# Standard Mission: Pet Rescue

*The rescue of Captain Ashii is the start of a legendary epic! We know this because it is well documented in your future-service record. But danger still lurks, even though an Agent transformed and ignited the power core on the T.I.A.R.A. That was all part of the Fashion Tyrant, Mu-Gahga's plot!*

*As the Agents gate into the next sector, they discover Captain Ashii's space madness has infected the ship, temporarily paralyzing her. As they rush to restore power, the Tyrant's minions do the unthinkable: they steal the Conquest Princess, your Giant Robot, the most powerful weapon for justice in the galaxy.*

*Luckily, the Pet Co-Pilots were on board doing maintenance, and they enacted the Epsilon Protocol, reducing the giant robot to her elemental components but trapping themselves inside!*

## Mission Objectives

- Recover all the elemental Components (Objective Dice) and rebuild the Conquest Princess.
- Rescue all the Pet Co-Pilots.

## Complication

- You must start collecting Components at the bottom row. After the first die is collected, each Component must connect to one that was already collected on the Mission Board.
- The Invaders taking the planet or the Mechapede overflowing the moon with Goo will Disrupt the timeline.
- No matter what the mission, it is only GAME OVER if you run out of Power.

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

## Mission Specifics

- To recover the parts of the Conquest Princess, you must use Move and Shoot actions to collect the Component Dice.
  - ▶ Use a Move action to pick up Components resting in spaces. You may only pick up Components on the space your Agent is in.
  - ▶ Use a Shoot action to recapture Components held by the Enemy. **Warning: You can't Shoot Enemies holding Components that you can't collect. The Pets are still trapped inside! (pg 13)**
- **Titan Tile** 🏋: When an Agent hits an Enemy with the Titan Tile, you may immediately take a Power Cube.

## Battlegrounds

Every mission in Conquest Princess is fought across 2–3 battlegrounds and has a unique Event Deck. Each Battleground comes with special rules and iconography. The Battlegrounds for Pet Rescue are:

- The Mechapede
- The T.I.A.R.A.
- The Invasion

## T.I.A.R.A. and Battleground Setup

1. Invasion and Mechapede (See Diagram 2. Invasion to the left and Mechapede to the right of the T.I.A.R.A.)
2. All Ship Sectors Fully Functional.
3. Eight Power Cubes on the H.A.L.O.
4. Fast Fashion and Power Up decks on the H.A.L.O. and T.I.A.R.A. Two faceup Power Ups on the Power Line.
5. Pet Rescue Event Deck.
   a. Remove "The Tyrant Roars." Place it facedown in the Events area on the H.A.L.O.
   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 "The Tyrant Roars."
6. Two Danger Tokens on the Danger Level on the T.I.A.R.A.
7. Component Dice on their matching die icons on all three Battlegrounds. Three Purple dice on the Side Board (12 unused dice returned to the box).
8. Pet Co-Pilots randomly placed facedown at the top of the Mission Board.
9. Agents on the T.I.A.R.A., in the Teleporter.
10. Place a Minion on Breach Point ⑧
11. Bag of Destiny contains: **15** 🧭 **Hit, 5** ❌ **Miss, 4** ✴️ **Critical Fail.**

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

## 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. Orient the Battlegrounds with their bottoms closest to you.

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*Diagram 1:*
*Step 11*

*Bag Setup*

🧭 *x15*
❌ *x5*
✴️ *x4*

*Diagram 2:*
*Steps 1 & 7*

Step 1.

**Battleground Setup**

Invasion

5  4  3  2  1

1  2  3  4  5

Mechapede

Step 7.



*Diagram 3:*
*Steps 2-10*

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

Step 8.

Step 4.
Step 5.
Step 6.
Step 7.
Step 9.

Step 10.
Step 2.
Step 3.

Invasion

Mechapede

# Invasion

*With the Conquest Princess broken and scattered, Mu-Gahga sets loose her invading hordes. Her goal: take the planet and hold it hostage, forcing your surrender. You must not let a single Invader reach the surface! The people need you.*

*Worse still, some of the Princess's Components have fallen into the clutches of the horde! Watch your fire.*

## Special Rules

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! ❎ 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:** 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:** ALL Invaders fire, damaging Agents NOT in a Planetary Defenses space. Count the number of undamaged Invaders above the Agents; they do that much damage collectively to the Agents in that square. Agents may divide the damage between them how they see fit.

**Diagram 4:**
**Check Planetary**
**Defenses**



If the planet is centered.

If the planet is off-center.

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 and flip it over to the side with Invaders. Slide all the Invaders down. Add any Component Dice from the Side Board (not the Mission Board) as indicated.

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

## Example A:
## Flipping & Filling

Kim chooses the "They're Coming!" Event Card from the H.A.L.O.'s Telemetry.

