

Mechs vs Minions – Unofficial FAQ v1.0

This FAQ is unofficial, and does not supercede any rulings directly made by Riot, however, much of this information was used in my work on the Watch It Played videos which were made in partnership with Riot. – Rodney Smith

GENERAL QUESTIONS

Q) The first envelope mission mentions that we'll get new damage cards. I did not find any. Where are they?

A) This is a typo. Damage cards aren't included until the second mission.

Q) How can you tell which schematics came from which mission if you want to reset the game?

A) All schematics have a number within a lock symbol. The number is the mission it was in.

Q) Once I've beat the campaign, when playing through again do you reset everything?

A) No, you keep it all unlocked.

Q) Can I scrap a card I've drafted, and ignore the scrap effect?

A) Yes.

Q) In the tutorial scenario, you learn that when you have less than 4 players, you'll draft until a total of 4 cards have been taken, meaning some players may get more upgrades than others. Later, when you learn about the double draft that starts future games, it says to take cards only until each player has 2. Does this change if you have less than 4 players? ie. Do you draft until 8 cards have been collected?

A) No, the initial Double Draft should always just be two cards, regardless of players.

Q) If the timer runs out, players who are owed cards are dealt them randomly. Can they choose to scrap those cards for their scrap effects, or must they slot those cards?

A) The timer just forces a random selection. Technically, the ability to scrap should happen as people are placing their newly received command cards onto the command line. If you get a random card, you can choose what you'd like to do with it - either scrap it or place it.

Q) Do minions push other minions when they move?

A) Minions don't push one another.

Q) If you are using the Skewer ability and you kill a minion, placing it on the card, does that mean you do not add a minion to the "Minions Kills" track, or do you also add a minion from the supply to the Kill track?

A) Yes, you place a minion on your Skewer card, and then another minion on the Kill Tracker.

Q) Can you give a detailed breakdown on how to resolve damage?

A) For each player, in turn order:

1. Count the number of adjacent minions.
2. Decide to trigger fuel tank... if you do, you take no damage, otherwise, continue:
3. Reduce damage by 1 for each minion on a skewer command (then discard those minions)
4. Draw the remaining number of cards
5. Execute each damage card in the order they were drawn.

Q) Do minions (or rather, us as players moving them) take into account what oil will do to them? In other words, if moving a minion left would cause it to slide farther away from the target, should we instead choose for them to go straight? Or are they meant to be a little more mindless in that way – and the players just follow their basic movement instructions?

A) Minions are mindless, they don't pay any attention to what they are stepping on. Oil may indeed take them farther away from their target.

Q) Can you provide clarification for how minions move, when targeting a specific space?

A) Move the Minions closest to the target first and move in a path that will eventually lead them to the target. They prefer moving into empty adjacent spaces (even sideways or away from the target) to get around Massive Boulder obstacles, rather than bumping into a wall or getting caught in a corner. When in doubt, check any compass movement preference.

Q) Typically, when a mech enters a space with another mech, they push them. However, in the rules for oil slicks, it says that when moving on an oil slick, it stops if it collides with another mech.

A) The Oil Slick rules are incorrect in this case. The mech would push another mech during the course of its slide, as per the usual rules for pushing.

Q) Does advancing lava stop minion movement?

A) Yes. They treat it like a wall.

Q) When a rule calls for you to swap two undamaged slots, is an empty slot a legal target?

A) One (or both) slots can be empty.

TOWING

Q) How does towing work if you have a single command slot providing your mech 3 movement?

A) You must resolve your whole command line, so if you have 3 points of movement, you can tow the bomb 1 space, but then you must still move 1 space (which is not enough to tow the bomb), so you effectively run away from it.

Q) If a mech pushes a bomb onto oil, but the mech itself doesn't enter the oil – does the bomb slide on its own to the next grass space?

A) If the bomb enters an oil space, it keeps on going. If the mech doesn't follow, that's fine.

Q) What happens to the bomb if you tow it while going over oil?

A) The tow will drag a bomb along with you over oil. Though, when you would normally stop, the bomb stays behind you, which can mean that it would stop while resting on oil.

Q) Does the Bomb take damage if it is pushed into the lava wall or a Spikey Wall?

A) Yes.

