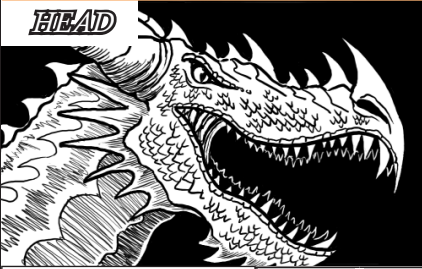


DRAGON HEAD

HEAD



Fire Breath (Action):
You must expend 7 discarded cards, any character pieces within this area of effect receive 7 damage using intelligence.


Statistics	
Health	2
Intelligence	18
Strength	1
Agility	0
Equip-Slots	0
Size	

ROAAR - (fire sfx ensues)

7

CYCLOPS HEAD

HEAD



Lack of Depth Perception:
The boss creature can make melee attacks against any character in line of sight from any range.


Statistics	
Health	2
Intelligence	8
Strength	2
Agility	0
Equip-Slots	0
Size	

Cyclops are so dumb, nature must change it's laws just to keep them alive.

9

WOLF HEAD

HEAD



Wolf's Nose:
Add 1 to all attack damage values against characters that were not in line of sight of the boss at the start of the boss's turn.


Statistics	
Health	3
Intelligence	13
Strength	1
Agility	1
Equip-Slots	0
Size	

Wolves are known for their astute sense of smell.

4

DINOSAUR HEAD

HEAD



Strong Jaw:
Attack actions that utilise a head piece deal 2 additional damage.

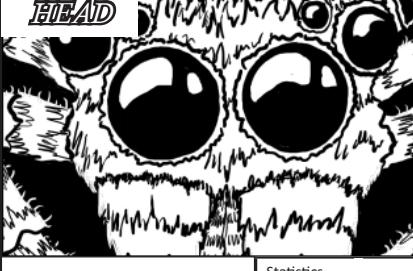
Statistics	
Health	2
Intelligence	4
Strength	2
Agility	0
Equip-Slots	0
Size	

chomp chomp

3

SPIDER HEAD

HEAD



8 eyes:
Grant +3 agility when attacking against targets that moved in this round or the previous round.


Statistics	
Health	1
Intelligence	11
Strength	1
Agility	0
Equip-Slots	0
Size	

Gotta use all those eyes for something.

5

MECHA HEAD

HEAD



Satellite Tracking:
The boss creature always has line of sight with characters visible from the sky.


Statistics	
Health	1
Intelligence	16
Strength	0
Agility	0
Equip-Slots	0
Size	

Target Located - Annihilate!

6

FALCON HEAD

HEAD



Eyes of a Falcon:
The boss creature has double the range on all ranged attacks.


Statistics	
Health	0
Intelligence	14
Strength	1
Agility	1
Equip-Slots	0
Size	

cawwwww!
CAWWWWWWWWWW!

7

LION HEAD

HEAD



King of Beasts:
If the boss did not move on your previous turn, at the start of your turn restore 2 health and add 2 to the damage value of your next attack action.

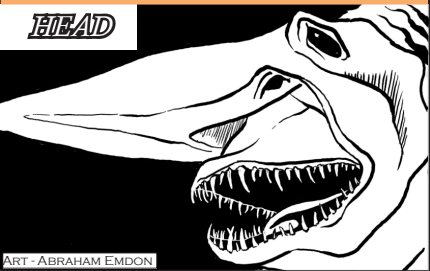
Statistics	
Health	1
Intelligence	15
Strength	2
Agility	0
Equip-Slots	0
Size	

Lion manes are very sought after by heroes, yet those who wear them are shunned.

6

GOBLIN SHARK HEAD

HEAD



Consume (Action): Roll a D6. On a 5 or 6 the targeted character is removed from the map. After the boss creature loses 4 health in one attack, the previously swallowed character is returned to the map in the nearest available space and takes 2 damage.


Statistics	
Health	2
Intelligence	10
Strength	2
Agility	0
Equip-Slots	0
Size	

To not have no ultimate attacks up your sleeve against this boss is suicide.

4

BAT HEAD

HEAD



Sonar:
The boss can only target characters that moved or attacked it during its last turn.
Gain +6 in the relevant stat when attacking with AoE attacks.