Executing the Battlegrounds in order, she flips the Battle Board above the Planetary Defenses and places it at the top of the Battleground.
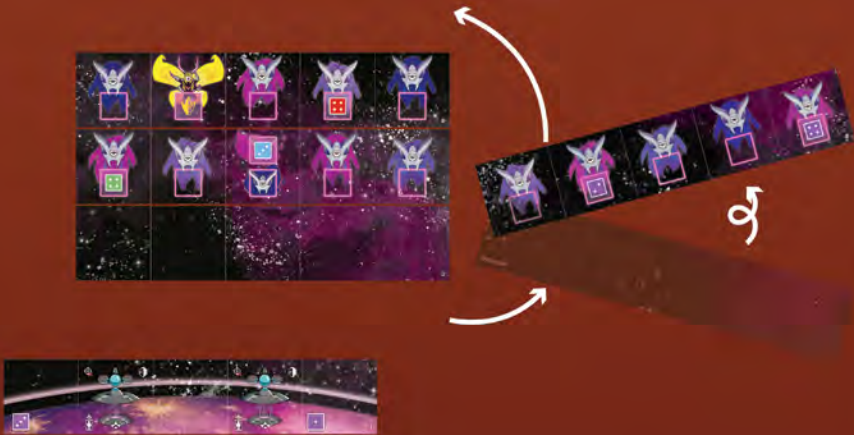


She slides all of the Invasion Battle Boards down toward the planet and places the ⚁ and ⚃ Component Dice in the revealed locations in the top row.

# T.I.A.R.A.

*With the Pets enacting the Epsilon Protocol, the Power Core comes back online, the H.A.L.O. deploys, and Telemetry begins to broadcast warnings. Mu-Gahga's minions, clad in their fashion worst, pour through temporal breaches.*

*Worse still, the planet below and its red moon are calling for immediate assistance.*

## 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.

# Mechapede

*The red moon is of critical strategic importance for the sector! Mu-Gahga set loose her most terrible Mechapede to claim the moon for its nest. You must stop it from drowning the moon in Semi-Sentient Goo.*

*Worse still, the Mechapede wasted no time gobbling up Component pieces of the Conquest Princess!*

## Special Rules

Agents must stay on the bottom row within the planetary shield. 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, returning all those Tiles to the Bag.** 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 Wriggle. Shift one Mechapede Battle Board one space left or right.

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**Example B: Wriggling the Worm**



Graham wants to collect the 🎲 Component Die.

They use an Engage action to slide the Mechapede's third row right, opening up a hole for them to use a Shoot action.

Luckily, Graham is playing the Green Agent, so that Engage didn't end Green's turn!

## 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 ⚛ Hits.

- ▶ 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.

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

# Shooting on a Battleground

You may only Shoot at Enemies directly above you in your Agent's current column. The Enemy's phase shields prevent damage from other directions.

**You may not Shoot through Enemies.** If there's an empty Hit Box, you must blast that Enemy before you can Shoot the ones behind it.

- If a Hit Box is filled with a ⊕ Hit, you're clear to Shoot the next Enemy in the column.
- If the Mechapede has repositioned, you may Shoot through empty spaces.

To collect a Component Die from an Enemy who has one, all you need to do is blast them, but you can't damage an Enemy whose Component you cannot place on the Mission Board. Any damage that would be put on an Enemy protected this way is considered a ⊗ Miss instead. Place that Tile on the appropriate column of your Action-o-Meter.

**Reminder:** Your first Components must be from the bottom row. Subsequent Components collected must connect to dice you have already collected on the Mission Board.



**Diagram 5:
Placing Dice on the
Mission Board**
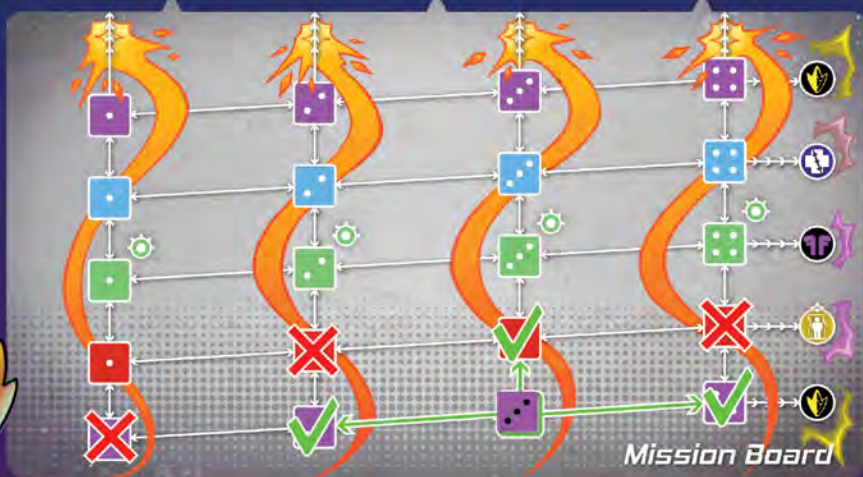
*Mission Board*

Evan came in blasting and filled an Invasion Battle Board with ⊕ Hits.

① 

Since the Battle Board is full, it flips, staving off the Invasion for a little longer.

Evan returns all of the Tiles on that Battle Board to the Bag.

②

# 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. Victory!

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

# Pet Rescue: Mission Board

The Mission Board is where the Elemental Components of the Conquest Princess go when you collect them.

**If you collect every Component in a column**, you rescue that Pet! The Agent who collects the last Component chooses which of the compatible Agents the Pet partners with for the rest of the Mission.