THE BOSS

Q) Does the big boss stomp on minions or just push them? If it's a push, what happens when he pushes a minion into a mech?

A) The boss stomps and kills the minion he walks over (adding to your kill count!)

Q) Could I get a confirmation of the Green Effect on the Boss Command line? After rolling the die, if you are not already facing the direction indicated, you must turn in that direction. Or you can stay in your current facing, as long as you take 1 damage. That the idea?

A) Yes, you got it perfect.

Q) Does the Boss slide on oil?

A) No.

Q) Is there a rule for how to move the boss if he has two directions he could follow to move "towards" a target?

A) In the event of two equally close targets, the boss's movement is determined by the players. Players may make advantageous plays where he kills minions, moves into attack range, etc so long as it follows the rule of becoming closer to the target.

Q) Does the boss's blue effect target mechs even through objects that would normally block Line of Sight (like a boulder wall)?

A) Yes

MISSION 2

Q) During the Escalation of this scenario, it says minions move twice. However, can they still only move once, when on the center tile?

A) Yes, minions will only ever move once on the center tile, even after the round escalates.

MISSION 5

Q) Ziggs #5 Unlock: Burninators. Do the new targets this unlocks for Blaze attacks have to be in the next adjacent spaces (beyond the initial attack range), or can they be on any space, no matter how far, in a line drawn from the originating space?

A) Burninators extend the flame from Blaze one additional space. So there are 4 total affected spaces, rather than 2. It does not gain infinite range.

Q) When minions move in this mission, they prefer to move left to right, before they'll move up and down (you'll have to imagine that we have the escape edge at the top, and the lava is at the bottom). Yes?

A) That is how it appears in the dossier, however, we accidentally rotated the compass 90 degrees. The blue-green axis should be along the length of the map, so the minions should first move down the columns toward the bomb, then collapse inward once they are in the same row. This will be edited for reprints.

Q) In the mission book, the wording around LIQUID HOT MAGMA is a little confusing because it says that if the lava hits the opposite wall, then you lose – but that could never happen, because you'd lose as soon as it hit the row with the final repair space, right?

A) Correct, the magma will never hit the back wall.

Q) Do you finish the round that you get the bomb onto the final repair pad (ie. spawn minions, move lava, etc), or does the game end immediately once the bomb is on that space?

A) The mission ends as soon as the victory conditions are met.

Q) When the lava tile hits a repair space, does it get its extra movement “that” turn. For example, its current speed is one. It moves one space and hits a repair space. Does its new speed activate right away, allowing it to move the extra space now – or does it only take advantage of that starting with its next full activation?

A) The speed of the lava tile is set at the start of the Danger Phase. The speed up takes effect next turn, so the players have a chance to react to the new situation.

MISSION 6

Q) The schematic unlocked at this level for Heim has its cost as 5 gears to unlock on the back, but 7 gears on the front. Which should it be?

A) 7 Gears.

Continued (next page).

MISSION 8

Q) Do all of the gates truly start disabled, or only the ones the players start on? The setup explains them as all being unlocked because “You’re already standing on the rune spaces”, but that’s not true, if you have less than 4 players.

A) This is misstated, the only unlocked runes are the ones players are standing on, so with less than 4 players, some runes will be locked.

Q) Are bombs affected by Rune Gates?

A) No. Bombs are able to freely pass through gates.

Q) There is no listed way to repair the bomb in this scenario, is that a mistake?

A) You are able to repair the bomb by rolling it over the repair pad, up to its max health (as called out in Mission 5).

Q) For Beam Misfire, does it still respect rules for Line of Sight or can it shoot through blocked passages, like the rocks and walls.

A) The beam ignores things that would block line of sight.

MISSION 9

Q) Heim’s new card “I Could Do That Better” says each round you select ‘a card’ in your command line. Should it say select ‘an active card’? Or can you really pick any card in your command line?

A) You can only choose an active (ie. on top) card

Q) How do you use the new player cards unlocked this round? Once unlocked do you have to slot them right away? Is it optional?

A) You can choose to slot them at any time you could use a schematic. You choose to program them the same way you would a command card.

Q) For this scenario, at what point in the phase do you win the game?

A) As soon as all 4 mechs are in the safety zone simultaneously you clear the mission.