Fashion...
Fashion never changes.

Since the dawn of space-time, when quadrupeds first discovered hats, sweat and tears have been spilled in the name of everything from sportswear to couture.

After the defeat of the Fashion Tyrant, millennia of discordant styles came to an end. But instead of a time of being excellent to each other, the destructive forces trapped in the Mechapede could no longer be contained. Time-space was plunged into a temporal abyss.

Mu-Gahga's doomsday weapon was unleashed. If she could not bring order to fashion, she would see the universe devoured.

Will this be the end? Or just a new beginning?

— The Furious Hamster

Missions Overview

Conquest Princess: Night of the Necropede contains four additional stand-alone Missions. Enjoy each one separately or string them together to live the epic second story of Conquest Princess: Fashion is Power.

Take your time, play how you want, and set the difficulty at what's right for you and yours. Each Mission is more difficult than its counterpart in the original Conquest Princess Missions. If you are just starting out, here are all of the Missions ranked by difficulty*:

1. Tutorial Mission: The Captain Ashii Marooned
2. **Training Mission: The Beach at the Edge of Tomorrow**
3. Standard Mission: Pet Rescue
4. **Standard Mission: The Possessed**
5. Advanced Mission: The Dark Portal
6. **Advanced Mission: Power Failure**
7. Boss Battle: Conquest Princess vs. the Fashion Tyrant
8. **Boss Battle: Conquest Princess vs. the Necropede**

*Difficulty is rated in two ways: How difficult the Mission is to win and how many new rules are involved.

Playing the Missions in this order will help you build your skills, making victory more attainable. But of course, you can just play the stories by story arc.

———————————————

Visit fightinabox.com for follow-along video setups and more.

Seppy Yoon, Chief Game Designer
Peter & Patrick Yang, Co-Designers
Mark Eberhardt, Creative Director
Jim Breeze, Copy Editor

Training Mission
The Beach at the Edge of Tomorrow

Reunite the team and help Ashii get to the planet. This Mission-on-rails teaches advanced teamwork, the power of Special Tiles, and Mechapede mechanics.

The best way to start this new adventure.

Standard Mission
The Possessed

The spirits of the unliving have possessed your ship and empowered your foes! Watch your timing and don't deplete the Bag of Destiny.

A difficult Mission for fans of co-ops.

Advance Mission
Power Failure

Transform before Power runs out! A puzzle of patience and persistence.

The most challenging Mission: Expect it to take longer.

Boss Battle
Conquest Princess vs. The Necropede

Travel back in time to the moment the Mechapede fell under Mu-Gahga's control. Pilot the Conquest Princess, guide the space Pets inside the Mechapede, fight off your own fashion demons.

The Boss Battle plays entirely differently. You have been warned!

Training Mission: The Beach at the Edge of Tomorrow

After defeating the Fashion Tyrant Mu-Gahga, the Agents of T.I.A.R.A. are enjoying some much-needed time off on the paradise moon of Furlesium. When Ashii tries to Teleport to join the Agents on the beach, a Necro-Vortex opens up, resurrecting the scattered remains of the Mechapede… behold the horror of the Necropede!

Blue, getting ready for the beach and outfitting the Turtle Tank with his water wings, is separated from the team and is the defenseless Ashii's only hope.

The Agents must keep the Necropede at bay and help Ashii get to the beach to establish a temporal stabilizer.

Mission Objectives
- Get Captain Ashii to 🎲
- Launch all Special Tiles from the H.A.L.O. to the Bag of Destiny.
- At the end, all Mechapede heads must be destroyed.

No matter what the mission, you can only lose if you run out of Power. Fashion is Power and running out means GAME OVER.

Complication

- **Titan Tile** 🏋: If you damage an Enemy with the Titan Tile, you may immediately gain a Power Cube.
- There is no Teleporter on the planet except for Purple's Core Suit.
- The Necropede is immortal and will continue to resurrect itself.
- If Ashii got shot, he would die! The T.I.A.R.A. will step in, causing a Disruption.

Battlegrounds

The Battlegrounds for this Training Mission are:
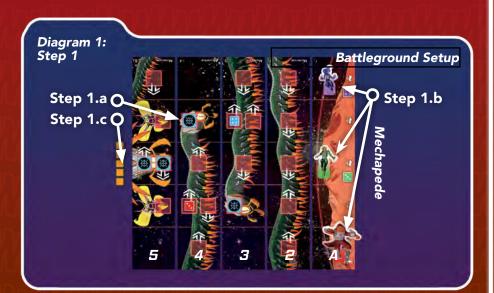- The Mechapede
- The T.I.A.R.A.

T.I.A.R.A. & Battleground Setup

1. The Mechapede Battle Boards in order **5, 4, 3, 2, A**. to the left of the T.I.A.R.A.
   a. Place Hit Tiles on all Hit Boxes on each Mechapede head.
   b. Red Agent on 🎲, Green Agent on 🎲, and Purple Agent on 🎲
   c. Place 5 Goo Cubes near the Mechapede Battleground
2. All T.I.A.R.A. Ship Sectors fully functional except:
   a. Teleporter Critically Damaged
   b. Comms Damaged
3. Eight Power Cubes on the H.A.L.O.
4. Fast Fashion and Power Up decks shuffled and on the H.A.L.O. and T.I.A.R.A. Two faceup Power Up cards on the Power Line.
5. Training Mission Event Deck, cards in order, with 1 revealed in Telemetry and 14 on the bottom.
6. Two Danger Tokens on the Danger Level on the T.I.A.R.A.
7. Pet Co-Pilot cards shuffled and placed faceup near the H.A.L.O., between the Power Line and Engineering Ship Sector Marker.
8. Blue Agent on the T.I.A.R.A. in the Wardrobe.
9. Minions on Breach Points **1** **4** **5** **8**
10. Critical Fail Tiles on **3** **7**
11. Miss Tiles on **2** **6**
12. Hit Tile on **0**
13. Captain Ashii in the Teleporter.
14. Bag of Destiny contains: **10 🎡 Hit, 3 ❌ Miss, 2 ✶ Critical Fail.** Place remaining Tiles on the Side Board.

Diagram 1:
Step 1

Battleground Setup

Step 1.a
Step 1.b
Step 1.c

Mechapede

5 4 3 2 A

Diagram 2:
Steps 2-13

T.I.A.R.A. & H.A.L.O. Setup

Step 4.
Step 6.
Step 8.
Step 11.
Step 12.
Step 13.

Step 7.
Step 2.
Step 3.

Step 5.
Step 9.
Step 10.

Mechapede

Diagram 3:
Step 14

🛰 x10
✖ x3
🔆 x2

Player Board Setup

1. Each player takes the Wrist Blaster that matches their Agent's color.
2. Place 4 Action Coins in the Load area of the Wrist Blaster.
3. Place the Transformation Sequence card matching the color of the Wrist Blaster sequence-side-up so that the action icons are showing.
4. Place 2 Armor Patches in the AP area of each Wrist Blaster.
5. Each player gets a Fashion Plate.
6. Place the Core Suit matching your Agent color non-Super-Suit-side up in the center of each Fashion Plate.
7. Place the Turtle Tank in the Pet Co-Pilot area on Blue's Fashion Plate.
8. (Suggested) Play order for the Agents should be Blue as first Lead Agent, then Purple, Green, and then Red.

Solo Setup

When you're adventuring solo, line up the Agents left to right in the order you want them to go. Reposition the H.A.L.O. to make it easier to reach.

Diagram 4:
Steps 1-7

Standard Player Board Setup

Step 2.

Step 7.

Step 3.

Step 4.

Turtle Tank

blue red

When you ⬛ an Enemy,
Heal 1 Armor Patch.

Fashion
Plate

Slipstream Mesh

Starter: Take a Power Cube
from the Titan Field.

Blue

Transformation
Sequence

Blue Agent

Load

Move

Shoot

Engage

Wrist Blaster

Action-o-meter

1. Lock & Load   2. Starter   3. Take Action   4. Transform!

Step 5.   Step 6.

