

Monster Statistic Cards

Monster statistic cards give easy access to the base statistics of a given monster type for both its normal and elite variants. A monster's base statistics will vary depending on the **scenario level** (see Scenario Level on p. 15 for details). Each edge of the cards, on both sides, reflects the statistics for a given scenario level. Rotate or flip the card to show the required level.



Level 1 Monster



Level 2 Monster

A monster stat sleeve should be used to track damage and condition tokens and to hide the unneeded information for other unused levels.



Monster



Boss

A MONSTER STATISTIC CARD INCLUDES:

- The monster's name **a** and level of the statistic set **b** corresponding to the scenario level.
- Sections for normal **c** and elite **d** versions of this monster.
- A monster's **hit point** value **e**, which is the amount of damage that needs to be inflicted on the monster before it dies.
- A monster's **movement** value **f**, the base number of hexes a monster can move with a **Move** action.
- A monster's **attack** value **g**, the base amount of damage the monster does with an **Attack** action.
- A monster's **range** value **h**, which is the base number of hexes away from the monster's own hex that the monster can reach with an attack or a heal. A “–” as the range value signifies the monster's normal **Attack** action can only target adjacent hexes (i.e., a **melee** attack).
- Any special traits this monster type possesses **i**. These traits are permanent and persist from round to round. These traits may include Flying, which is symbolized by **j** next to the monster's name (see Move on p. 19 for details).

