BOSS  
AI



Attack: +1A

Execute a normal attack action.

Aimed Shot: Normal

RANGED ATTACK

BOSS  
AI



Attack: +1A

Attack the Hero with the MOST HP in Line of Sight.

Aimed Shot: Strong

RANGED ATTACK

BOSS  
AI



Attack: +1A

Attack the Hero with the LEAST HP in Line of Sight.

Aimed Shot: Weak

RANGED ATTACK

BOSS  
AI



Execute a normal attack action.

Attack: Normal

RANGED ATTACK

BOSS  
AI



Attack the Hero with the LEAST HP in Line of Sight.

Attack: Weak

RANGED ATTACK

BOSS  
AI



Attack the Hero with the MOST HP in Line of Sight.

Attack: Strong

RANGED ATTACK

BOSS  
AI



Execute the Boss’s Signature Skill.

Signature Skill

RANGED ATTACK

BOSS  
AI



Execute the Boss’s Signature Skill.

Signature Skill

RANGED ATTACK

BOSS  
AI



Execute a normal attack action.

On Wound:

Move 1 weapon from hand to backpack.

Disarm Shot: Normal

RANGED ATTACK

BOSS  
AI



Attack the Hero with the MOST HP in Line of Sight.

On Wound:

Move 1 weapon from hand to backpack.

Disarm Shot: Strong

RANGED ATTACK

BOSS  
AI



Attack the Hero with the LEAST HP in Line of Sight.

On Wound:

Move 1 weapon from hand to backpack.

Disarm Shot: Weak

RANGED ATTACK

BOSS  
AI



Attack a target at range 0-1 if able.

ELSE

Execute a normal attack action.

Close Shot: Normal

RANGED ATTACK

BOSS  
AI



Attack the Hero with the MOST HP at range 0-1 if able.

ELSE

Execute a normal attack action.

Close Shot: Strong

RANGED ATTACK

BOSS  
AI



Attack the Hero with the LEAST HP at range 0-1 if able.

ELSE

Execute a normal attack action.

Close Shot: Weak

RANGED ATTACK

BOSS  
AI



Attack: +2A

Attack the Hero with the LEAST HP in Line of Sight if able.

ELSE

Execute a normal attack action.

Flurry: Weak

RANGED ATTACK

BOSS  
AI



Attack: +2A

Execute a normal attack action.

Flurry: Normal

RANGED ATTACK

BOSS  
AI



Execute a normal attack action.

On Wound:

Hero gets -1 Action next activation.

Entangle: Normal

RANGED ATTACK

BOSS  
AI



Attack the Hero with the MOST HP in Line of Sight if able.

On Wound:  
Hero gets -1 Action next activation.

ELSE  
Execute a normal attack action

Entangle: Strong

RANGED ATTACK

BOSS  
AI



Attack the Hero with the LEAST HP in Line of Sight if able.

On Wound:  
Hero gets -1 Action next activation.

ELSE  
Execute a normal attack action

Entangle: Weak

RANGED ATTACK

BOSS  
AI



Execute a normal attack action.

On Wound:

Move that Hero away 1 zone.

Knockback Shot

RANGED ATTACK

BOSS  
AI



Execute a normal attack action.

On Wound:

The Hero performs an attack action, targeting the NEAREST Hero in range.

Panic Shot

RANGED ATTACK

BOSS  
AI



Attack: +2A

Attack the Hero with the MOST HP in Line of Sight if able.

ELSE

Execute a normal attack action.

Flurry: Strong

RANGED ATTACK

BOSS  
AI



Attack the Hero with the MOST HP in Line of Sight outside of the Boss’s zone.

On Wound:

Hero gets -1 Action next activation and is stunned.

Suppress: Strong

RANGED ATTACK

BOSS  
AI



Attack the Hero with the LEAST HP in Line of Sight outside of the Boss’s zone.

On Wound:

Hero gets -1 Action next activation and is stunned.

Suppress: Weak

RANGED ATTACK

BOSS  
AI



Attack the Hero with the LEAST HP in Line of Sight if able.

On Wound:  
Hero may not move next activation.

ELSE  
Execute a normal attack action.

Cripple Shot: Weak

RANGED ATTACK

BOSS  
AI



Roll 1B die.

Each hero suffers this many wounds.

Rain of Arrows

RANGED ATTACK

BOSS  
AI



Roll 1B die.

Each hero suffers this many wounds.

Rain of Arrows

RANGED ATTACK

BOSS  
AI



Attack all Heroes in a single Line of Sight (the most possible).

Roll attack dice once, Roll defense dice separately for each target.

Piercing Shot

RANGED ATTACK

BOSS  
AI



Attack all Heroes in a single Line of Sight (the most possible).

Roll attack dice once, Roll defense dice separately for each target.

Piercing Shot

RANGED ATTACK

BOSS  
AI



Execute a normal attack action.

On Wound:

Hero gets -1 Action next activation and is stunned.

Suppress: Normal

RANGED ATTACK

BOSS  
AI



Execute a normal attack action.

On Wound:

Hero may not move next activation.

Cripple Shot: Normal

RANGED ATTACK

BOSS  
AI



Attack the Hero with the MOST HP in Line of Sight if able.

On Wound:  
Hero may not move next activation.

ELSE  
Execute a normal attack action.

Cripple Shot: Strong

RANGED ATTACK