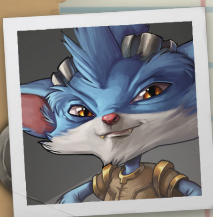


NOW IT'S PERSONAL

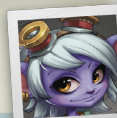
TOP SECRET

MISSION 10: FINAL FORM

CONFIDENTIAL



Up ahead... it's...



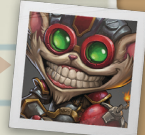
That Minion Boss!



He's more souped up than a can of beef stock.



He's probably going to blow us up!



Not if I can help it.

Rumble! You're here?! Why'd you leave the control room?



Because this is personal. Let's go get my Mech back!

MISSION SETUP



MISSION OBJECTIVE: Defeat the Boss Mech before he unleashes his ultimate attack of doom!

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 on all Rune Spaces 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.



In its Final Form, the Boss Mech has 10 health.

EZ-MODE: The Boss starts with 5 health instead.



MINION'S LAST STAND



MINION MOVEMENT

Roll the Rune Die and move all Minions 2 spaces in the associated direction on the Crystal Compass.

MINION SPAWN

Also, spawn Minions on all Rune Spaces of that color.

MINION ATTACK

Minions attack all adjacent Mechs during Minion Phase as normal.

EPIC BOSS FIGHT!



Destroy the
Crystal Shards!

SHIELDS WITHIN SHIELDS

In his Final Form, the Boss has activated its Trusty Tristy Tribulator Shield, making it **completely invincible!**

To disable this super-shield, your team must **destroy all four Crystal Shards** by attacking them or stomping them.



Then Disable
Rune Shields!

Once the super-shield is disabled, you must still deactivate its Rune Shields by stepping on Rune Spaces of the same color.

Just like past Boss encounters, damaging the Boss with an attack or moving through a Rune Gate turns the Rune Shield of the matching color **back on!**

POWER DOWN!

If **all Mechs** are standing on a Repair Pad at the end of Player Phase, you may remove **one Boss Command Card** from the Boss Command Line.



Removing a Boss Command Card

IT'S A WIPE!

If any slot in the Boss Command Line reaches **3-Power** and is then executed, the next Danger Phase, the Boss fires its **GG-101 Doom Cannon**. In 100% of the cases that this ultimate weapon fires, **your team loses**. It is called a **Doom Cannon**, after all.



MEGA CONGRATULATIONS!

If your team successfully **reduces the Boss Mech's health to zero**, it **explodes into scrap in a spectacular display of fireworks and scintillating sparkles**. Your team has **thwarted the seemingly endless waves of Minions**, destroyed the **Magma Chamber** once and for all, and achieved **Epic Victory!**

Truly, you are Rumble's Elite Krash Team.

You may now open the final envelope: "Get R.E.K.T.!"



Wow! Great job. Sure glad that's over. Got my Mech, and my School... everything is back to normal...

Wheeee! Let's do it again!