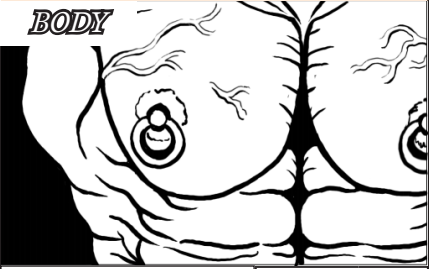
Statistics	
Health	2
Intelligence	12
Strength	0
Agility	1
Equip-Slots	0
Size	

I hear bats are very good at listening.

4

OGRE MUSCLE

BODY



Muscle:
Legs attached to this body have 1 extra strength.
Arms attached have 2 extra strength.

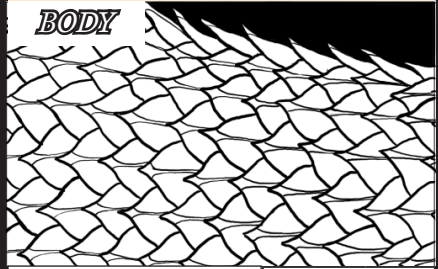
Statistics	
Health	36
Intelligence	0
Strength	1
Agility	0
Equip-Slots	0
Size	⬡⬢⬣

Can't argue with those muscles.

12

LIZARD SCALES

BODY



Armoured Hide:
The boss takes one less damage for each instance of damage it takes.

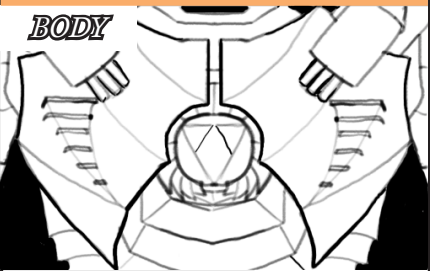
Statistics	
Health	24
Intelligence	0
Strength	2
Agility	0
Equip-Slots	0
Size	⬢⬣

It has a weak spot right under its left armpit...

9

CYBORG SUIT

BODY



Laser Tech:
All equipment equipped by this boss creature gains the **Laser** trait.

Laser - attacks made by this weapon are not blocked by obstacles.

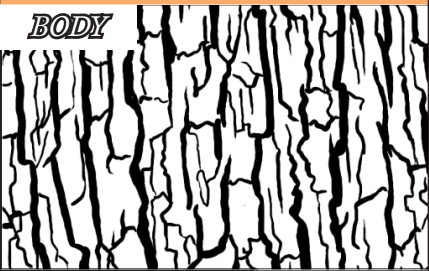
Statistics	
Health	38
Intelligence	0
Strength	0
Agility	-2
Equip-Slots	1
Size	⬢⬣⬣

Deadly lasers or sick light show?

14

TREE HUSK

BODY



Summon Roots:
(Action) - Summon a [Root] within X spaces from the boss, it may take its turn immediately.

For each action that the boss has taken since last using **Summon Roots** add 1 to X. After using this action set X to 0.


Statistics	
Health	37
Intelligence	0
Strength	1
Agility	-1
Equip-Slots	0
Size	⬢⬣⬣

Don't get tangled with this guy, he's not a fun-guy.

17

ROOT

TOKEN



The health this token loses is shared with the boss.
Root can only take one action on its turn, and only actions listed here:

SLAM(Action):
Target a character within 2 tiles range, deal damage equal to half this cards strength.

Entangle (Action):
Target a character within 2 tiles range, That character is immobilised

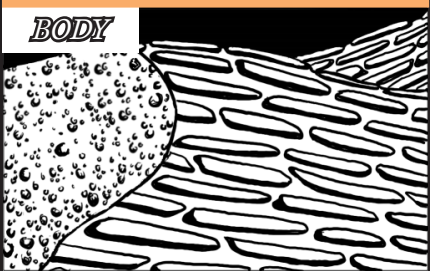
Statistics	
Health	2
Intelligence	0
Strength	4
Agility	7
Equip-Slots	0
Size	⬢

Watch your feet!

/

SLUG SLIME

BODY



Slime Pool:
Each tile adjacent to the boss is covered in slime. For any character stood on a slime tile, their move actions only allow them to move a maximum of one tile. This does not apply to jumps or teleport abilities.


Statistics	
Health	34
Intelligence	0
Strength	0
Agility	1
Equip-Slots	1
Size (any assortment)	⬢⬣⬣

Remember to bring your Wellington Boots!

11

BIRD BODY

BODY



Light Skeleton:
Increase the damage statistic of all attacks targeted at the boss by 1.


