

BOSS  
AI



Defensive Strike

DEFENSIVE ACTION

Attack a Hero in the Boss’s zone, if able.

ELSE

Execute a normal attack action.



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AI



Flee

DEFENSIVE ACTION

Move 3 away from the most Heroes.



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Blink

DEFENSIVE ACTION

Teleport 2 away from the most Heroes.



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AI



Defend Me!

DEFENSIVE ACTION

Swap places with the Mob within 3 zones away from the most Heroes.

ELSE

Swap places with a Mob within 3 zones.



BOSS  
AI



Backpedal

DEFENSIVE ACTION

Move 2 away from the most Heroes.



BOSS  
AI



Backstep

DEFENSIVE ACTION

Move 1 away from the most Heroes.



BOSS  
AI



Focused Defense

DEFENSIVE ACTION

Until the next Boss Activation:

The Boss takes half the wounds dealt by attacks (round down to a minimum of 1).



BOSS  
AI



Guard

DEFENSIVE ACTION

Until the next Boss Activation:

Defense: +2A



BOSS  
AI



Shadowstep

DEFENSIVE ACTION

Teleport to the furthest Shadow Zone in line of sight away from the most Heroes.



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AI



Signature Skill

DEFENSIVE ACTION

Execute the Boss’s Signature Skill.



BOSS  
AI



Throw

DEFENSIVE ACTION

Move all Heroes in the Boss’s zone 3 spaces toward the Heroes starting zone.



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AI



Reinforcements

DEFENSIVE ACTION

Spawn a Level 5 Guard in the Boss’s zone.



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AI



Push

DEFENSIVE ACTION

Move all Heroes in the Boss’s zone 1 space toward the Heroes starting zone.



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AI



Shove

DEFENSIVE ACTION

Move all Heroes in the Boss’s zone 2 spaces toward the Heroes starting zone.



BOSS  
AI



Signature Skill

DEFENSIVE ACTION

Execute the Boss’s Signature Skill.



BOSS  
AI



Hunker Down

DEFENSIVE ACTION

Until the next Boss Activation:

Defense: All defense rolls are 3F + 3E and ignore any effects.