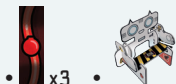


Nano the Robot

#43

Welcome to the future! Nano is the cutting edge of bomb disposal technology, but we are not certain whether it is helping or making things more difficult...

SETUP



- Put **Nano the Robot** on the board on space "1."
- When wires are dealt, deal some facedown to **Nano** without looking at them:
 - 2 players: 5 wires
 - 3-4 players: 4 wires
 - 5 players: 3 wires



 2 players: During Setup, the Captain randomly draws their **Info** token.

Underwater Pressure

#44

Rabbit the Red is an infamous pirate with a particular penchant for explosives. You are certain you will face him on a future mission. It is time to learn how to use oxygen tanks...and manage the pressure of cutting wires while diving deep underwater!

SETUP



• x1 out of 3 •



- Put 2 **Oxygen** tokens per bomb disposal expert on the Reserve zone found on the back of this card. (For example: put 6 tokens for a 3-player mission).
- If equipment 10 (*X or Y Ray*) is drawn, discard it and replace it with a new card.
- Do not use the new character whose personal equipment is the *X or Y ray*.

Seeking Volunteers

#45

The fate of a bomb disposal expert rests in the skill of your hands—and those of your teammates. Are you feeling confident? The time to speak up is now!

SETUP



- Shuffle the 12 **Number** cards facedown and create a deck by placing it near the board.
- If equipment 10 (*X or Y Ray*) or 11 (*Coffee Mug*) is drawn, discard it and replace it with a new card.
- Do not use the new character whose personal equipment is the *X or Y ray*.

 2 players: •  x3

Secret Agent

#46

"The name is Bomb, James Bomb Jr."

SETUP



- x4 (use the tokens numbered: 5.1 / 6.1 / 7.1 / 8.1)

- If equipment 7 (*Emergency Batteries*) is drawn, discard it and replace it with a new card.



2 players: During Setup, the Captain does not put an **Info** token in front of their tile stand.

Calculate the Odds

#47

No one would have predicted that a bomb disposal expert would need skills in basic math, but here we are!

SETUP



• x2 out of 3 •



- Put the 12 **Number** cards faceup on the table in 2 rows.



- If equipment 10 (X or Y Ray) is drawn, discard it and replace it with a new card.
- Do not use the new character whose personal equipment is the X or Y ray.



2 players: •  x3

Lethal Wires 3

#48

"We go on 3."

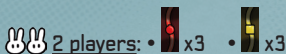
"Wait! When we go on 3, do we GO ON 3 or do we count to 3 and then go?"

SETUP



- Do not shuffle the 3 **YELLOW** wires in with the rest. Instead, deal them out clockwise and facedown, one to each bomb disposal expert starting with the Captain. (With 2 bomb disposal experts, the Captain receives 2 and puts 1 on each tile stand.)

Then deal the other wires as usual.



Message in a Bottle

#49

Rabbit the Red may be a pirate, but he yo-ho-never shares his bottles of rum with anyone. Bomb disposal experts have no choice—you must all share your bottles...of oxygen...wisely!

SETUP



- Distribute **Oxygen** tokens visibly out in front of you:
 - 2 bomb disposal experts: 7 tokens each
 - 3 bomb disposal experts: 6 tokens each
 - 4 bomb disposal experts: 5 tokens each
 - 5 bomb disposal experts: 4 tokens each
- If equipment 10 (*X or Y Ray*) is drawn, discard it and replace it with a new card.
- Do not use the new character whose personal equipment is the *X or Y ray*.

 2 players: •  x3

The Blackest Sea

#50

You should have guessed that Rabbit the Red would strike again, this time at midnight in the middle of the ocean! He has hijacked your ship and turned off the power. Can you remember where everything is, even while the lights are off?

SETUP



- Return all **Validation** tokens  and red/yellow markers  /  to the box. You will not use them during this mission.
- Everyone should examine the red and yellow wires in play before shuffling them in with the blue ones.
- Instead of putting their selected **Info** token in front of their hand, everyone first points with their finger to the relevant wire, then puts the token beside their hand. Yes, you are going to have to remember all of this information!

 2 players: •  x3 •  x4

It's Your (Un)Lucky Day!

#51

Sometimes skill and good training isn't enough...like today. You must trust your gut instincts to guide you!

SETUP



• x1 •

- Shuffle the 12 **Number** cards facedown and create a deck by placing it near the board.
- Move the detonator dial back 1 space (as if an extra bomb disposal expert was playing).
- If equipment 10 (*X or Y Ray*) is drawn, discard it and replace it with a new card.
- Do not use the new character whose personal equipment is the *X or Y ray*.

 **2 players:** •  x2 During Setup, the Captain does not put an **Info** token.

Dirty Double-crossers

#52

Stress is really wearing down the team and everyone is on their guard. Nobody knows who to trust and it seems that the truth is nowhere to be found!

SETUP



• x3

- If equipment 1 ($\neq$ Label) or 12 (= Label) is drawn, discard it and replace it with a new card.
- Instead of putting only 1 **Info** token in front of their tile stand, each bomb disposal expert puts 2. These tokens must be FALSE: the 2 values **must not match** the wires they point at. The indicated wires can be blue or red.



2 players: •  x3 •  x4

Nano Nano

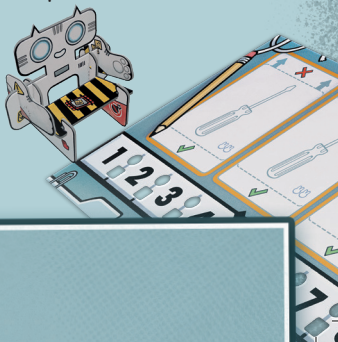
#53

The Fourth(?) Law of Robotics: Sometimes a robot will buck convention and do whatever it wants.

SETUP



- Put Nano just before the "1" space on the board.
- The detonator dial is not used for this mission.
- If equipment 6 (*Rewinder*) or 9 (*Stabilizer*) is drawn, discard it and replace it with a new card.



 2 players: •  x3

The Attack of Rabbit the Red

#54

A pirate attack, one nuclear submarine, multiple breaches, and a bomb...sounds like a typical day for a highly-trained team of bomb disposal experts!

SETUP



- Do not shuffle the 11 **RED** wires with the others. Put them in a facedown pile on the back of this card.
- Distribute **Oxygen** tokens visibly out in front of you:
 - 2 bomb disposal experts: 9 tokens each
 - 3 bomb disposal experts: 6 tokens each
 - 4 bomb disposal experts: 3 tokens each
 - 5 bomb disposal experts: 2 tokens each

Leave the rest of the tokens in the middle of the table as the reserve.

- If equipment 10 (X or Y Ray) is drawn, discard it and replace it with a new card.
- Do not use the new character whose personal equipment is the X or Y ray.