Statistics	
Health	23
Intelligence	0
Strength	0
Agility	12
Equip-Slots	0
Size	⬢

Increased speed, but at what cost?

7

GOLEM CLAY

BODY



Terracotta Armour:
Reduces damage values of attacks with strength lower than 10 by 75% (but not lower than 1).

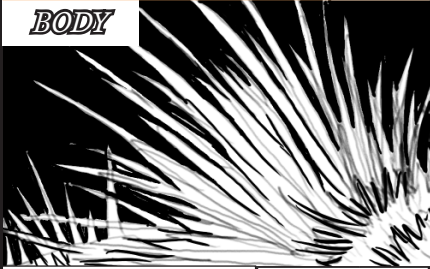
Statistics	
Health	40
Intelligence	0
Strength	1
Agility	-3
Equip-Slots	0
Size	⬢⬣⬣

Big Rock


12

HEDGEHOG BODY

BODY



Prickly: Each melee attack targeted at the boss also deals 1 unblockable damage to the user.


Statistics	
Health	30
Intelligence	0
Strength	0
Agility	-2
Equip-Slots	1
Size	

Imagine prickles as big as spears.

9


SHRIMP EXOSKELETON

BODY



Molt: When the boss receives an attack with strength value more than 8, the boss player may choose to activate this ability.

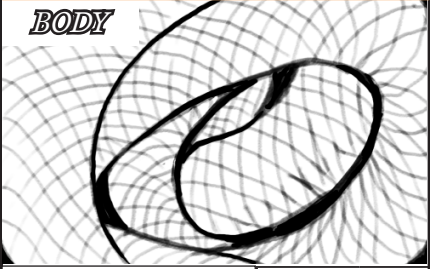
Roll a D6, on a 2 or higher ignore all damage and move 1 space in any direction. On a 1, the attack deals 50% more damage.

Statistics	
Health	28
Intelligence	0
Strength	2
Agility	0
Equip-Slots	0
Size	


A shrimps exoskeleton acts as natural armour, pretty cool huh?

SNAKE BODY

BODY



Slithery: With this body the boss creature can ignore the movement penalties from having less than 2 legs.

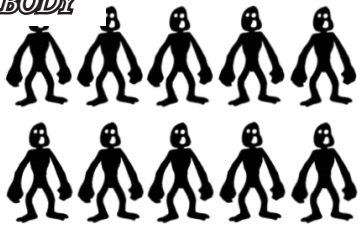
Statistics	
Health	26
Intelligence	1
Strength	0
Agility	1
Equip-Slots	0
Size	

Snakes are sneaky and resourceful.

6

COLLECTIVE


BODY



Army: Take all the characteristics of the other boss pieces and apply to them to each of 10 character pieces. The size statistic of other boss pieces is ignored with this body.

Each character piece acts and targets independently but must complete the same action as every other piece each turn if able.

Each character piece has this cards stats plus the stats of the other pieces.

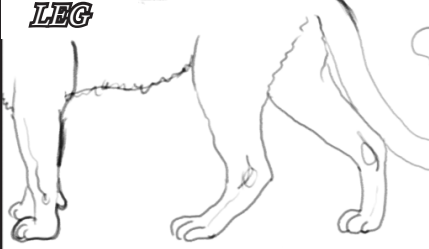
Statistics	
Health	4
Intelligence	1
Strength	1
Agility	1
Equip-Slots	1
Size	

Everyone hates the aggro player, but you can't deny that it's fun.

10

PANTHER LEG

LEG



Stealthy: Reduce the range other character pieces can attack the boss by 1, up to a maximum of 4.

Other character pieces can not have their range reduce lower than 2.


Statistics	
Health	1
Intelligence	1
Strength	0
Agility	5
Equip-Slots	0
Size	

Stealth is good for closing distance.

4

SPIDER LEG

LEG



8 Legs: For every 2 Spider Legs the boss has, the boss may draw one extra card at the start of the game. With exactly 8, draw 6 extra cards instead.


Statistics	
Health	0
Intelligence	0
Strength	0
Agility	1
Equip-Slots	0
Size	

This card is probably gonna be OP isn't it.

2

TROLLS LEG

LEG



STOMP (Action): Attack an adjacent character piece for 4 damage using the boss total strength stat.