Step 1.

Diagram 5:
Solo Setup

Mechapede

The Paradise Moon of Furlesium is peaceful, eco-friendly, and fashion-optional; a place where people can let their tails out. Being connected to all time-space via your Core Suit is exhausting, and you need time for self-care.

The connection between Ashii's lingering Space Madness, your ship, the T.I.A.R.A., and Mu-Gahga's squashed war machine coalesce to fulfill the Fashion Tyrant's doomsday proposition. Are the Agents of T.I.A.R.A. in the wrong place at the wrong time, or are they just where the galaxy needs them? Witness the rise of the Necropede!

Special Rules

When on the Mechapede Battleground, Agents must stay on the beach. Additionally, when you damage a section of the Mechapede, immediately shift that Battle Board one space in the direction of the arrow connected to the Hit Box you placed your ⊛ Hit. **If you fill all Hit Boxes on a Battle Board, flip it to its empty side.** Bingo!

If you enter a space filled with Goo, the only available action is to Move to remove it. You may take no other actions until you do, it's that gross.

⊕ **Shoot:** The limitations for Shooting are the same as ALL Standard and Advanced Missions: You may only Shoot at Enemies directly above you in your Agent's or the Princess's current column. You may not Shoot through Enemies.

✦ **Engage: Wriggle** – The Mechapede is attracted to the Titan energy in your Core Suits. You may thump the ground, causing the Mechapede to move. Shift one Mechapede Battle Board one space left or right.
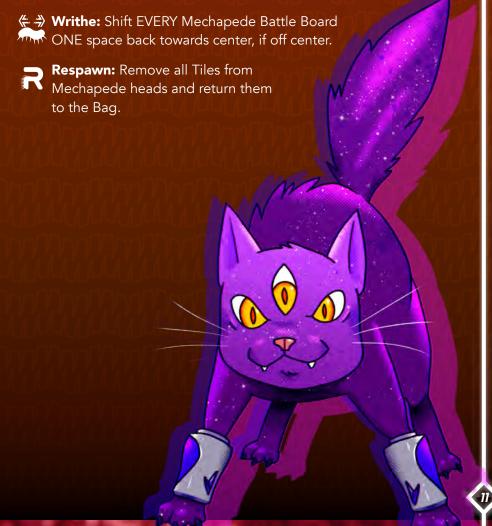
Mechapede Event Deck

Enemies Attack: Starting with the head closest to the planet, drop a Goo Cube onto the surface from each head that isn't filled with ⚛

If the space is empty, place the Goo Cube there.

If the space has one or more Agents, Agents negate the Goo but collectively take one damage. You may allocate where the one damage goes.

If the space has Goo already, Agents may choose which adjacent empty space the Goo falls filling that space instead or damaging an Agent there.

Writhe: Shift EVERY Mechapede Battle Board ONE space back towards center, if off center.

Respawn: Remove all Tiles from Mechapede heads and return them to the Bag.

T.I.A.R.A.

Comms explodes into a shower of sparks as the warning klaxons predict the immediate onset of Necro-Minions. The Necro-Vortex has completely shut down the Teleporter trapping Ashii inside wearing only his board shorts. Setting aside the Turtle Tank's water wings and plans for a fun beach day, Blue activates her Core Suit and wrist blaster, preparing for the onslaught.

Can Blue and the Turtle Tank survive long enough to get help?

T.I.A.R.A. Event Deck

Breach Point: place an Enemy from the Side Board onto the Breach Point with the corresponding number.

▶ If a Tile is on that Breach Point, return it to the Bag!

▶ If an Enemy is already there, pick an adjacent spot for them to spawn on (a number that is either one higher or lower than the number indicated, or **0** which is adjacent to everything). If that also has an Enemy, then keep going around until you find the closest open spot.

▶ If there are no open spots for Enemies, then take one Disruption (Instruction Book, pg 22) per Enemy you are unable to spawn.

Enemies Attack: All Minions on the T.I.A.R.A. attack.

▶ If there are any Agents (including Ashii) in the same sector as a Minion, that Agent removes one Armor Patch per Minion.

▶ If there is no Agent in the Sector, the sector itself takes the damage.

  • If the Sector is Fully Functional, flip its tile to Damaged.

  • If the sector is Damaged, remove the tile to show Critically Damaged.

▶ **If the Agent doesn't have enough Armor Patches, or the sector is already Critically Damaged** when a damage has to be assigned, take one Disruption for each damage that can't be resolved.

Filling a Battle Board!

If you ever fill a Battle Board completely with Tiles during this Mission, flip it over returning all those Tiles to the Bag.

Note: Flipping a Battle Board will prevent the Mechapede from Respawning.

Crisis: Dead Mechapede

"The Necropede Rises" and "Necrogurgle" instruct you to flip the lowest dead Mechapede board. A dead Mechapede board is one that you have flipped over to its blank side after filling it with Tiles.

Raise the Difficulty (optional)

Not only must the Special Tiles be Launched into the Bag of Destiny, they must be IN the Bag of Destiny to win.

Standard Mission: The Possessed

Temporal Hazard: *If any of your team have not yet experienced the first saga, Conquest Princess vs. The Fashion Tyrant, we suggest that, for maximum success, you do not punish them with this mission… yet.*

Fighting the immortal Necropede over Furlesium seems only to have made it stronger, faster, and angrier. The Kaiju heads to Furlesium's planet, Sarong 5 to devour its people and technology. Even though Ashii established a temporal stabilizer, the Necro-Vortex has left the T.I.A.R.A. motionless. The Agents must now guide the Conquest Princess to the planet to establish a jump bridge for their ship.

As the Agents race to Sarong 5, Polterdice flood in through the Necro-Vortex, infecting the T.I.A.R.A. While the Pets try to keep the Polterdice contained, the Agents must get the Conquest Princess to the planet and exterminate the Necropede's Polterdices, or this timeline will be lost.

Mission Objectives

- Get the Conquest Princess to the End space.
- Clear all Polterdice (Objective Dice).

Complication

- Polterdice on the T.I.A.R.A. cannot be attacked directly. Defeat all Minions in the same space as an Objective Die to lower its value and force it to the next section of the T.I.A.R.A.

Mission Specifics

- **Titan Tile** 🔨**:** If you damage an Enemy with the Titan Tile, you may immediately gain a Power Cube.
- **Pet Co-Pilots:** Defeat a Polterdice to draw a Pet Co-Pilot and assign it to an Agent.
- On the Dark Portal Battleground, Agents and the Princess may Move orthogonally in any direction. You may C.R.A.S.H. into Enemies (Instruction Book, page 14), but you may not occupy the same space as an undefeated Enemy.

Battlegrounds

The Battlegrounds for the The Possessed are:
- The Invasion
- The T.I.A.R.A.
- The Dark Portal

Note to Players: Don't Panic!

If you're familiar with the missions from the core box, Conquest Princess: Fashion is Power, the Battlegrounds here function similarly. **All of the new rules for each are outlined in Mission Objectives and Specifics.**
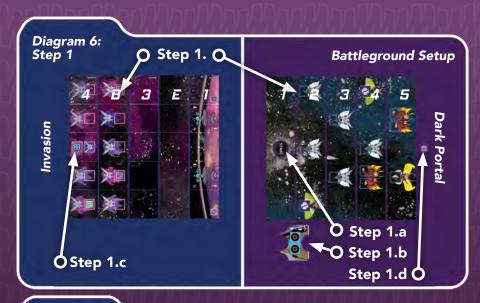
This Mission Guide was written to be self-contained so you do not have to flip back and fourth through the other Guides as often.