**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.

If you collect any of the Green Components, you Reveal the Pet in that column of the Mission Board. This allows you to strategize and allows interaction with some Fashion items, like the Quantum Leashers.

# Pets

The Pet Co-Pilots are one with the Titan Field, the infinite energy of possibility, which powers your ship, the T.I.A.R.A., and is woven into the Fashion Items! This allows them to alter reality for your benefit. They are choosy about their partners, however, and won't work with just anyone. **If you are awarded a Pet Co-Pilot that has no compatible Agents left**, you may place it on the remaining Agent. But nobody's happy about it.

Each Pet has an ability that only works for the Agent they are paired with. Pets are not Fashion! Unlike Fashion Items, Agents cannot share Pets.

## Temporal Hazard!

*Proceed with caution: The Fashion Tyrant is even more dangerous when cornered. **The Dark Portal is MUCH more difficult.***

*You have saved the timeline! But have you learned everything about Fashion & Friendship? If you were able to save your furry friends with confidence, feel free to move on.*

*Proceed only when you are ready for a more menacing challenge.*

# Advanced Mission: The Dark Portal

**Temporal Hazard:** *If any of your team have not yet experienced the Pet Rescue - Standard Mission, we suggest that, for maximum success, you do not punish them with this mission… yet.*

As the Agents of T.I.A.R.A. celebrate the return of the Pet Co-Pilots, the Fashion Tyrant, Mu-Gahga, retreats to the Dark Dimension, wary of facing off against a rebuilt Conquest Princess. She sends out her minions to cover her escape as the Dark Portal slowly closes. The Agents must charge through her armada and reach the Dark Dimension before it disappears.

With the death of her doom-machine, the Mechapede, its semi-sentient, mechanovirus-infected goo slinks off to all corners of the system. Squeezing through the crystalline seams of the T.I.A.R.A., one Mechanovirus Blob coagulates in the Teleporter.

As the Princess rockets toward the Dark Portal, the minions of Mu-Gahga gear up to stop the Agents. Planetside, Butt Blasters and Infectorpions take aim at the T.I.A.R.A. It's as though this was all part of the Fashion Tyrant's plan…

## Mission Objectives

- Get the Conquest Princess to the Dark Portal.
- Clear all Blobs from all boards.

## Complication

- Beware: damaging a Blob will split them, spreading the menace out in all directions.
- Enemies that reach the T.I.A.R.A. will attack it directly.
- The battlefield changes quickly, and the Conquest Princess and the Agents must keep up. If any are left behind on a Battleground, it will Disrupt the timeline.
- Goo Cube infections on the T.I.A.R.A. are permanent and cannot be removed. These infections will spawn Blobs.

## Mission Specifics

- 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.
- The limitations for Shooting are the same for 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.
- **Titan Tile** 🛡️: If you damage an Enemy with the Titan Tile, you may immediately reveal the top Pet Co-Pilot and partner them with an appropriate Agent.

## Battlegrounds

The Battlegrounds for the The Dark Portal are:

- The Dark Portal
- The T.I.A.R.A.
- Planet Assault

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

1. The Dark Portal and Planet Assault (See Diagram 6. Dark Portal to the left and Planet Assault 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. Place the 2 Smart Bombs near the Planet Assault Battleground.
   d. Place the blue, green, and purple dice on the Side Board.
2. All T.I.A.R.A. Ship Sector Markers fully functional.
3. Eight Power Cubes on H.A.L.O.
4. Fast Fashion and Power Up decks shuffled and on the H.A.L.O. Two faceup Power Ups on the Power Line.
5. Advanced Mission Event Deck.
   a. Remove "The Tyrant Roars." Place it facedown in the Events area on the H.A.L.O.
   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 "The Tyrant Roars."
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 Teleporter.
9. Place a Minion on Breach Point 🔴8
10. Place 🎲 on 🔴5
11. Place a Goo Cube in the Teleporter.
12. Bag of Destiny contains: **15** ⊛ **Hit, 5** ❌ **Miss, 4** ✳ **Critical Fails.**

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

## 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. Orient the Battlegrounds with their bottoms closest to you.

## Diagram 6: Step 1

Dark Portal

5 4 3 2 1

Step 1.

Battleground Setup

1 2 3 4 5

Planet Assault

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

## Diagram 7: Steps 2-10

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

Step 7.

Dark Portal

Planet Assault

Step 4.
Step 5.
Step 6.
Step 8.

Step 9.
Step 2.
Step 3.

Step 10.
Step 11.