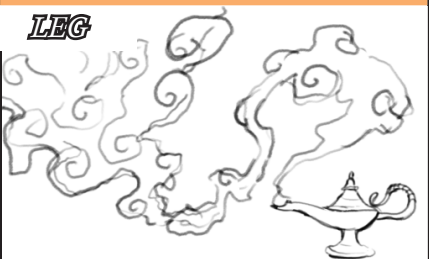
Statistics	
Health	1
Intelligence	0
Strength	1
Agility	1
Equip-Slots	0
Size	

"Get away from my feet you creep!"

3


GENIE'S MIST

LEG



One genie's mist acts as 2 legs in regard to movement characteristics.

Floating: The boss may move on-top of and over obstacle tiles.


Statistics	
Health	0
Intelligence	0
Strength	0
Agility	9
Equip-Slots	0
Size	

You used all your wishes? I guess I'm allowed to kill you finally.

7

HORSE LEG

LEG



Gallop: If the boss has 4 Horse Leg pieces, double the movement characteristics of action cards.

Statistics	
Health	0
Intelligence	0
Strength	1
Agility	6
Equip-Slots	0
Size	

clap clap, clap clap, clap clap.

3

KANGAROO LEG

LEG



Jump (Action):

Ignoring Leg movement characteristic rules, move 2 spaces in any direction ignoring obstacle tiles. For each Kangaroo Leg the boss has increase the movement by 2.

Statistics	
Health	0
Intelligence	0
Strength	1
Agility	5
Equip-Slots	0
Size	

"Modded Minecraft is not a real game" -
Joe while I was writing this card

5

BIRD LEG

LEG



Light:

When the boss is flying, add 1 to movement for each Bird Leg.

Statistics	
Health	-1
Intelligence	0
Strength	0
Agility	6
Equip-Slots	0
Size	

Don't have a flightless bird, chickens are not known for their skill in battle.

2

CRAB LEG

LEG



Sideways:

For each 2 Crab Legs, for each Crab Leg the boss may move one extra space left or right.

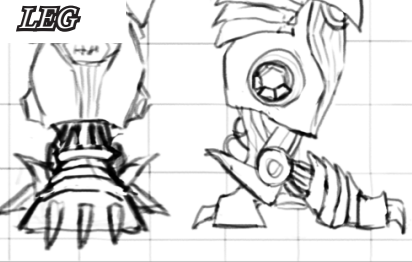
Statistics	
Health	1
Intelligence	0
Strength	0
Agility	3
Equip-Slots	0
Size	

Dun dun, dun dun dun, dun dun, dun dun dun.

2

ROBOTIC LEG

LEG



The Size of this piece is not added if the boss has a "Cyborg Body".

Statistics	
Health	1
Intelligence	0
Strength	0
Agility	4
Equip-Slots	1
Size	⬡

My feet don't need guns to scare people away, they help though.

5

GORILLA FIST

ARM



Will of Kong:

Add 3 strength to the attacks made by equipment attached to this piece.

Statistics	
Health	2
Intelligence	0
Strength	10
Agility	0
Equip-Slots	1
Size	

"looks like round 2 goes to kong" then kong fucking dies" - Adam

4

TENTACLE

ARM



The boss can use clasp once per game for each unequipped tentacle piece. If you have 8 or more Tentacles, include equipped Tentacles.

Clasp (Action):

Attack a character within 3 tiles, deal 1 damage for every 4 strength out of the boss' strength statistic and immobilise them.

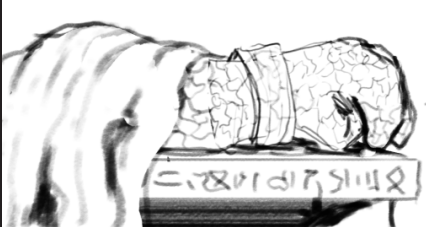
Statistics	
Health	1
Intelligence	0
Strength	4
Agility	0
Equip-Slots	1
Size	

People always tell me that one of the tentacles isn't an arm.

3

GOLEM ARM

ARM



When you make an attack with this arm roll a D6. On 3 or higher the attack succeeds as normal. On 2 or lower, the attack misses but the targeted enemies are dazzled.

Statistics	
Health	3
Intelligence	0
Strength	13
Agility	-6
Equip-Slots	1
Size	⬡

"OOF" the golem cries, as he accidentally crushes a small school trying to get out of bed.

5

TIGER PAW

ARM



When you attack with this arm perform an additional Swipe.

Swipe: Attack an enemy for 1 damage using strength, if this damage is successful the enemy character piece is knocked back 1 tile in a direction of your choice.

