.



This Mission, Rune Gates start out **disabled**.
(You're already standing on Rune Spaces!)



The Bunker Buster Boss Bomb starts at **10 health**. (Set the Doom Tracker to 10).

The Bomb takes 1 Damage each time it moves onto a **Lava Pool**.

EZ-MODE: The Bomb instead starts with **15 health**.



MANIACAL MINIONS

MINION MOVEMENT

During Minion Phase, Minions move **2** spaces toward the Bomb.



As always, move the Minions that are closest to getting to the Bomb *first*.

Minions prioritize moving in a path that will eventually lead them to the Bomb:

- Prefer moving into **empty adjacent spaces** (even sideways or away from the Bomb) to get around **Massive Boulder** obstacles, rather than bumping into a wall or getting caught in a corner.
- When in doubt, they prefer to move in the **Blue** or **Green** directions over the **Red** or **Yellow** directions (see *Crystal Compass*).



Rune Die

MINION SPAWN

Roll the Rune Die and spawn Minions on all Rune Spaces of that color (including the Rune spaces where Mechs start!).

Also, if you roll **Red** or **Yellow**, the Bomb immediately **takes 1 damage**. (Can't unlight the fuse!)

MINION ATTACK

Minions do **1 damage** to all adjacent Mechs and the Bomb.



JUST IMPACTED ON THE SURFACE

If the Bomb's health reaches **zero** before it is pushed or towed to the Bomb Deploy Zone, it explodes prematurely—vaporizing all Mechs. This is not a good thing. **You lose!**

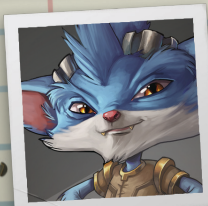


CONGRATULATIONS!

If the Bomb is successfully pushed or towed to the Bomb Deploy Zone, your Mission is a success!

Well done, daring bombardiers. You may now move on to "Operation Tempest's Heart" (find and open its special envelope).

It's time to blow this thing and head home!



*Well, the good news is—that blast is definitely taking out the Magma Chamber.
The bad news is YOU'RE IN THE MAGMA CHAMBER!*

