



# LOOTBOX

Mini Expansion By Scott Almes

## COMPONENTS:

4 Loot Boxes



## SETUP:

Shuffle the **4 Loot Boxes**, placing them face-down next to the **Round Card**.

## GAMEPLAY:

At the start of each Scoring Round (2<sup>nd</sup>, 4<sup>th</sup>, and 6<sup>th</sup>) and before Programming, randomly place each face-down Loot Box from the Round Card onto each of the **4 orthogonally adjacent Zones to the Mighty Mech's Zone**.

## PICKING UP LOOT BOXES:

The first player that **enters into that Zone** will ***"pick it up:"*** reveal it and receive its effect. After that, discard the token face-down near the Round Card. If a player is already occupying the Zone when a Loot Box drops in, they cannot immediately pick it up. They must exit the Zone and re-enter.

## LOOT BOX EFFECTS:

**Ad Hoc Mode:** Immediately enter *Ad Hoc Mode* for the remainder of the round, ***and you may attack on your next turn.***

**Weapon:** Gain any 1 Weapon of your choice from the Weapon rows, for free.

**Power Up:** Upgrade to your Power Armor for free (*if in Power Armor or the Mighty Mech, this has no effect*).

**Full Health:** Gain full health, ***even if you are in the Mighty Mech.***



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