T.I.A.R.A. & Battleground Setup

1. The Invasion and Dark Portal (see Diagram 6. Invasion showing Battle Boards **4, B, 3, E, 1** to the left and Dark Portal to the right of the T.I.A.R.A.).
   a. Place the Conquest Princess on the START space of the Dark Portal.
   b. Place the mini-Conquest Princess Cockpit near the Dark Portal Battleground with 2 Critical Fail tiles on it.
   c. Polterdice ⚁ on its square on the top Battle Board of the Invasion.
   d. Polterdice ⚁ near the top Battle Board of the Dark Portal.
2. All T.I.A.R.A. Ship Sectors fully functional.
3. Eight Power Cubes on the H.A.L.O.
4. Fast Fashion and Power Up decks shuffled and on the H.A.L.O. and T.I.A.R.A. Two faceup Power Ups on the Power Line.
5. The Possessed Event Deck.
   a. Remove "Necro-shriek". Place it facedown in the Events area on the H.A.L.O.
   b. Remove and shuffle the Crisis cards.
   c. Shuffle the remaining cards.
   d. Place two random, non-Crisis Events in Telemetry 1 and Telemetry 2.
   e. Beginning with a non-Crisis, alternate Crisis and non-Crisis cards facedown on top of the "Necro-shriek."
6. Two Danger Tokens on the Danger Level on the T.I.A.R.A.
7. Pet Co-Pilots shuffled facedown between the Wardrobe and Engineering.
8. Agents on the T.I.A.R.A., in the sectors matching their colors.
9. Minions on Breach Points 🟥**1** 🟥**5** 🟥**8**
10. Polterdice ⚁ in Engineering and ⚁ Comms. Place the remaining dice back in the box, they will not be used this mission.
11. Bag of Destiny contains: **15** ⚙ **Hit, 5** ✖ **Miss, 4** ✹ **Critical Fail.**

Standard Player Board Setup: See Tutorial Mission Guide, pg 8.

Diagram 6:
Step 1

Invasion

Step 1.

Battleground Setup

Dark Portal

Step 1.a
Step 1.b
Step 1.c
Step 1.d

Diagram 7:
Steps 2-9

T.I.A.R.A. & H.A.L.O. Setup

Step 4.

Step 6.
Step 8.
Step 9.

Step 7.

Step 2.

Step 3.

Dark Portal

Invasion

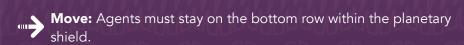Step 5.

Step 10.

Diagram 8:
Step 11

x15
x5
x4

Invasion

Roused from their slumber by the Necropede, Mu-Gahga's armies once again march for war. Mu-Gahga's Invaders have become the many-limbed extensions of the Necropede's destructive will.

Floating among them is a Polterdice. Can the Agents snuff out its malevolence before the Invaders overrun the planetary defenses?

Special Rules

Move: Agents must stay on the bottom row within the planetary shield.

The Planetary Defenses: The Planetary defenses are essential to stopping the Invasion! They assist in attack, defense, and mobility.

Engage: If you're in a Planetary Defenses space, you may Engage to activate it. This is an Engage action, not a Shoot!

When you Engage the Planetary Defenses, pull two Tiles simultaneously and resolve BOTH in any order. You must blast the closest Enemy in the column first.

Prevent any damage from 💥 Critical Fails when resolving Planetary Defenses fire! ❌ Misses and 💥 Critical Fails are still placed on that Agent's Action-o-Meter as normal. This means more than one tile could be stacked in a single Load square.

Teleporter: Every Planetary Defenses space also is a Teleporter space. If an Agent Engages, instead of firing the Planetary Defenses, they may choose the Teleport action instead (see Instruction Book, page 18).

Defense: When Enemies attack during the Invasion section of an Event Card, all damage to Agents is prevented in Planetary Defenses Spaces. This does not apply to Crises.

Shoot: You may NOT take an unmodified Shoot action from a Planetary Defenses space. Consider yourself inside a fortified space bunker. Fashion items and Pet Co-Pilots that alter firing direction or origin may still be used to Shoot from Planetary Defenses spaces.

Invasion Event Deck

Enemies Attack: Undamaged Enemies will each deal 1 damage to any Agents directly below them. Agents that are on Planetary Defense spaces are protected from attacks UNLESS the attack is from a Possessed Enemy (Enemy with a Polterdice die on it). **Attacks from Possessed Enemies ignore Planetary Defenses.**

Check Planetary Defenses: If the Planetary Defenses are centered, push them in the direction of the arrow one space. If the Planetary Defenses are off-center, push them back to the center.

Flip: If the Battle Board above the Planetary Defenses is empty, move it to the top, flip it over to the side with Invaders. Slide all the Invaders down.

If the board is NOT empty, instead of moving the Invaders down, take a Disruption for EACH undamaged Invader, one at time, until all undamaged Enemies are accounted for.

Diagram 9:
Shooting Polterdice

T.I.A.R.A.

There's something strange on board. Lights flicker. Sparks fly. The Polterdice try to possess the ship. The Pet Co-Pilots do their best to help, but who do you call when space ghosts threaten the timeline?

Special Rules

Polterdice: Objective Dice are Polterdice (see Example A), and cannot be specifically targeted with Shoot actions. When ALL Minions in the same Ship Sector as a Polterdice are defeated:

- **If the Polterdice is showing a** ⚀ **and is Hit,** it is defeated! Remove the die, flip over the top Pet Co-Pilot card, and assign it to an Agent.

- **If the Polterdice is showing anything other than** ⚀ :
  - ▶ Decrease the value of the die by 1.
  - ▶ Move the Polterdice clockwise to the next Sector without an Objective Die.

T.I.A.R.A. Event Deck

Breach Point: Spawn a Minion onto the Breach Point with the corresponding number (for more details, see pg 12).

Polterdice: Polterdice of that color spawn a Minion on an available Breach Point in their Sector. If there are no available Breach Points in that Sector, spawn a Minion in the closest available Breach Point.

If the indicated Polterdice has been defeated, instead add a ⊠ Temp Miss to the Bag.

Example A:
T.I.A.R.A. Polterdice

Kim's Red Agent wants to get rid of that pesky Polterdice. She Shoots the Minion in the Wardrobe. She Hits, and places her Tile on the Breach Point. Since that was the last Minion in that Ship Sector, the Ploterdice is damaged. It changes from to and moves clockwise to the Engineering Ship Sector.

Red Moves and Shoots again, blasting a Minion. The Polterdice changes to . Since there is already a Ploterdice in the Mendery, the Green Polterdice skips that Ship Sector and moves to Comms.

Dark Portal

All the dynotherms on the Conquest Princess are GO! The Pet Co-Pilots launched her before the Polterdice possessed the T.I.A.R.A. The remnants of Mu-Gahga's space armada intercede, engorged by the energy of the Necro-Vortex. Can the most powerful weapon for justice make it to Sarong 5 in time?

Special Rules

Agents: Agents in this Battleground may either be on the Conquest Princess, giving it directions; or they are floating in space blasting away with personal weapons.

→ Move: Agents taking the Move action outside of the Conquest Princess may Move one space in any orthogonal direction or they may C.R.A.S.H. one space to any orthogonally adjacent space.

⊕ Shoot: Agents can Shoot the closest target in the column of Enemies above them, whether Shooting from the Conquest Princess or when outside of the Conquest Princess.

Conquest Princess: The Conquest Princess must be occupied by an Agent in order to perform any actions:

→ Move: Agents taking a Move action may either Move the Conquest Princess one space to any orthogonally adjacent empty space, or exit the Conquest Princess altogether and Move themselves one space.

Agents can also C.R.A.S.H. into orthogonally adjacent Enemies, whether using the Conquest Princess or when outside of the Conquest Princess.

If you are on the Princess's space, pick up your Agent and move them to the mini-Conquest Princess Cockpit.

Taking Damage: If you Move to C.R.A.S.H. and the Conquest Princess takes damage, remove a Critical Fail 🔴 from the mini-Conquest Princess Cockpit and add it to the Bag of Destiny. If there are no Critical Fails 🔵 left, take a Disruption instead.

If you Shoot, Agents take damage as normal.

Conquest Cannons: On the Conquest Princess, you may Engage to fire the Conquest Cannons:

When Engaging the Conquest Cannons, pull two Tiles simultaneously and resolve BOTH in any order. You must blast the closest Enemy in the column above you first.