## Diagram 8: Steps 12

⊕ x15
✕ x5
☢ x4

# Dark Portal

*Having reassembled the Conquest Princess, the Pet Co-Pilots do their thing, taking their places in the Pet cockpits. Agents hang onto the outside of the giant robot, pointing the way as she marches toward the Dark Portal. As they zoom, they blast anything that can, knowing any enemies they let slip by will attack the T.I.A.R.A.*

*Worse still, the amethyst Blob spins toward the T.I.A.R.A., seeking to conjoin with its emerald sibling to end the timeline.*

## 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.
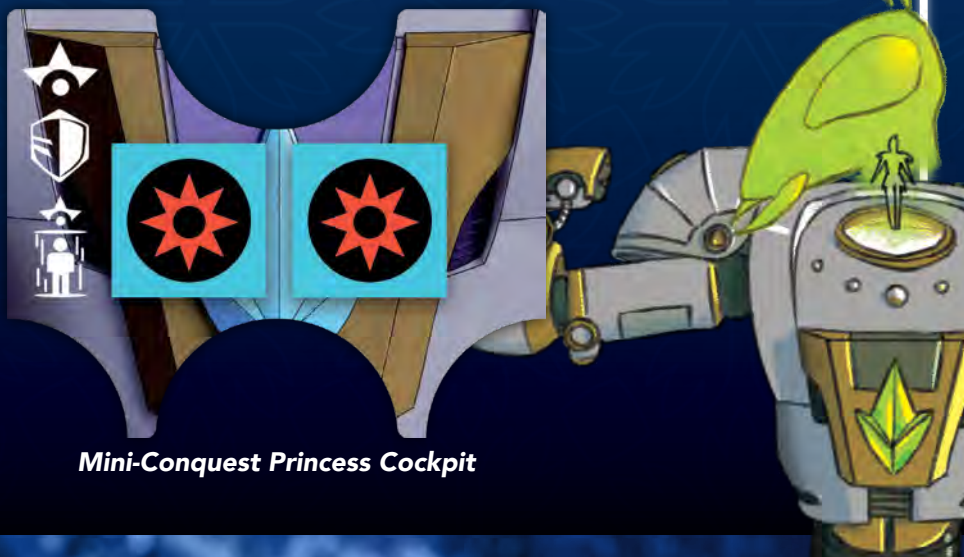
*Mini-Conquest Princess Cockpit*

## Dark Portal Event Deck

**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.**

**Flip:** If the board closest to the T.I.A.R.A. contains the Princess, Blobs, 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 28)!
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 (see Diagram 9).
4. Add a 🎲 if it is revealed on the flipped board.
5. Slide the whole Battleground closer to the T.I.A.R.A.

# T.I.A.R.A.

*Triggered by the death of the Mechapede and Ashii's space madness, the goo coalesces into virulent emerald Blobs! As they multiply and spread, they flood into the crystalline cracks of the T.I.A.R.A., destabilizing the ship and the timeline.*

*Worse still, on top of the regular breaches by Mu-Gahga's Minions, enemies on the planet below set their sights on the ship.*

## Special Rules

**Blobs:** for damaging Blobs, see page 27

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

**Enemies Attack:** All Minions on the T.I.A.R.A. attack. Blobs do not attack.

**Breach Point:** Spawn a Minion onto the Breach Point with the corresponding number (for more details, see pg 10). **Blobs fill Breach Points, making them unavailable.**

**Blob Spawn:** All Goo Cubes create a Blob in their Sectors! Do only one of the following, checking in order:

1. **If the Sector has no Blobs or a ⚅:** Place ⚀ on an open Breach Point in the Infected Sector(s). Placed Blobs push Tiles back to the Bag.
2. **If the Sector has a ⚀ or ⚁:** Double the value of the highest Blob in the Infected Sector(s).
3. If all Breach Points in that Sector are already filled by Minions or ⚅, place the ⚀ in an empty Breach Point in an adjacent Sector.
4. **If you must spawn and cannot, take a Disruption for each Blob unable to spawn.**



*Diagram 9: Flipping a Battle Board*

# Planet Assault

*It's an ugly planet, it's a bug planet. Butt Blasters and Infectorpions crawl out of the smoking husk of the Mechapede, where it crashed on the planet. As the Butt Blasters prepare to launch Minions into orbit and onto the T.I.A.R.A., the Infectorpions steady their goo-lancers to amplify the spread of the emerald Blob.*

*Worse still, the fluids from the Mechapede's inner goo-sack coalesce into a sapphire Blob, which creeps across the battlefield, seeking to join the emerald Blob on the T.I.A.R.A.*

## 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 to any orthogonally adjacent space.

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

**Smart Bombs:** Perform the Engage action on any space on the Planet Assault Battleground to use a Smart Bomb. Target all undamaged 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.
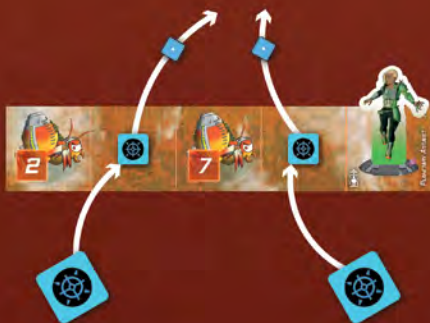
▶ Remove a Smart Bomb token after use.

**Example D:**
**Smart Bombs**



Graham is on the Planet Assault Battleground. The row they're on is full of Enemies so they decide to use a Smart Bomb. Graham sets his Action-o-Meter to Engage and draws Tiles equal to the number of Enemies in Green's row.
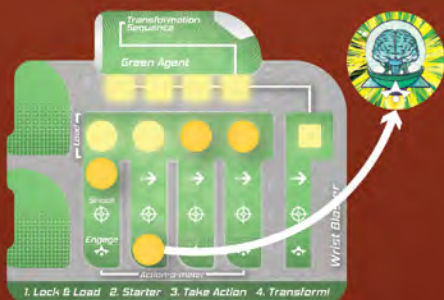


That's 2 ⚙ Hits, 1 🔴 Critical Fail, and 1 ✳ Temp Miss. They choose to spend both Hits to destroy the two 🔷 s.



