

**BOSS**  
**AI**

**MASSIVE DARKNESS**

†

**ATTACK: STRONG**  
**RANGED ATTACK**

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

†

**BOSS**  
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†

**ATTACK: WEAK**  
**RANGED ATTACK**

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

†

**BOSS**  
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†

**ATTACK: NORMAL**  
**RANGED ATTACK**

Execute a normal attack action.

†

**BOSS**  
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**MASSIVE DARKNESS**

†

**AIMED SHOT: WEAK**  
**RANGED ATTACK**

Attack: +1

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

†

**BOSS**  
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**MASSIVE DARKNESS**

†

**AIMED SHOT: STRONG**  
**RANGED ATTACK**

Attack: +1

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

†

**BOSS**  
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†

**AIMED SHOT: NORMAL**  
**RANGED ATTACK**

Attack: +1

Execute a normal attack action.

†

**BOSS**  
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†

**SIGNATURE SKILL**  
**RANGED ATTACK**

Execute the Boss's Signature Skill.

†

**BOSS**  
**AI**

**MASSIVE DARKNESS**

†

**SIGNATURE SKILL**  
**RANGED ATTACK**

Execute the Boss's Signature Skill.

†



**BOSS**  
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**CLOSE SHOT: WEAK**  
RANGED ATTACK

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

ELSE

Execute a normal  
attack action.



**BOSS**  
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**CLOSE SHOT: STRONG**  
RANGED ATTACK

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

ELSE

Execute a normal  
attack action.



**BOSS**  
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**CLOSE SHOT: NORMAL**  
RANGED ATTACK

Attack a target at  
range 0-1 if able.

ELSE

Execute a normal  
attack action.



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**DISARM SHOT: WEAK**  
RANGED ATTACK

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

On Wound:

Move 1 weapon from  
hand to backpack.



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**DISARM SHOT: STRONG**  
RANGED ATTACK

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

On Wound:

Move 1 weapon from  
hand to backpack.



**BOSS**  
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**DISARM SHOT: NORMAL**  
RANGED ATTACK

Execute a normal  
attack action.

On Wound:

Move 1 weapon from  
hand to backpack.



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**FLURRY: NORMAL**  
RANGED ATTACK

Attack: +2

Execute a normal  
attack action.



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**FLURRY: WEAK**  
RANGED ATTACK

Attack: +2

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

ELSE

Execute a normal  
attack action.





**BOSS**  
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**FLURRY: STRONG**  
RANGED ATTACK

Attack: +2  
Attack the Hero with  
the MOST HP in Line  
of Sight if able.

ELSE  
Execute a normal  
attack action.



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**PANIC SHOT**  
RANGED ATTACK

Execute a normal  
attack action.

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



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**KNOCKBACK SHOT**  
RANGED ATTACK

Execute a normal  
attack action.

On Wound:  
Move that Hero away 1  
zone.



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**ENTANGLE: WEAK**  
RANGED ATTACK

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



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**ENTANGLE: STRONG**  
RANGED ATTACK

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



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**ENTANGLE: NORMAL**  
RANGED ATTACK

Execute a normal  
attack action.

On Wound:  
Hero gets -1 Action  
next activation.



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**SUPPRESS: WEAK**  
RANGED ATTACK

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.



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**SUPPRESS: STRONG**  
RANGED ATTACK

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.





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**SUPPRESS: NORMAL**

**RANGED ATTACK**

Execute a normal  
attack action.

On Wound:

Hero gets -1 Action  
next activation and is  
stunned.



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**PIERCING SHOT**

**RANGED ATTACK**

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

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



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**PIERCING SHOT**

**RANGED ATTACK**

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

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



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**RAIN OF ARROWS**

**RANGED ATTACK**

Roll 1 🎲 die.

Each hero suffers this  
many wounds.



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**RAIN OF ARROWS**

**RANGED ATTACK**

Roll 1 🎲 die.

Each hero suffers this  
many wounds.



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**CRIPPLE SHOT: WEAK**

**RANGED ATTACK**

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.



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**CRIPPLE SHOT: STRONG**

**RANGED ATTACK**

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.



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**DARKNESS**



**CRIPPLE SHOT: NORMAL**

**RANGED ATTACK**

Execute a normal  
attack action.

On Wound:  
Hero may not move  
next activation.