Additionally, prevent any damage from ⊛ Critical Fails when resolving Conquest Cannons! ⊗ Misses, ⊗ Temp Misses and ⊛ Critical Fails are still placed on that Agent's Load Area. This means more than one Tile could be stacked in a single Load square.

Teleporter: The Conquest Princess is also a Teleporter space. If an Agent Engages, instead of firing the Conquest Cannons, they may choose the Teleport action instead. When Teleporting to the Conquest Princess, place the Agent on/near the mini-Conquest Princess Cockpit.

Dark Portal Event Deck

Enemies Attack:

Double Headers: All undefeated Double Headers fire a Danger Token (even if they have one damage). Place a Danger Token in the closest available space in that column towards the T.I.A.R.A.

- ▶ If a Danger Token would spawn on an Agent or the Conquest Princess, take a damage instead.
- ▶ When a Danger Token spawns on a defeated Enemy's Hit Box, replace the 🔷 Hit Tile, returning it back in the Bag.
- ▶ If you are unable to place the Danger Token because all spaces are full with living Enemies, add it to the Danger Level instead.
- ▶ **Danger Tokens spawned in this way are considered Enemies and may be targeted normally.**

Also - Polterdice: Perform the Bad Thing of the Enemy currently possessed by the Polterdice.

Flip: If the board closest to the T.I.A.R.A. contains the Polterdice, the Conquest Princess, and/or any Agents, **do not Flip.** Skip this step and take a Disruption instead for each.

1. If there are any undamaged Enemies on the bottom board when it flips, they trigger Bad Things based on the type of Enemy!
2. Once the Bad Things are resolved, remove any Tiles and return them to the Bag of Destiny.
3. Move the bottom Battle Board to the top and flip it over.
4. Add a 🎲 if it is revealed on the flipped board.
5. Slide the whole Battleground closer to the T.I.A.R.A.

Damaging Enemies

Polterdice: When the space with a Polterdice is Hit by an attack, decrease the die value by 1 and move the die straight back 1 Enemy.

- ▶ Polterdice must possess Enemies. Move them to an Enemy's empty Hit Box. Polterdice do not possess Danger Tokens.
- ▶ If there is no Enemy to possess directly behind the die, move the Polterdice to the closest one in that row.
- ▶ If there are no undefeated Enemies in the row behind the Polterdice, move the die to the closest living Enemy in the original row.

- ▶ If there are no living Enemies in the original row, move the die to the closest living Enemy.
- ▶ If a Polterdice is showing ⚀ and is Hit, it is defeated! Remove the die, flip over the top Pet Co-Pilot card, and assign it to an Agent.

Moth Mends: When 🔹 Hit by an attack, you may heal AP on your Agent or an Agent in your space, based on the current status of the Mendery OR return a Critical Fail 🔴 from the Bag of Destiny to the mini-Conquest Princess Cockpit (if there's room).

Gold Generals: When Hit by an attack, you may Power Up!

Bad Things

If Enemies on the Dark Portal Battle Boards reach the bottom and that board needs to be flipped, Bad Things happen!

Space Evaders: These slippery creatures launch a 🔹 Temp Miss tile into the Bag of Destiny from the Sideboard.

Double Header: These two-headed nuisances will not attack directly, but will make Disruptions more deadly by adding a new Danger Token to the Danger Level.

Moth Mends: They slimed you! They deal 1 damage to an Agent on the T.I.A.R.A. If there are no Agents to take damage, take 1 Disruption.

Gold General: The Generals will deny you your greatest fashion by Disintegrating the Power Line! Refill the Power Line after Disintegration.

Double Damage

If you do double damage to a Polterdice on the Invasion or the Dark Portal, reduce the die's value by 2 before moving it.

Filling a Battle Board!

If you ever fill an Invasion Battle Board completely with Tiles during this Mission, flip it over returning all those Tiles to the Bag. **Note:** ONLY the Invasion Battle Boards will flip this way.

Advanced Mission: Power Loss

Temporal Hazard: *If any of your team have not yet experienced the first saga, Conquest Princess vs. The Fashion Tyrant, we suggest that, for maximum success, you do not punish them with this mission… yet.*

The Necropede continues to devour, shed, and grow. The molted husks fall to the planet, out of which pour Infectorpions and Butt Blasters. Before the Agents can strap into the Conquest Princess, a mysterious Golden silhouette appears in Comms.

"The only hope for the timeline is for you to go back in time and prevent the Mechanovirus from corrupting the Mechapede."

Who was that Golden figure and from what timeline did she come? How will the Agents gather enough power from the Necro-infected Titan Field to make the time-jump in just the Princess?

Mission Objectives

• Activate the Transformation Sequence for all Agents.

Complication

• The Titan Field has been merged with the Mission Board. Mishandling it can cause damage.
• When Transforming, in addition to having 4 Power Cubes in your Action-o-Meter and taking Actions in the correct order, **you must have a complete row of Objective Dice in your color on the Mission Board.**

Mission Specifics

• **Titan Tile** 🏺**:** If you damage an Enemy with the Titan Tile, you may immediately gain a Power Cube.
• On the Planet Assault Battleground, Agents may move orthogonally in any direction. You may C.R.A.S.H. into Enemies (Instruction Book, page 14), but you may not occupy the same space as an undefeated Enemy.

Battlegrounds

The Battlegrounds for Power Loss are:
- The Planet Assault
- The T.I.A.R.A.
- The Mechapede

T.I.A.R.A. & Battleground Setup

1. Planet Assault and Mechapede (see Diagram 10. Planet Assault to the left and Mechapede to the right of the T.I.A.R.A.).
   a. Component Dice on their matching die icons on the Mechapede Battleground.
   b. Place 5 Goo Cubes near the Mechapede.
   c. Place 3 purple Objective Dice near the Planet Assault Battleground, showing ⚀ ⚁ ⚂ in order.
   d. Place the 2 Smart Bombs near the Planet Assault Battleground.

Diagram 10: Step 1

Battleground Setup

Step 1.

Step 1.c
Step 1.d

Step 1.a
Step 1.b

Planet Assault

Mechapede

2. Mission Board:
    a. Place dice on [⚃] [⚄] [⚄] and [⚄] [⚄] on the bottom row.
    b. Place **8 Power Cubes** on [⚁] [⚂] [⚄] [⚂] [⚀] [⚄] and [⚀] [⚄] on the bottom row.
    c. Shuffle the Pet Co-Pilots and place them facedown in the slots at the top.
    d. Flip the Pet Co-Pilot at the top of the column that contains [⚄] . **If you have successfully completed the Standard Mission, reward it to one appropriate Agent.**

3. All T.I.A.R.A. Ship Sectors fully functional.
4. Fast Fashion and Power Up decks shuffled and on the H.A.L.O. and T.I.A.R.A. Two faceup Power Ups on the Power Line.
5. Power Loss Events
    a. Remove "Howl of the Necropede". Place it facedown in the Events area on the H.A.L.O.
    a. Place two random, non-Crisis Events in Telemetry 1 and Telemetry 2.
    b. Shuffle the remaining cards. Place the shuffled deck on top of "Howl of the Necropede."
6. Two Danger Tokens on the Danger Level on the T.I.A.R.A.
7. Agents on the T.I.A.R.A., in the sectors matching their colors.
8. Minion on Breach Point [8]
9. Objective Dice in all Sectors of the T.I.A.R.A.: [⚀] [⚁] [⚁] [⚁] [⚁]
10. Bag of Destiny contains: **15** [⊕] **Hit, 5** [✕] **Miss, 4** [✸] **Critical Fail.**

Standard Player Board Setup: See Tutorial Mission Guide, pg 8.

Diagram 11:
Steps 2-10

T.I.A.R.A. & Mission Board Setup

Step 2.
Step 2.a
Step 2.b
Step 2.c
Step 2.d
Step 8.
Step 3.
Step 4.
Step 6.
Step 7.
Step 9.
Step 5.