Since they used a Smart Bomb, they place the 🔴 Critical Fail and ✳ Temp Miss on the Load area of their Wrist Blaster and don't take damage.
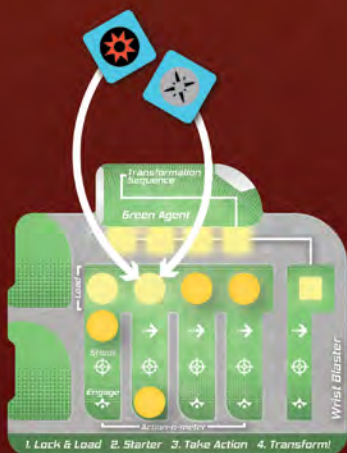
## Planet Assault Event Deck

**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 Blobs, 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 28)!
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.

**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).

# Damaging Enemies

**Blob:** When 🜂 Hit by an attack, they will split (see Diagram 10)!

1. When 🜂 Hit by an attack, replace the original die with that 🜂 Hit Tile, then place 2 dice with half the original value. Each die goes in an available space diagonally behind the original OR on the T.I.A.R.A., on Breach Points adjacent to the original.
   a. If that space has an Enemy, place the die in the closest available space in that row OR the closest available Breach Point, returning any 🜂 Hits back to the Bag.
   b. If there are no available spaces in the row behind, place the die in the closest available space.
   c. If a Blob cannot be placed, take a Disruption instead.
2. Doing **double damage** to a ⚃ Blob reduces it to ⚁. Doing double damage to a ⚁ destroys it.
3. When a ⚀ is 🜂 Hit, it is destroyed.

**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!

---

**Diagram 10:
Shooting a Blob**

Hitting a Blob on the T.I.A.R.A.

Hitting a Blob on Planet Assault

# Bad Things

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

**Blobs:** Blobs cause the most damage of all! Resolve a Disruption for each Blob on the board. The board does not flip, **do not resolve any other Bad Things until it does.**

**Space Evaders:** These slippery creatures launch a ⊠ Temp Miss Tile into the Bag of Destiny from the Sideboard.

**Double Header:** These two-headed fiends 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! When these Enemies reach the T.I.A.R.A., they cause Blobs to grow or spawn at every Infected Sector on the T.I.A.R.A. Do only one of the following, checking in order:

1.  **If the Sector has no Blobs or a ⚅:** Place ⚀ on an open Breach Point in the Infected Sector(s). Placed Blobs push Tiles back to the Bag.
2.  **If the Sector has a ⚀ or ⚁:** Double the value of the highest Blob in the Infected Sector(s).
3.  If all Breach Points in that Sector are already filled by Minions or ⚅, place the ⚀ in an empty Breach Point in an adjacent Sector.
4.  **If you must spawn and cannot, take a Disruption for each Blob unable to spawn.**

**Infectorpions:** These fiends will gum up the works on the T.I.A.R.A.! Place a Goo Cube in the indicated Ship Sector.

**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.

Butt Blasters push Tiles back to the Bag if necessary. If that Breach Point is filled, go to the next closest Breach Point.

If there are no Breach Points available, take one Disruption for each Minion that cannot be placed.

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

# Boss Battle: Conquest Princess vs. the Fashion Tyrant

*The Agents of TIARA, fully transformed and upgraded, pilot the Conquest Princess into the Dark Dimension in pursuit of the Fashion Tyrant Mu-Gahga. As they finally corner the Tyrant, warning alarms blare. One transdimensional-micro-speck of a Blob has infiltrated the Princess's Power Core and is devouring the energy reserves! The heroic Pet Co-Pilots volunteer and project themselves into the core, gathering what resources they can before the Blob renders the giant robot powerless. Could Mu-Gahga have planned this terrible outcome? From Ashii to the Dark Dimension… was this her trap?*

*In response to the realization, the Tyrant releases her greatest weapon, the Mirror Shades. What could defeat the most powerful weapon for justice in the galaxy? Only the most powerful weapon for justice in the galaxy.*

**Defeat the Fashion Tyrant Mu-Gahga and save the timeline!**

## Mission Objectives

- Defeat the Mirror Shades and Mu-Gahga before the Blob devours the Power Core.

## Complications

- The Conquest Princess's ultimate powers can only be unlocked through Dynamic Directional Resonance, or D.D.R.: direction of movement is dependent on an Agent's current Cockpit.
- Mirror Shades must be permanently shattered by the Conquest Princess's most powerful attack, the T.A.S.S.R. Beam wielded by the Agent of the corresponding color.
- After a Mirror Shade is defeated, Agents must give up their Core Suits to the Conquest Princess so she may defeat the Fashion Tyrant.
- Each Disruption speeds up the Blob's devouring in the Power Core.

