

BOSS

AI

MASSIVE DARKNESS

+

Apostle in the Dark

SUPPORT ACTION

All Enemy in Line of Sight heal 1 Wounds and gain until the Boss' next activation:

Attack: +1✓
Defence: +1◊

+

BOSS

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Call the Wicked

SUPPORT ACTION

All Mobs in Line of Sight recover 1🔵 + 1🟢 of lost models. Roaming Monsters instead recover this many Wounds.

+

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Fear

SUPPORT ACTION

Resolve an Attack against all Heroes in Line of Sight regardless of Range. ON WOUND Reduce all damage dealt to 1. Heroes gain until next boss activation: Attack -1✓ Defence: -1◊

+

BOSS

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Frenzied Warery

SUPPORT ACTION

All Enemy in Line of Sight gain until the Boss' next activation:

Attack: +3✓
Defence: +1◊

+

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Greater Heal

SUPPORT ACTION

The Nearest Mob or Roaming Monster recovers wounds equal to:

Greater Heal: 2🟢 + 2

+

BOSS

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+

Heal

SUPPORT ACTION

The Nearest Mob or Roaming Monster recovers wounds equal to:

Heal: 2🔵 + 2

+

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Invigorate

SUPPORT ACTION

Closest Mob gains until the start of the Boss' next turn:

Attack: +1✓
Defence: +1◊

+

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Overwhelm

SUPPORT ACTION

All Enemy in Line of Sight take 1 more action, either Attack if in Range or Move if not.

+

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Rallying Cry

SUPPORT ACTION

All Enemy in Line of Sight gain until the start of the Boss' next activation:

Attack: +1✓
Defence: +2◊

+

BOSS

AI

MASSIVE DARKNESS

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Signature Skill

SUPPORT ACTION

Use the Boss' Signature skill.

+

BOSS

AI

MASSIVE DARKNESS

+

Terror

SUPPORT ACTION

Resolve an Attack against all Heroes in Line of Sight regardless of Range.
ON WOUND
Heroes must flee 3 Zones and gain until next boss activation:
Attack -2
Defence: -2

+

BOSS

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Writhing Shadows

SUPPORT ACTION

Enemies in Shadow Zones heal 1 +1 Wounds. Heroes in Shadow Zones suffer 1 Wound.

+