Diagram 12:
Step 10

⊛ x15
✕ x5
✹ x4

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Planet Assault

Mu-Gahga's creations are stronger, faster, more disgusting when undead. The Infectorpions shoot beams of pure necro-energy capable of sundering massive holes in the T.I.A.R.A. and her systems. Butt Blasters gather chunks of defeated Minions, animated by the Necro-Vortex, and fire them at the ship. Can the Agents keep down their lunch while they hold the line?

Special Rules

Move: Agents taking the Move action may Move one space in any orthogonal direction, or they may C.R.A.S.H. one space in any orthogonal direction.

Shoot: Agents can Shoot the first target in the column of Enemies above them.

Engage: Agents can Engage on any space on the Planet Assault battleground to use a Smart Bomb. Target all undefeated Enemies in your row:

▶ Draw 1 Tile from the Bag for each Enemy.

▶ Agents do not take damage from 🔴 Critical Fails when using Smart Bombs. ❎ Misses, ❎ Temp Misses and 🔴 Critical Fails are placed in the Load Area of the column used to Engage. More than one Tile could be stacked in a single Agent's Load square.

▶ You may not assign more than one ⊕ Hit to any one Enemy.

▶ Remove a Smart Bomb token after use.

Planet Assault Event Deck

Enemies Attack: Undamaged Butt Blasters will each spawn 1 Minion on the appropriate Breach Point on the T.I.A.R.A.

Flip: If the bottom board contains any Objective Dice and/or any Agents, **do not Flip.** Skip this step and take a Disruption instead for each.

1. If there are any undamaged Enemies on the bottom Battle Board when it flips, they trigger Bad Things based on the type of Enemy (pg 35)!
2. Once the Bad Things are resolved, remove any Tiles and return them to the Bag.
3. Move the bottom Battle Board to the top and flip it over.
4. **Add an unassigned Objective Die to each empty Enemy Hit Box on the newly flipped board** (ignore Blob spaces, they are not used in this mission).
5. Slide the whole Battleground closer to the T.I.A.R.A.

Respawn: Butt Blasters – Those dastardly enemies just keep coming! Remove all Tiles from Butt Blasters and return them to the Bag of Destiny (except ⚔ Temp Miss Tiles; those go back to the Sideboard).

Respawn: Infectorpions – Just when you thought it was safe to go back to the planet! Remove all tiles from Infectorpions and return them to the Bag of Destiny (except ⚔ Temp Miss tiles; those go back to the Sideboard).

T.I.A.R.A.

The Pet Co-Pilots act as a direct bridge to the Titan Field, gathering the energy needed for the time jump. The only vessels capable of containing this energy are the Agents' Core Suits in their ultimate forms. Can the Agents hold out long enough to complete the process?

Special Rules

Objective Dice: Take a Move Action when in the same Sector as an Objective Die to Move it to an available space on the Mission Board (see Mission Board section).

T.I.A.R.A. Event Deck

Enemies Attack & Breach Points behave as usual, see pg 12.

Mechapede

Samples of the Mechapede untouched by the Necro-Vortex are the key to creating a bridge to its past. Few of these remain on the abomination. Can the Agents collect what they need or will they be mired in rivers of goo?

Special Rules

When on the Mechapede Battleground, Agents must stay on the moon. Additionally, when you damage a section of the Mechapede, immediately shift that Battle Board one space in the direction of the arrow connected to the Hit Box you place your ⚙

If you fill all Hit Boxes on a Battle Board, flip it to its empty side. Bingo!

If you enter a space filled with Goo, the only available action is to Move to remove it. You may take no other actions until you do, it's that gross.

Engage: Wriggle – The Mechapede is attracted to the Titan energy in your Core Suits. You may thump the ground, causing the Mechapede to move. Shift one Mechapede Battle Board one space left or right.

Mechapede Event Deck

Enemies Attack: Starting with the head closest to the planet, drop a Goo Cube onto the surface from each head that isn't filled with ⚙

- ▶ If the space is empty, place the Goo Cube there.
- ▶ If the space has one or more Agents, Agents negate the Goo but collectively take one damage. You may allocate where the one damage goes.
- ▶ If the space already has Goo, Agents may choose which adjacent empty space the Goo falls, filling that space instead or damaging an Agent there.

Writhe: Shift EVERY Mechapede Battle Board ONE space back towards center, if off center.

Respawn: Remove all Tiles from Mechapede heads and return them to the Bag.

Mission Board

The Mission Board is where Objective Dice are placed when collected and where Power Cubes will return during Lock & Load. Collected dice must be placed on a space that matches their color and value, and on a space adjacent to an existing die.

Special Rules

Pet Co-Pilots: When a green die is placed on the Mission Board, Reveal the Pet Co-Pilot in that column.

• If an entire column is filled with Objective Dice, assign the Pet Co-Pilot above that column to an Agent.

Power Cubes: This Mission Board houses all of the Power Cubes instead of the Titan Field on the H.A.L.O.
• When an Agent gains a Power Cube, take it from the Mission Board.
• You may place an Objective Die on a Power Cube. Gain that Power Cube but take 1 damage.
• **When a Power Cube returns during Lock & Load**, place it on the Mission Board in the first available empty space, starting from the bottom-left and going left-to-right, then up to the next row.
  ▶ **If there are no empty spaces you MUST replace a Die.** That Agent takes 1 damage and places the displaced die at the top of the Planet Assault Battleground.
• If an entire row or column is filled with Power Cubes, take those Power Cubes and distribute them among all Agents as you see fit.

If you collect every Component in a row, the Agent who collects the last Component is rewarded the following:

That Agent Powers Up.

Pick any Agent and immediately Teleport them if able.

Pick any Agent and Heal them equal to the Mendary's heal value.

That Agent draws a Fast Fashion.

Transformation: Completing a row of Objective Dice in your color is the **third requirement for Transformation** in this mission.

Damaging Enemies

Mechapede: When a space on the Mechapede is Hit by an attack, place the Hit Tile on the Hit Box and shift the Battle Board one space in the direction indicated by the arrow on that Hit Box.

If all Hit Boxes on a single Battle Board are filled:
• Remove all Tiles and return them to the Bag of Destiny.
• Flip over that Battle Board.

Objective Dice: When Enemies with an Objective Die on them are Hit by an attack:
• Place the die on the Mission Board on a space matching the die's color and value. The die must be placed in a space adjacent to another die and cannot be placed on a space that already has a die on it.
• If the die is placed in a space with a Power Cube, gain that Power Cube but take 1 damage.

Moth Mends: When 🔯 Hit by an attack, you may heal AP on your Agent or an Agent in your space, based on the current status of the Mendery.

Gold Generals: When Hit by an attack, you may Power Up!

Bad Things

If Enemies on the Planet Assault Battleground reach the bottom and that board needs to be flipped, Bad Things happen!

Butt Blasters: Minions explode from these space beetles like fireworks! Place a Minion on the appropriate Breach Point on the T.I.A.R.A. If that Breach Point already has a Minion, place the new Minion in an empty adjacent Breach Point.

Infectorpions: These Enemies know how to target specific systems on the T.I.A.R.A. Deal 1 damage to the named T.I.A.R.A. Sector.

Moth Mends: Moth Mends are bad news for any living beings around them! They deal 1 damage to an Agent on the T.I.A.R.A. If there are no Agents to take damage, take 1 Disruption.

Gold Generals: The Generals will deny you your greatest fashion by Disintegrating the Power Line! Disintegrate both cards on the Power Line, then refill the Power Line.

Filling a Battle Board!

If you ever fill a Mechapede Battle Board completely with Tiles during this Mission, flip it over returning all those Tiles to the Bag. Victory!

Note: ONLY the Mechapede Battle Boards will flip this way.

Boss Battle: Conquest Princess vs. The Necropede

Temporal Hazard: If any of your team have not yet experienced the first saga, Conquest Princess vs. The Fashion Tyrant, we suggest that, for maximum success, you do not punish them with this mission… yet.

Gathering the last bits of temporal energy, the Agents of the T.I.A.R.A. jump the Conquest Princess across the time bridge to the Mechapede's past. Emerging mid-battle, the Agents find Mu-Gahga's armada bearing down on the Mechapede. This is the moment!