## Mission Specifics

- All Agents' Fashion Plates start with Super-Side-up Core Suits and a Pet Co-Pilot.
- All Agents may share the Core Suit ability of the Agent in the Head Cockpit.
- **When Agents give up their suit, that Cockpit gains that Core Suit ability, and new powers are unlocked for the Princess.**
- The Conquest Princess may only Move in the direction of your current Cockpit.
- You may only Shoot with the Conquest Princess in the direction of your current Cockpit.
- There are no Special Tiles in this Boss Battle.
- If a Power Cube is used, move it to the Side Board instead of the Titan Field during Lock & Load.
- Pets are Moved through Bonus Movement.
- On the Dark Dimension Battleground, 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 Dark Portal are:

- The Dark Dimension
- The Conquest Princess
- The Power Core

## Conquest Princess & Battleground Setup

1. **Conquest Princess board in the center of the play area:**
   a. Place a Minion on Breach Point 🅱
   b. Place the Head card **faceup** in its appropriate slot.
   c. Place the Left Arm, Right Arm, and Legs cards **facedown** in their slots.
   d. Place the "Power Loss," "Co-Pilots!," and "I'll Form the Head" Mission Status cards above the Princess board.
   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 lefthand 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 Fashion Tyrant Event Deck:**
   a. Remove "The Tyrant Laughs." Place it facedown in the Events area below 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 "The Tyrant Laughs."

4. **Bag of Destiny contains:  6** 🎯 **Hit, 3** ❌ **Miss, 2** ☢ **Critical Fail.**

*Diagram 11:*
*Steps 1-4*

**Boss Battle & Princess Board Setup**

Step 2.
Step 2.a
Step 2.b-c
Step 2.d-e
Step 3.a-c
Step 3.c
Step 2.f
Step 1.d
Step 1.e
Step 1.a
Step 2.g
Step 2.h
Step 1.b
Step 1.c
Dark Dimension
Power Core

*Diagram 12:*
*Step 4*

⊕ x6
✕ x3
✷ x2

**Diagram 13:**
**Steps 5 & 6**

*Dark Dimension*

Step 5.a

Step 5.b

Step 5.c

**Battleground Setup**

Step 6.a

Step 6.b

*Power Core*

Step 6.c

Step 6.d
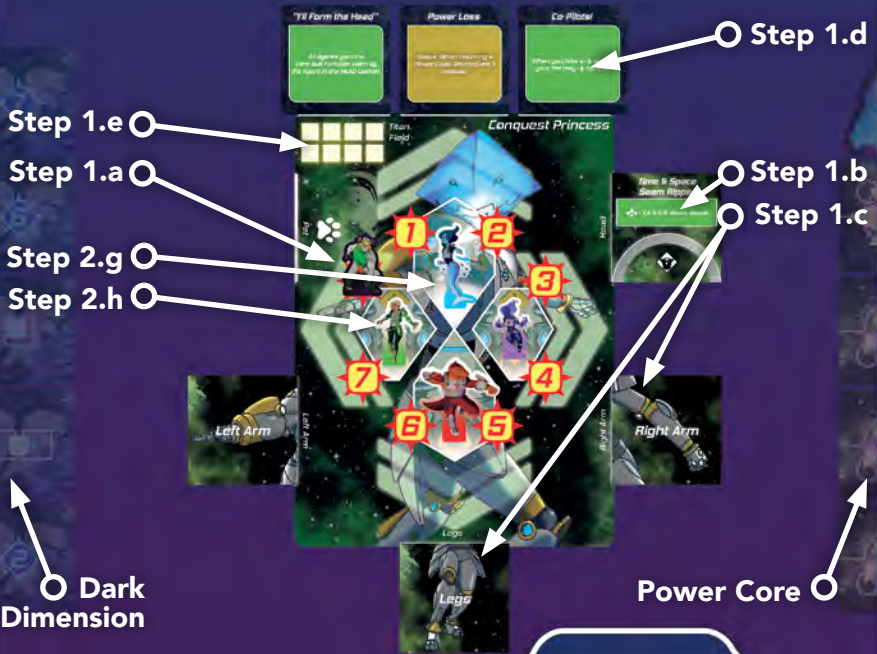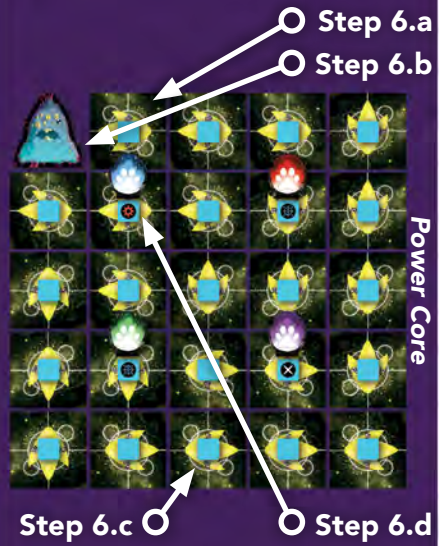
**Diagram 14:**
**Steps 1-3**

**Player Board Setup**

Cosmic Cat

Step 3.

Step 2.

Fashion
Plate

Rage Plate Ultra

Transformation
Sequence

Red Agent

Move

Shoot

Engage

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

Step 1.