Statistics	
Health	0
Intelligence	0
Strength	5
Agility	4
Equip-Slots	1
Size	

I spent 15 minutes trying to figure out how to edit templates again.

4

ROBOT ARM

ARM



As many times as you like, you may reduce this card's strength stat by 2 and add 1 to it's equipment slot stat.


Statistics	
Health	2
Intelligence	0
Strength	8
Agility	1
Equip-Slots	2
Size	

Do you have a license for all those guns?

5

CRAB CLAW

ARM



When succeeding with an attack with this arm roll a D6. On 1-2 deal 2 damage, on 3-5 deal 2 damage and immobilise the target, on 6 deal 6 damage and immobilise the target.


Statistics	
Health	3
Intelligence	0
Strength	7
Agility	-2
Equip-Slots	0
Size	⬡

Crab see crab do. Now do die :)

4

MANTIS ARM

ARM



If this arm has not been used to attack within this or the previous round, the next attack action it deals has +5 strength.


Statistics	
Health	2
Intelligence	0
Strength	5
Agility	0
Equip-Slots	1
Size	

Patience... patience... PATIENCE!

2

PISTOL SHRIMP

ARM



Bubble Shot (Action): You must expend 4 discarded cards. Attack an enemy at Range 4 using agility, deal 3 damage, dazzle and knock them back up to 2 tiles backwards from where you fired from.


Statistics	
Health	1
Intelligence	0
Strength	6
Agility	6
Equip-Slots	0
Size	

Pinchers up! I meant claws... no wait... hands! Hands Up!

3

6 HANDED ARM

ARM



Handy!


Statistics	
Health	1
Intelligence	4
Strength	4
Agility	4
Equip-Slots	6
Size	

The artist wasn't very happy with this commission.

5

VINE

ARM



You may choose to sacrifice a Vine arm in order to avoid all effects of an incoming attack. Lose every stat the vine grants except health.

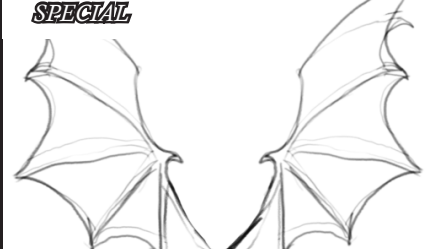
Statistics	
Health	3
Intelligence	0
Strength	5
Agility	3
Equip-Slots	1
Size	

Environmentally friendly, but not hero friendly.

3

DRAGON WINGS

SPECIAL



All movement actions contain the keyword Fly.

Fly: Double movement value of your movement actions, and ignore all obstacles and character pieces whilst moving.

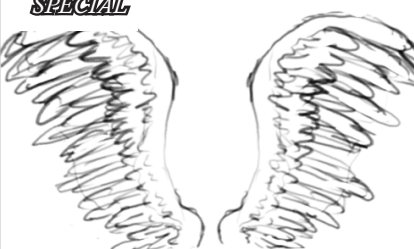
Statistics	
Health	1
Intelligence	0
Strength	0
Agility	7
Equip-Slots	0
Size	⬡

I feel like fly could be better.

7

CHICKEN WINGS

SPECIAL



Add 1 to the movement value of your movement actions, ignore character pieces whilst moving.


Statistics	
Health	1
Intelligence	0
Strength	0
Agility	2
Equip-Slots	0
Size	

Those who don't wanna pay for dragon wings are chicken.

3

OSTRICH NECK

SPECIAL



All attacks made by a head piece have at least Range 3.

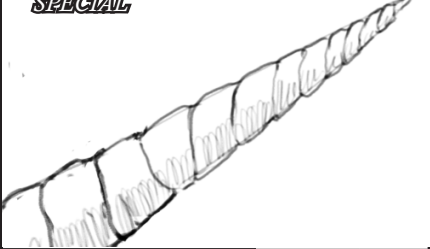
Statistics	
Health	1
Intelligence	2
Strength	2
Agility	2
Equip-Slots	0
Size	

This is gonna make some weird looking boss creatures.

2

UNICORN HORN

SPECIAL



The boss has +3 intelligence when attacking.

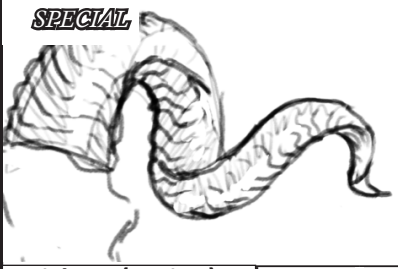
Statistics	
Health	1
Intelligence	5
Strength	0
Agility	2
Equip-Slots	0
Size	

Unicorns only accept the most pure, they insult those who aren't.