As the Agents move to hold back the armada, the Mechapede thrashes. Without warning, golden energy emenates from the Conquest Princess's right arm. The mysterious Golden silhouette once again appears in the H.U.D. "It's dangerous to go alone, take this," The energy ripples and coalesces around the Princess as her T.A.S.S.R. Beam is tailored to its new task.

Cut off from the T.I.A.R.A., the Princess does not have enough power on her own after the time jump. Knowing this, the heroic Pet Co-Pilots launch into the gaping maw of the Mechapede with two important tasks: gather power and data to immunize the beast. But how do they know to do this? And who is the mysterious Golden figure?

Protect the Mechapede and save the timeline!

Complication

- Disruptions will Disintegrate exposed Power Up cards from the Inner Core.
    - ▶ Like the previous Boss Battle, if you sacrifice a Pet Co-Pilot during a Disruption, the Disruption ends immediately and you do not need to Disintegrate any more cards.

- **Power Drain:** Every time you Engage, you must Disintegrate a card from the Inner Core. If you cannot, that's GAME OVER!

- The Mechapede cannot die!
  - ▶ When the Mechapede takes damage, you'll place ⊠ Temp Misses on it.
  - ▶ If it would fill up with ⊠ Temp Misses, take a Disruption instead. Take an additional Disruption for each ⊠ Temp Miss you cannot place.
  - ▶ If you need to place a ⊠ Temp Miss on the Mechapede or in the Bag of Destiny but have run out of ⊠ Temp Miss Tiles, take a Disruption instead.

Mission Specifics

Titan Tile: If you ⊛ Hit an Enemy with the Titan Tile, you may immediately take a Power Cube **from the Side Board** and add it to the Titan Field.

Mend Tile: If you ⊛ Hit an Enemy with the Mend Tile, you may either:
- ▶ Heal an Agent once.
- ▶ Heal the Mechapede (Remove a ⊠ Temp Miss).

Power Up Tile: If you ⊛ Hit an Enemy with the Power Up Tile, you may Disintegrate a faceup tile from the Inner Core.

- All Agents may share the Core Suit ability of the Agent in the Head Cockpit.
- Agents will give up their Core Suits after T.A.S.S.R. attacks, powering up the Conquest Princess and Cockpits.
- The Conquest Princess and Pet Co-Pilots may only Move and Shoot in the direction of your current Cockpit.
- If a Power Cube is used, move it to the Side Board instead of the Titan Field during Lock & Load.
- On the Mecha Portal Battleground, the Princess may move orthogonally in any direction. You may C.R.A.S.H. into Enemies (Instruction Book, page 14). You may not occupy the same space as an undefeated Enemy or the Mechapede.

Battlegrounds

The Battlegrounds for the Conquest Princess vs. Necropede are:
- The Mecha Portal
- The Conquest Princess
- The Inner Core

Conquest Princess & Battleground Setup

1. Conquest Princess board in the center of the play area:
   a. Place a Minion on Breach Point ⬡**8**⬡
   b. Place the Head card **faceup** in its appropriate slot.
   c. Place the Left Arm, Right Arm (be sure to use the Golden Shield), and Legs cards **facedown** in their slots.
   d. Place the "Power Drain," "Power Loss," and "I'll Form the Head" Mission Status cards above the Princess.
   e. Eight Power Cubes on the Titan Field.

2. Boss Battle Board:
   a. Place 2 Danger Tokens on the Danger Level.
   b. Place the 4-colored Shade on the left-hand side, color-side up.
   c. Shuffle the remaining Shade Colors and place them on top, color-side up.
   d. Place the ⠿ Shade next to the Shade Color cards, die-side up.
   e. Shuffle the remaining Shade Numbers and place them on top, die-side up.
   f. Place Final Sacrifice on the right side of the board.
   g. Place the Agent whose color matches the top Shade Color in the Head Cockpit. Give them the Lead Agent Badge.
   h. Place remaining Agents in cockpits clockwise around the Conquest Princess in seating order.

3. Conquest Princess vs. The Necropede Event Deck:
   a. Remove "Gasp of the Mechapede." Place it facedown in the Events area on the Boss Battle Board.
   b. Place two random, non-Crisis Events in Telemetry 1 and Telemetry 2.
   c. Shuffle the remaining cards. Place the shuffled deck on top of "Gasp of the Mechapede."

4. Bag of Destiny contains: **10** 🎯 **Hit, 5** ✖ **Miss, 4** ✵ **Critical Fail.**

**Diagram 13:
Steps 1-3**

Boss Battle & Princess Board Setup

Step 2.
Step 2.a
Step 2.b-c
Step 2.d-e
Step 3.
Step 3.b
Step 2.f

Step 1.d
Step 1.e
Step 1.a
Step 1.b
Step 1.c
Step 2.g
Step 2.h

**Diagram 14:
Step 4**

⊛ *x10*
⊗ *x5*
⊛ *x4*

5. The Mecha Portal setup (Dark Portal Battle Boards 4-1, Mechapede Board 3 placed facing the Start space):

   a. Place 5 Goo Cubes near the Mecha Portal Battleground.

   b. Place a ⊠ Temp Miss Tile on ⊡ and ⬚⬚

   c. Place the Conquest Princess standee on the Start space on Board 1.

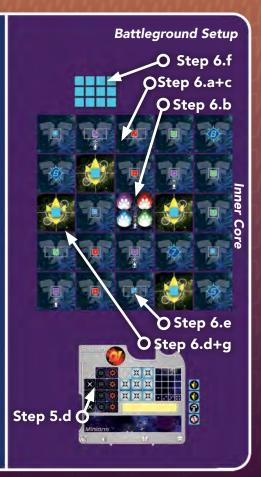   d. Place remaining ⊠ on the Side Board and 🔊 🔊 🎴 🏆 near it.

6. The Inner Core setup:

   a. Randomly place the 24 Power Up cards facedown in a 5x5 grid near the right side of the Conquest Princess, leaving the center space empty.

   b. Place the Teleporter card in the center of the grid, and place the Pet Co-Pilot standees on the Teleporter card.

   c. Randomly place the 24 Fashion Emergency cards facedown on top of those Power Ups.

   d. Remove ① ② ③ ④ from their places on the grid. Starting with Lead Agent, hand them out in order.

   e. Place the Objective dice matching the top Shade Color on the grid. Match the indicated values. Place all remaining dice on the Side Board.

   f. Randomly place all remaining 🧭 ✖ and ✳ facedown by the Inner Core.

   g. Place 1 of the facedown Tiles on each visible Power Up.

Player Board Setup

  1. Start with the Standard Player Board Setup (Tutorial Mission Guide, pg 8).

  2. Flip the Core Suit to its **Super Side**, remove Transformation Sequence.

  3. Each Agent will place their 🔮 in one of the following slots on their Fashion Plate:

   a. ① will go in the Lead Agent's Head

   b. ② will go in the next Agent's Back

   c. ③ in the next Agent's Boot

   d. ④ in the last Agent's Blaster.

   e. **Note:** These cards take up the slots they fill. You will not be able to place Fashion there.

  4. Distribute appropriate Core Pet Co-Pilots to each Agent (if using Exotic Pets, see Instructions, page 28).

Diagram 15:
Steps 5-6

Battleground Setup

Step 6.f
Step 6.a+c
Step 6.b

Step 5.

Mecha Portal

4 3 2 1 3

Inner Core

Step 5.a
Step 5.b
Step 5.c

Step 6.e
Step 6.d+g

Step 5.d

Diagram 16:
Steps 1-4

Player Board Setup

Step 3.
Step 4.

Step 2.

Step 1.

Conquest Princess

The former pilot of the Conquest Princess, Elle, had many regrets. Remnants of those thoughts and feelings sometimes unfold when the Agents time jump. Her biggest regret orbits around her protégé and the last of the Court of Destruction. The Golden Shield is a vestige of the Second Great Temporal Dynasty and a memento of that lost friendship.