5. **Dark Dimension Battleground:**
   a. Randomly place the 24 Fashion Emergency cards facedown in a 5x5 grid near the left side of the Conquest Princess board, leaving the center of the grid empty.
   b. Place the Teleporter card faceup in the center of the grid, and place the Conquest Princess standee on the Teleporter card.
   c. Fill the Objective dice matching the top Boss Color card on the appropriate Fashion Emergency cards with indicated values.
   d. Place all remaining dice on the Side Board.

6. **Power Core Battleground:**
   a. Randomly place the 24 Power Up cards facedown in a 5x5 grid near the right side of the Conquest Princess board, leaving the top left corner of the grid empty.
   b. Place the Blob Standee in the empty corner of the grid.
   c. Gather 24 Tiles that are not currently in the Bag of Destiny (13 ⚛ Hit, 5 ❌ Miss, and 6 ❂ Critical Fails). Randomly place those Tiles facedown, unseen, on the Power Up cards, one on each card.
   d. Place the Lead Agent's Pet Co-Pilot standee one space diagonally from the center closest to the Blob. Place the remaining standees in the same order as the Agents sitting in the Princess.
   e. On each card with a Pet Co-Pilot, flip the Tile faceup.

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

## Solo Setup
When you're adventuring solo, line up the Agents left to right in the order you want them to go.

# Conquest Princess

*The Conquest Princess, the champion of the second age, was originally piloted by a single pilot. But the power was corrupting, and as she stepped away, she decreed that it be split by four champions of fashion and friendship, each with their own direction and responsibilities.*

## Special Rules

**Agents:** Agents cannot leave the Conquest Princess, 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.
▶ Alternatively, you may Move / C.R.A.S.H. with the Conquest Princess in your Cockpit's direction in the Dark Dimension.

**After taking any Move action**, players **may** immediately take a Pet Bonus Move to either:

▶ Pick up a Tile from the space their Pet is in.
▶ Move your Pet in your Cockpit's direction one space. The Power Core is an 8th dimensional space, allowing wrap-around movement.

Dani's Purple Agent starts her turn in the Head of the Conquest Princess, but she wants to Move the Conquest Princess to the right. She Moves to the Right Arm, swapping positions with the Red Agent.

Dani's Pet gets a Bonus Move, moving to the right, and flipping a Tile in the new space they are in in the Power Core.



She then uses a second Move action to Move the Conquest Princess on the Dark Dimension 1 space to the right. She then chooses to use her second Bonus Move to pick up the ⬦ Hit Tile, adding it to the Bag.

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

▶ You can Shoot a Minion on a Breach Point in your Agent's current Cockpit.
▶ The Conquest Princess may Shoot in the direction indicated by your current Cockpit.
  • Follow all normal Shoot rules. Any ✪ Critical Fail damage taken is applied to your Agent.
  • When you ⚙ Hit Objective Dice, add them to the Boss Battle Board.

---

**Example F:**
**Collecting**
**Objective Dice**

Dani's Purple Agent is now in the Right Arm of the Conquest Princess. She chooses the Shoot action to get an Objective Die in the Dark Dimension.



Drawing from the Bag, Dani draws a ⚙ Hit. She picks up the Objective Die and replaces it with the ⚙ Hit, placing the Objective Die on the Boss Battle Board.

**Engage:** When unlocked, you may use the Engage ability of the Cockpit you're currently occupying **or Teleport the Conquest Princess**.

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

**Arms: Conquest Cannon / Fashion Barrage –** Fire an attack in a single diagonal direction, depending on Cockpit.

1. Pull two Tiles simultaneously. Place ⊕ Hits in any order on valid targets.
2. Prevent any damage from ⊗ Critical Fails.
3. ⊠ Miss, ⊗ Critical Fail, and ⊠ Temp Miss are still placed on that Agent's Load Area. This means more than one Tile could be stacked in a single Load square.

**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, it must be defeated before the Engage action can be taken.

**Teleport:** Purple's Super-Suit Ability allows all Agents anywhere access to the Teleport Engage. The Conquest Princess may Teleport to any 🛉 not occupied by Objective Dice.

Head

Left Arm

Right Arm

Legs
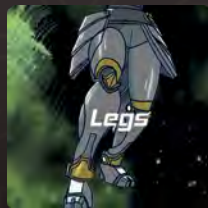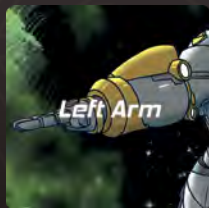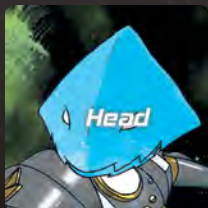
## T.A.S.S.R. Beam Attack

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 Fashion Tyrant, 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:**

$$\text{Danger Level} \ |v| + \text{Minions on Breach Points} + \text{Minions on Boss Spawns} - \text{Sacrificed Pets} = T.A.S.S.R.$$

*Danger Level*    *Minions on Breach Points*    *Minions on Boss Spawns*    *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 Fail Tiles 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.

## Example G: T.A.S.S.R. Beam 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.

**Hot Dog**

purple | green

Care

Your ❌ are NOW 🎯

Fashion Plate

**Smart Armor 2.0**

↗ do not end your turn.