3

DEMON HORN

SPECIAL



Trickery (Action): You must expend 9 discarded cards. Select an adjacent character piece, expend that character's entire discard pile.

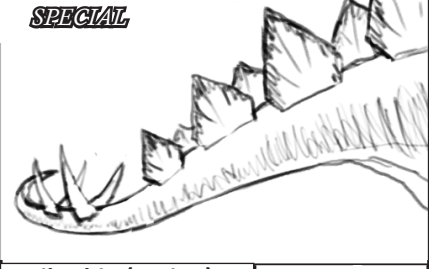
Statistics	
Health	2
Intelligence	5
Strength	1
Agility	0
Equip-Slots	0
Size	

Don't make deals with demons, except this one, he's totally cool.

3

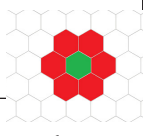
DINOSAUR TAIL

SPECIAL



Tail Whip (Action): You must expend 3 discarded cards. Deal 4 damage and inflict stunned using Special Range from the tile containing the tail piece.

Statistics	
Health	1
Intelligence	0
Strength	4
Agility	0
Equip-Slots	0
Size	⬡




Tripping Hazard.

5

SPIDER MONKEY

SPECIAL



If this piece is unequipped, you may use Tail Grab.

Tail Grab (Action): You must expend 5 discarded cards, target an adjacent character piece, move that character to any space within 3 spaces of the boss creature, deal 2 damage and inflict dazed.

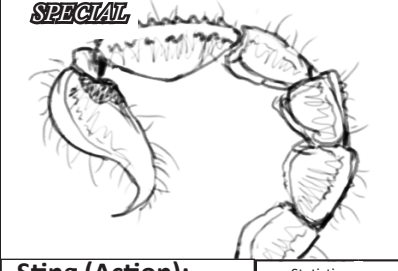
Statistics	
Health	1
Intelligence	0
Strength	2
Agility	2
Equip-Slots	1
Size	

My biology teacher once said he would like to have a spider monkey tail to hold his beer.

2

SCORPION TAIL

SPECIAL



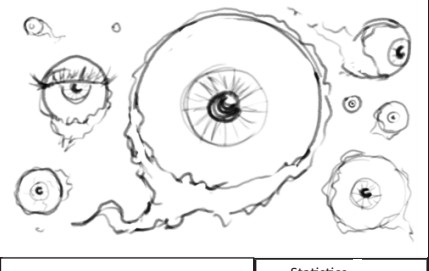
Sting (Action): Expend 2 discarded cards, attack an adjacent character piece, deal 3 damage using strength and inflict poison.

Statistics	
Health	3
Intelligence	0
Strength	3
Agility	0
Equip-Slots	0
Size	

Time to perform a sting operation.

2

EXTERNAL EYE BALL



All of your ranged attacks have an additional 1 range. You may sacrifice an extra eyeball piece to avoid all effects of an incoming attack.

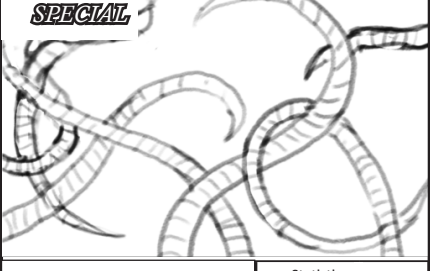
Statistics	
Health	0
Intelligence	4
Strength	0
Agility	0
Equip-Slots	0
Size	

Whats that giant thing, is it watching me, is that an eye?

1

RAT TAIL

SPECIAL



Every time you restore health, restore an extra 1 health.


Statistics	
Health	6
Intelligence	0
Strength	0
Agility	0
Equip-Slots	0
Size	

Tie 100 rats together and you get a rat king.

1

LONG TONGUE

SPECIAL




Tongue Wrap Action: You must expend 4 discarded cards, target a character piece within 2 spaces, inflict immobilised and reduce their combat stats by 50% until your next turn.

Statistics	
Health	0
Intelligence	0
Strength	1
Agility	3
Equip-Slots	0
Size	

Ewww slimy.

3

ORC PALADIN



Statistics	
Health	16
Intelligence	10
Strength	14
Agility	6
Equip-Slots	4
Heroic Feat Cost	7

Passive: When other heroes that start their turn adjacent to you restore 3 health. When you start your turn adjacent to 2 or more heroes, restore 3 health.