Special Rules

Agents: Agents cannot leave the Conquest Princess for this mission but they can change Cockpits. All Agents can share the Core Suit ability of the Agent in the Head of the Conquest Princess.

Conquest Princess: As the Cockpits are upgraded with Agent Core Suits, any Agent in an upgraded Cockpit can use the Core Suit Upgrade of that Cockpit.

Move: When taking a Move Action, you **must choose one** of the following:

▶ Swap places with another Agent on the Conquest Princess or return a Tile from a Breach Point to the Bag.
▶ Move your Pet Co-Pilot one card in your Cockpit's direction, jumping over empty spaces.
▶ Have your Pet Co-Pilot collect a Tile from the card they are on.
▶ Move / C.R.A.S.H. the Conquest Princess 1 space in your Cockpit's direction.

Shoot: When taking a Shoot action, you **can choose one** of the following:

▶ Shoot a Minion on a Breach Point in your current Cockpit or on your Fashion Plate.
▶ The Conquest Princess may Shoot in your Cockpit's direction.
▶ Your Pet Co-Pilot may Shoot in your Cockpit's direction.
▶ Follow all normal Shoot rules. Any Critical Fail damage taken is applied to the Agent Shooting.
▶ When you ⊕ Hit Objective Dice, add them to the Boss Battle Board.

Engage: When unlocked, you may use the Engage ability of the Cockpit you're currently occupying **or Teleport a Pet Co-Pilot**.

Head: Time & Space Seam Ripper – Attempt a T.A.S.S.R. Beam attack.

Left Arm: Conquest Cannon – Fire a Conquest Cannon in a single left diagonal.

1. Pull two Tiles simultaneously. Place 🎯 Hits in any order on valid targets.
2. Prevent any damage from 💥 Critical Fails
3. ❌ Misses, 💥 Critical Fails, and ❎ Temp Misses are still placed on that Agent's Load Area. This means more than one Tile could be stacked in a single Load square.
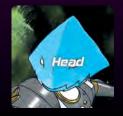
Right Arm: Golden Shield – Heal 1 Armor Patch on this Agent.

Legs: Light Speed Step – Place (not Move) the Conquest Princess 1 space in any diagonal direction on an unoccupied space.

Note: If there is a Minion threatening your Cockpit or Core Suit, it must be defeated before the Engage action can be taken. Additionally Due to the Mission Status Power Drain, after you Engage, you must Disintegrate a revealed Power Up from the Inner Core. If you cannot, you cannot Engage.
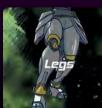
Teleport: Purple's Super-Suit Ability allows all Agents anywhere access to the Teleport Engage, this includes Pets. Agents may not leave the Conquest Princess. Pets may Teleport to each other and to any 🏚 not occupied by Objective Dice but must stay in the Inner Core.

There are no Teleporter spaces in the Mecha Portal, unlike the previous Boss Battle, so you cannot Teleport the Conquest Princess.

Head

Left Arm

Right Arm

Legs

T.A.S.S.R. Beam Attack

To attempt a T.A.S.S.R. Beam attack:

I. The Agent matching the Shade Color must be able to Engage in the Head.

II. Before you can Engage, you must collect a number of Objective Dice in that color equal to the Shade Number.

    a. If targeting the final Shade, you must have at least one die of each color, and the total value of all dice must be 6.

III. Determine the **T.A.S.S.R. Target Value:**

$$\text{Danger Level} \quad |v| + \text{Minions on Breach Points} + \text{Minions on Fashion Plates and Inner Core} - \text{Sacrificed Pets} = T.A.S.S.R.$$

Danger Level   **Minions on Breach Points**   **Minions on Fashion Plates and Inner Core**   **Sacrificed Pets**

    This is the number of ⊛ Hits (or equivalents) that must be drawn from the Bag for the T.A.S.S.R. attack to be successful.

IV. Fire! Draw Tiles from the Bag of Destiny.

    a. Place any ⊛ Hits (or equivalents) in the area near the Danger Level on the Boss Battle Board until you reach the Target Value.

    b. Place any ❌ Misses and 🟥 Critical Fails in their matching row on the Boss Battle Board (if not being used as Hits). If their respective rows are filled, place extra ❌ Misses and extra 🟥 Critical Fails in the bottom row (marked "T.A.S.S.R. fails!"). Also place ▦ Temp Misses in that bottom row.

       i. When the 🟥 Critical Fail row is filled, **immediately** add a Danger Token to the current Danger Level. This will increase the T.A.S.S.R. Target Value.

       ii. When the ❌ Miss row is filled, **immediately** add a ▦ Temp Miss Tile to the Bag of Destiny.

       iii. When the bottom row is filled (with 🟥 Critical Fails, ❌ Misses, and/or ▦ Temp Misses in any combination), **the T.A.S.S.R. attack fails.**

    d. If the Bag runs out of Tiles before the Target Value is drawn, the attack fails.
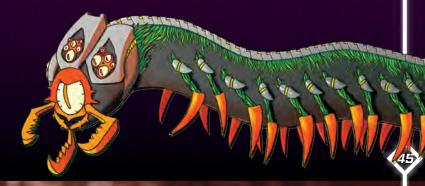
T.A.S.S.R. Attack Success

Boss Battle Board

1. If the Critical Fail and/or Miss rows are full, return those Tiles to the Bag. If they are not full, leave them in place.
2. Disintegrate Objective Dice matching the Shade's Color from the Boss Battle Board with a total value equal to the Shade Number. Place any remaining Objective Dice on the empty Objective Dice squares on the Boss Battle Board.
3. Flip over the Shade cards and perform the actions listed, then Disintegrate those cards.

Inner Core

1. Place the Pet Co-Pilots on the center Teleport space.
2. Pick up any Fashion Emergency cards that have Tiles on them. Return those Tiles to the Bag.
3. The Agent who T.A.S.S.R.ed hands out these Fashion Items to the other Agents at their discretion.
4. Fill the Objective Dice matching the new Shade Color card in the Inner Core.
5. Take facedown Tiles from next to the Inner Core, place one facedown on each exposed Power Up without a Tile.

Conquest Princess

1. Flip the card on the Conquest Princess indicated on the back of the Shade Number. Place the Core Suit of the Agent currently in the Head Cockpit on the flipped card.
   a. Your Agent is no longer considered to be wearing that Core Suit. This may affect card interactions such as "I'll Form the Head" or other cards that reference Agents Core Suits.
2. If you reveal the final Shade, follow the instructions on that card.

Example B:
T.A.S.S.R. Attack

Graham's Green Agent has the Hot Dog as their Pet Co-Pilot. The Hot Dog allows any ❌ Misses drawn from the Bag of Destiny to be treated as ⚙ Hits.

During a T.A.S.S.R. attack by Green, those ❌ Misses would be placed with the other ⚙ Hits and count toward a successful T.A.S.S.R. attack.

If his T.A.S.S.R. Attack succeeds, Graham will be able to disintegrate **one** of these ❌ Misses when resolving the back of the Shade Color card.

T.A.S.S.R. Attack Failure

The T.A.S.S.R. Beam attack will fail if either of the following conditions are met:

• The Bag of Destiny runs out and you need more Tiles.
• The "T.A.S.S.R. fails!" row on the Boss Battle Board fills.

If the T.A.S.S.R. Beam attack fails:

1. Place the Pet Co-Pilots on the center Teleport Space.
2. Return all Tiles from rows that are full on the Boss Battle Board. If they are not full, leave them in place.

Conquest Princess Event Deck

Enemies Attack: All Minions present on the Conquest Princess attack, dealing 1 damage each to any Agent in their Cockpits.

Breach Point: Spawn a Minion onto the Breach Point with the corresponding number (for more details, see pg 12).

Inner Core

The Pet Co-Pilots, cut off from the Conquest Princess's connection to the Titan Field, tap the Mechapede for power. The jury-rigged connection will only hold for so long. The Pets rely on specific directions from their Agents to navigate the monster's mecha-guts.