Green

**Objective Dice**

→ Add 💥

→ Add ❌

T.A.S.S.R. fails!

Danger Level

+

T.A.S.S.R. = 💥 lvl + ❓ + ❓ - 😈

**Boss Battle**

💀 Events     ∿ Telemetry 1     ∿ Telemetry 2

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.

*"You'll regret that!"*
Add 💥
Disintegrate 1 ⬛ from the T.A.S.S.R. Attack.

# 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.

## Dark Dimension

1. Place the Conquest Princess 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 on the appropriate cards.

## 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 Fashion Tyrant, follow the instructions on that 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 Conquest Princess 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 10).

# Dark Dimension

*Mu-Gahga welcomes you to the Dark Dimension knowingly. She takes her place in her own Titan, the Fashion Tyrant. Knowing that the Conquest Princess is the most powerful weapon for justice, she releases the Mirror Shades. The only thing that can defeat the most powerful weapon is itself.*

*"Welcome to the new timeline."*

## Special Rules

**Objective Dice:** When an Objective Die is defeated by the Princess, 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.

**Movement:** When moving the Conquest Princess, it must move to an adjacent Fashion Emergency card. If a card has been previously removed, that **empty space is impassable with a Move action**.

**Damaging the Conquest Princess:** When an Enemy attack hits the Conquest Princess the Agent in the Cockpit facing the Enemy takes damage.

**When a T.A.S.S.R. happens:** The Princess is placed back in the center Teleport space.

## Dark Dimension Event Deck

✦ **Boss Spawn:** Spawn a Minion on the indicated spawn point.

↔ **Shades Attack:** All Minions and Objective Dice in the Dark Dimension attack in the directions shown (up/down, left/right).

# Power Core

*Micro-specks of the Blob infect the Power Core and the Pet Co-Pilots must comb the fragments of destiny to help fuel a way to victory against all odds. With each passing moment, the micro-blob devours more of the Core and the window to the brightest future closes.*

## Special Rules

**The Blob:** The Blob cannot be attacked or damaged.

**Pets may only Bonus Move.** After an Agent takes a Move action, their Pet may immediately either:

▶ Pick up a Tile from the space the Pet is in.
▶ Move in the direction of their Agent's Cockpit one space. The Power 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.
▶ **When a Pet moves onto a card with a facedown Tile, flip it faceup.**

**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 either the Dark Dimension or Conquest Princess Battleground.
  • Draw 1 Tile from the Bag for each Enemy and Objective Die and resolve them in any order.
  • 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.

## Power Core Event Deck

**Blob Moves:** The Blob moves around the outermost edge of the Power Core, clockwise, a number of spaces, one at a time, equal to the Danger Level. As it moves around the Battleground, it spirals toward the center.

▶ Any cards the Blob moves over are Disintegrated.
▶ Any Tiles on cards are EITHER added to the Boss Battle Board or Disintegrated:
  • 🔴 Critical Fails and ❎ Misses are added to the Boss Battle Board.
    ▷ When the 🔴 Critical Fail row on the Boss Battle Board is filled, immediately add a Danger Token to the current Danger Level and place those 🔴 Critical Fail Tiles back in the Bag of Destiny.
    ▷ When the ❎ Miss row is filled, immediately add those ❎ Miss Tiles back into the Bag along with a 🔳 Temp Miss Tile from the Side Board.
  • Any 🔷 Hit Tiles are Disintegrated.
▶ Any Pet Co-Pilots it moves over are Sacrificed, and the Pet card is placed along the top of the Boss Battle Board. **If a Pet is Sacrificed, the Blob's movement immediately ends.**

**Blob Belch:** Return all Tiles matching that symbol from the Boss Battle Board to the Bag.

# Crisis: Power Down

"Wave of Despair" and "Titanic Crush" give 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, you must choose the other option.



# Fashion Emergency

Stashed under the seat of each Cockpit are Fashion Emergency items. Practical and stylish, they are there for any sort of cataclysm in the time space continuum.

Fashion Emergency cards are considered Fast Fashion cards and are Disintegrated after use. The free actions some provide can be used at any time on your turn. If one requires you to draw from the Bag, any Tiles that would normally go on your Load area are placed in the Load area of the Final Column.

# Disruptions

In Conquest Princess, Fashion is Power. The Power Core is made up of the Power Ups that your giant robot brought from the T.I.A.R.A. When a Disruption is required, instead of Disintegrating them normally, move the Blob, one space at a time, a number of spaces equal to the current Danger Level. **Perform all Blob actions under "Blob Moves."**

**If you ever run out of Power Ups, GAME OVER!**

*"You think you've defeated me? You have only doomed us all!"
Mu-Gahga laughs wildly as the Fashion Tyrant disintegrates,
taking her with it...*

*The Agents of T.I.A.R.A., troubled by the Tyrant's final words,
escape from the Dark Dimension. Whatever the future holds,
they can be content knowing that Fashion & Friendship won this
time.*

*Fashion is Power!*

# The Agents of T.I.A.R.A. will return in...



CONQUEST
PRINCESS

Night
of the
NECROPEDE