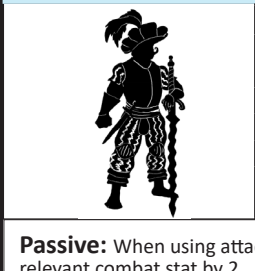
Heroic Feat: Grant all friendly characters within 2 spaces of your character piece a Magic Shield.

Magic shield: When this character next takes an instance of damage, the damage is ignored and this character's Magic Shield is destroyed.

Who says Orcs can't be religious?

13

GRIZZLED MERCENARY



Statistics	
Health	11
Intelligence	6
Strength	13
Agility	11
Equip-Slots	3
Heroic Feat Cost	5


Passive: When using attacks, increase the relevant combat stat by 2.

Heroic Feat: Perform a special attack, increase all values of the attack by 50%.

Money is the only motivation left for a guy like this.

10

DREAD KNIGHT



Statistics	
Health	18
Intelligence	6
Strength	17
Agility	7
Equip-Slots	3
Heroic Feat Cost	11

Passive: Lose one health every time you use an attack action unless you have 6 or less than health.


Passive: This character gains +2 strength for each point of health less than their maximum health.

Heroic Feat: Reduce your characters health to 1, unleash a flurry of 2 basic attacks and a heavy attack.

Only here because of thr giant monster, not good nor evil.

12

UNDEAD SORCERER



Statistics	
Health	8
Intelligence	16
Strength	6
Agility	8
Equip-Slots	2
Heroic Feat Cost	9


Passive: At the start of your turn draw one extra card, then discard one card from your hand.

Heroic Feat: Resurrect either yourself or an adjacent friendly character with half of their maximum health. Deal 3 damage to any enemy character pieces within 1 space of the resurrected character piece.

You don't just stop cconjuring fire balls after you die! The buildings won't burn themselves down.

10

DWARF ENGINEER



Statistics	
Health	14
Intelligence	12
Strength	9
Agility	10
Equip-Slots	6
Heroic Feat Cost	9


Passive: Each of your weapons deal an extra 25% damage if they have not been used to attack with yet in this round or the previous round.

Heroic Feat: Construct a 1x3 obstacle adjacent to your character piece (can not be placed on top of character pieces or obstacle tiles). The construct is targetable, once the obstacle has received two instances of damage, it is destroyed.

Got sick of people making short jokes.

9

MAD ALCHEMIST



Statistics	
Health	11
Intelligence	14
Strength	6
Agility	10
Equip-Slots	2
Heroic Feat Cost	6


Passive: All Single target items used by this character gain an area of effect of 1 space from the targeted space. All items that already have an area of effect have their area of effect increased by 1 space.

Heroic Feat: Concoct and use an item with the combined effect of 2 potions you have in your used item pile. Select one of the component items, use the range and area of effect of that item for the concocted item.

They say the secret to his power is squirry bottle heads.

8

ELVEN MERCHANT



Statistics	
Health	9
Intelligence	12
Strength	6
Agility	12
Equip-Slots	4
Heroic Feat Cost	12


Passive: When this character uses items, they are added to the discard pile instead of removed from the game.

Heroic Feat: Until the start of your next turn, Item Actions do not count as using an action, and each time you use one you may draw an action card.

Attends therapy for his item hoarding addiction.

10

MOUNTED ARCHER



Statistics	
Health	12
Intelligence	6
Strength	6
Agility	18
Equip-Slots	3
Heroic Feat Cost	8


Passive: At any point during a movement action, you may carry an adjacent friendly character piece and move them to an adjacent space to the resulting space of your movement.

Heroic Feat: Until the end of your next turn, when your agility statistic is consulted for attacking, defending or determining initiative, it is doubled.

Looking for freedom he bought a horse, now he spends half of his battles as the groups taxi.

14

HALFLING



Statistics	
Health	13
Intelligence	8
Strength	8
Agility	14
Equip-Slots	3
Heroic Feat Cost	7


Passive: When rolling a dice you may add or subtract 1 from the result.

Heroic Feat: Roll a D6, Without expending any of your actions, on 1-2 complete 2 movement actions, on 3-4 complete an attack and a movement action and on 5-6 complete 2 attack actions. Actions used must be ones held in your hand.

This guy has a reputation amongst boss creatures for being a mighty annoyance.