Special Rules

Shoot / C.R.A.S.H.: Pet Co-Pilots must defeat Enemies to collect the Objective Dice necessary for the T.A.S.S.R. Beam Attack. You can do this by having your Pets Shoot or C.R.A.S.H. into Enemies based on the direction of your Cockpit.

Movement: When moving a Pet Co-Pilot, it must land on an adjacent Fashion Emergency or exposed Power Up card. If a card has been previously removed, they skip that empty space and move onto the next card in that direction.

When a Pet moves onto a card with a facedown Tile, flip it faceup.

The Inner Core is an 8th dimensional space, allowing wrap-around movement – if your Pet moves off the Battleground, you reenter the Battleground on the opposite side.

Damaging the Pet Co-Pilots: When an Enemy attacks a Pet Co-Pilot, their Agent takes the damage.

When a T.A.S.S.R. happens: The Pet Co-Pilots are placed back in the center Teleport space.

Disruptions: When resolving a Disruption, Disintegrate exposed Power Ups in any order. If there are not enough exposed Power Ups, then the timeline resets and **GAME OVER!**

If there is a Pet Co-Pilot on an exposed Power Up that is Disintegrated due to a Disruption, place the Pet along the top of the Boss Battle Board. **If a Pet is sacrificed this way, the Disruption immediately ends.**

Final Sacrifice: If all 4 Pets are sacrificed (don't worry, they're okay), that unlocks the ability to use either a Smart Bomb or to place the final Pet in the Head of the Conquest Princess, where its ability can be used by any Agent in the Head.

The Smart Bomb is a one-time-use item that immediately targets all undamaged Enemies on the Conquest Princess or all Enemies on the row that the Conquest Princess is on on the Mecha Portal.
- Draw 1 Tile from the Bag for each Enemy.
- Agents do not take damage from 🔴 Critical Fails when using Smart Bombs. ❌ Misses, ▓ Temp Misses, and 🔴 Critical Fails are placed on the Wrist Blaster of the Agent whose Pet made the Final Sacrifice. Place them in the Load Area of the Final Column. More than one Tile could be stacked in a single Agent's Load square.
- You may not assign more than one 🔷 Hit to any one Hit Box.

Inner Core Event Deck

⟨⟩ **Shades Attack:** All Minions and Objective Dice attack in both directions as indicated. If there are any Pet Co-Pilots in the same row/column as an attacking Minion, its Agent takes the damage.
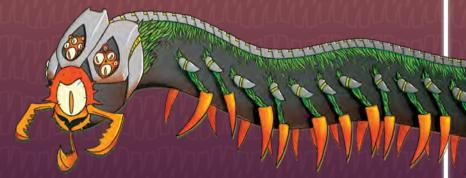
◈ **Boss Spawn:** Spawn a Minion on the indicated spawn point.

Fashion Demons: Agents have ① ② ③ or ④ on their Fashion Plates. If that number resolves during an Event, that Agent's past fashion atrocities have come back to haunt them. **They may not Engage until their Fashion Demon is destroyed** though they may still Move or Shoot as normal.

Note: Fashion Demons do not attack when Shades Attack. Additionally, be sure to count Fashion Demons when calculating the T.A.S.S.R. Target Number.

Damaging Enemies

Objective Dice: When an Objective Die is defeated by a Pet's attack place the die on the Boss Battle Board on a space matching the die's value. Dice with a value of ⚃ must be ⊛ Hit twice before the die can be placed on the Boss Battle Board.

Mecha Portal Boss Battle

Lashing out, the Mechapede spews goo in all directions. The Conquest Princess must not only protect the beast but also survive it. Can the Agents hold out long enough for the Pets to collect the components to T.A.S.S.R.-immunize?

Before disappearing, the mysterious Gold silhouette says, "Do this and free me from a future of regrets."

Note: The Mecha Portal is a mix of Battle Boards – 1 Mechapede board and 4 Dark Portal boards.

Special Rules

➠ **Move:** Agents taking the Move action may either Move or C.R.A.S.H. the Conquest Princess one space in an orthogonal direction based on their current Cockpit. The Conquest Princess may not Move onto the Mechapede.

⊕ **Shoot:** Agents can Shoot the first target in an orthogonal direction based on their current Cockpit.
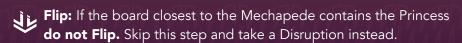
Mecha Portal Event Deck

💀 Enemies Attack:

The Mechapede shoots first! If its head is undamaged, it will launch a Goo Cube, hitting the first Enemy Hit Box in that column OR the Conquest Princess. The Goo Cube counts as a 🎯. If the Conquest Princess is hit, the Agent in the Right Arm takes damage instead.

Double Headers: All undefeated Double Headers fire a Danger Token (even if they have one damage). Place a Danger Token in the closest available space in that column towards the Princess.
- ▶ If a Danger Token would spawn on the Conquest Princess, the Agent in the Left Arm takes damage instead.
- ▶ When a Danger Token spawns on a defeated Enemy's Hit Box, replace the 🎯 Hit Tile, returning it back in the Bag.
- ▶ If you are unable to place the Danger Token because all spaces are full with living Enemies, add it to the Danger Level instead.
- ▶ **Danger Tokens spawned in this way are considered Enemies and may be targeted normally.**

⬇ Flip:
Flip: If the board closest to the Mechapede contains the Princess **do not Flip.** Skip this step and take a Disruption instead.

If the board contains any Goo Cubes and the Mechapede's head is undamaged, then the Mechapede eats them and transforms them into Power Cubes. Place those Goo Cubes on the Titan Field as Power Cubes.

1. If there are any undamaged Enemies on the bottom Battle Board directly above the Mechapede, they trigger **Bad Things** based on the type of Enemy!
2. Once the Bad Things are resolved, remove any Tiles and return them to the Bag.
3. Move the board above the Mechapede to the top and flip it.
4. Slide the whole Battleground closer to the Mechapede.

⇇⇉🐜 Writhe:
Writhe: Shift the Mechapede Board 1 space toward the center, if it's off-center.

R Respawn:
Respawn: If there is a 🟦 Temp Miss on the Mechapede's head, remove it, returning it to the Side Board.

Damaging Enemies

Moth Mends: When ⊛ Hit by an attack, you may heal AP on your Agent or an Agent in your space, based on the current status of the Mendery OR you may instead heal the Mechapede by removing 1 ⊠ Temp Miss.

Gold Generals: When Hit by an attack, you may Disintegrate a Tile from the Inner Core.

Crisis: Power Down

"Infectious Slime" gives you the option to Power Down two Agents. If you choose that option, those Agents must flip their Core Suits to their non-Super Side. If Agents cannot Power Down, they must choose the other option.

Bad Things

If Enemies on a Battle Board reach the Mechapede and that board needs to be flipped, Bad Things happen!

Space Evaders: Each undamaged Space Evader deals 1 damage to the Mechapede. Place a ⊠ Temp Miss Tile on the closest empty Hit Box to the Space Evader on the Mechapede. Shift the Mechapede's board 1 space in the direction of the arrow on that Hit Box.

Double Headers: Each undefeated Double Header will damage the Mechapede (as above) AND add a Danger Token to the Danger Level.

• All Danger Tokens launched by Double Headers will also damage the Mechapede AND add a Danger Token.

Moth Mends: Moth Mends are bad news for living beings! Deal 1 damage to the Mechapede AND remove 1 AP from the Agent in the Left Arm of the Conquest Princess.

Gold Generals: The Generals will deny you your greatest fashion by Disintegrating the Power Ups! Disintegrate 2 exposed Power Up cards in the Inner Core AND deal 1 damage to the Mechapede.

CONQUEST PRINCESS

Night of the NECROPEDE

Boss Battle

Con...
vs...

Standard

Advanced Mission

Power Loss

Training Mission

The Beach at
The Edge of Tomorrow

Team up! Dress up!
Save the galaxy again!

Four new missions and two new pets for Conquest Princess: Fashion is Power, doubling the number of playable missions.

Requires a copy of Conquest Princess to play.

1-4 Players
45-70 Minutes
Ages 14+
60 New Cards