BOSS  
AI



Heal equal to wounds caused.

Execute a normal attack action.

Consume: Normal

MELEE ATTACK

BOSS  
AI



Boss gains Slippery.

Heal equal to wounds caused.

Attack the Hero with the MOST HP at Range 0-1. Move 1 if necessary.

Consume: Strong

MELEE ATTACK

BOSS  
AI



Boss gains Slippery.

Heal equal to wounds caused.

Attack the Hero with the LEAST HP at Range 0-1. Move 1 if necessary.

Consume: Weak

MELEE ATTACK

BOSS  
AI



Execute a normal attack action. Move 1 if necessary.

Attack: Normal

MELEE ATTACK

BOSS  
AI



Attack the Hero with the LEAST HP at Range 0-1. Move 1 if necessary.

ELSE

Execute a normal attack action.

Attack: Weak

MELEE ATTACK

BOSS  
AI



Attack the Hero with the MOST HP at Range 0-1. Move 1 if necessary.

ELSE

Execute a normal attack action.

Attack: Strong

MELEE ATTACK

BOSS  
AI



Boss gains Slippery.

Target the Hero with the LEAST HP at Range 0-2.

THEN

Charge this Hero.

Charge: Weak

MELEE ATTACK

BOSS  
AI



Boss gains Slippery.

Attack the FURTHEST Hero (through as many Heroes as possible). Move 2 if necessary.

This attack wounds all Heroes in zones entered.

Bull Rush

MELEE ATTACK

BOSS  
AI



Execute a normal attack. Move 1 if necessary.

THEN

Move 1 with Slippery away from Heroes.

Hit & Run

MELEE ATTACK

BOSS  
AI



Boss gains Slippery.

Execute a normal attack. Move 1 if necessary.

This attack wounds all Heroes in the Boss’s zone.

Cleave: Normal

MELEE ATTACK

BOSS  
AI



Boss gains Slippery.

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

This attack wounds all Heroes in the Boss’s zone.

Cleave: Strong

MELEE ATTACK

BOSS  
AI



Boss gains Slippery.

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

This attack wounds all Heroes in the Boss’s zone.

Cleave: Weak

MELEE ATTACK

BOSS  
AI



Boss gains Slippery

Execute a Charge action.

Charge: Normal

MELEE ATTACK

BOSS  
AI



Boss gains Slippery.

Target the Hero with the MOST HP at Range 0-2.

THEN

Charge this Hero.

Charge: Strong

MELEE ATTACK

BOSS  
AI



Boss gains Slippery.

Attack the Hero with the MOST HP at Range 0-1. Move 1 if necessary.

On Wound:  
Hero gets -1 Action next activation and is stunned.

Pin: Strong

MELEE ATTACK

BOSS  
AI



Boss gains Slippery.

Attack the Hero with the LEAST HP at Range 0-1. Move 1 if necessary.

On Wound:  
Hero gets -1 Action next activation and is stunned.

Pin: Weak

MELEE ATTACK

BOSS  
AI



Attack: -2A

Execute 2 normal attack actions.

Pummel: Normal

MELEE ATTACK

BOSS  
AI



Attack: -2A

Attack the Hero with the LEAST HP at range 0 twice.

ELSE

Execute a normal attack action.

Pummel: Weak

MELEE ATTACK

BOSS  
AI



Attack: -2A

Attack the Hero with the MOST HP at range 0 twice.

ELSE

Execute a normal attack action.

Pummel: Strong

MELEE ATTACK

BOSS  
AI



Target the Hero with the LEAST HP at Range 1-2.

Move the Hero into the Boss’s zone and Attack the Hero.

Pull: Weak

MELEE ATTACK

BOSS  
AI



Target the Hero with the MOST HP at Range 1-2.

Move the Hero into the Boss’s zone and Attack the Hero.

Pull: Strong

MELEE ATTACK

BOSS  
AI



Boss gains Slippery.

Execute a normal attack action. Move 1 if necessary.

On Wound:  
Hero gets -1 Action next activation and is stunned.

Pin: Normal

MELEE ATTACK

BOSS  
AI



Execute the Boss’s Signature Skill.

Signature Skill

MELEE ATTACK

BOSS  
AI



Execute the Boss’s Signature Skill.

Signature Skill

MELEE ATTACK

BOSS  
AI



Execute a normal attack action.

THEN

The attacked Hero moves one equipped item to his backpack.

Rend

MELEE ATTACK

BOSS  
AI



Execute a normal attack action.

THEN

The attacked Hero moves one equipped item to his backpack.

Rend

MELEE ATTACK

BOSS  
AI



Execute a normal attack action.

THEN

All Heroes in the Boss’s Zone Move 1 towards the starting zone.

Knockback

MELEE ATTACK

BOSS  
AI



Execute a normal attack action.

THEN

All Heroes in the Boss’s Zone Move 1 towards the starting zone.

Knockback

MELEE ATTACK

BOSS  
AI



Target a Hero in this zone.

THEN

Stun that Hero.

Slam

MELEE ATTACK

BOSS  
AI



Target a Hero in this zone.

THEN

Stun that Hero.

Slam

MELEE ATTACK

BOSS  
AI



Execute a normal attack action.

THEN

The attacked Hero discards one equipped item.

Shatter

MELEE ATTACK

BOSS  
AI



Execute a normal attack action.

THEN

The attacked Hero moves one equipped item to his backpack.

Rend

MELEE ATTACK