8

GODLING



Statistics	
Health	8
Intelligence	11
Strength	6
Agility	13
Equip-Slots	1
Heroic Feat Cost	13


Passive: Each time you move through friendly character pieces, heal that character piece for 2 Health.

Heroic Feat: Flip this card and transform into [Forest Guardian] until the end of your next turn. When you change between Godling and [Forest Guardian], remove all status effects and restore your stats to their maximum.

A wholesome little fella, but my advice: don't piss him off

7

FOREST GUARDIAN



Statistics	
Health	18
Intelligence	12
Strength	18
Agility	12
Equip-Slots	0
Heroic Feat Cost	


When attacking, you must use the following weapon profile:

Smashing Fist
(Use Strength) Range: Melee

Basic - Deal 3 damage
Heavy - Deal 5 damage
Special - Deal 5 damage, each friendly character piece within 1 space of the target enemy restores 3 health.

Someone didn't listen to my advice.

CYBERPUNK



Statistics	
Health	11
Intelligence	13
Strength	7
Agility	10
Equip-Slots	2
Heroic Feat Cost	9

Passive: At the end of each turn this character may choose to swap two of their combat statistics (Intelligence, Strength and agility).


Passive: Despite stat changes this character can always use future tech weapons.

Heroic Feat: Select an enemy character piece within 3 spaces, the targeted character can not utilise any abilities or passives until your next turn.

Sent 1100 years back in time to kill a big monster. Which one? yeah that's the problem.

12

GIANT



Statistics	
Health	24
Intelligence	8
Strength	8
Agility	8
Equip-Slots	2
Heroic Feat Cost	7


Passive: Add 3 to the relevant combat statistic when defending against attacks.

Heroic Feat: Enemies can only target you until your next turn.

A little bit clumsy, he spends a lot of his time fixing houses he accidentally stepped on.

18

BLUNT MELEE WEAPON




Basic	Deal 3 damage
Heavy	Deal 5 damage
Special	Deal 8 damage Inflict Dazzled

Equip Slots - 1

When the only available weapon is what you can find in the scrapyard.



2

GIANT SWORD



Basic	Deal 3 damage
Heavy	Deal 5 damage
Special	Deal 7 damage use special range.


Equip Slots - 1

Range  Special Range 

Don't lose it! There are few blacksmiths with a forge big enough to make these.



3

BOSS AXE



Basic	Deal 2 damage
Heavy	Deal 4 damage
Special	Move 1 space, then deal 6 damage use special range


Equip Slots - 1

Range  Special Range 

"I got nothin" - The Designer

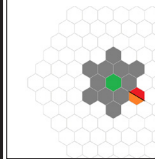
4

MAGIC SPEAR



Basic	Deal 2 damage Use range
Heavy	Deal 3 damage Range 4
Special	Perform a Basic attack and then a Heavy attack. They both deal double damage.


Equip Slots - 1

Range 

A spear head bolted onto a magic staff.


5

ENORMOUS RAIL GUN



Basic	Deal 2 damage
Heavy	Deal 4 damage Range 6
Special	Deal 6 damage Use Special Range


Equip Slots - 2

Special Range 

Ripped straight from the ruin of Metal Gear Rex.


5

GATLING GUN



Basic	Deal 1 damage 3 times, Range 2-4
Heavy	Deal 1 damage 6 times, Range 2-5
Special	Use this weapons Heavy attack twice on each target. Use Special Range


Equip Slots - 2

Special Range 

"AAAAAAAAAAAAAAAA"



4

DEATH RAY



Basic	Deal 2 damage Use Range
Heavy	Deal 4 damage Use Range
Special	Deal 8 damage Use Special Range


Equip Slots - 2

Range  Special Range 

*All you need now is the cat,
unless you are a cat. Would a
cat villain have a cat?*


5

STAR MISSILE LAUNCHER



Basic	Deal 1 damage Use Range
Heavy	Deal 2 damage Use Range
Special	Select any 3 tiles that are not adjacent to each other. Deal 3 damage to any character piece in each targeted tile.


Equip Slots - 1
Range



*Are those stars? oh...
oh no...*

5

LONG SWORD



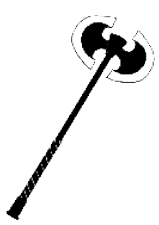
Basic	Deal 3 damage
Heavy	Deal 4 damage
Special	Deal 7 damage

Equip Slots - 1

A trusty sword.

1

GREAT AXE



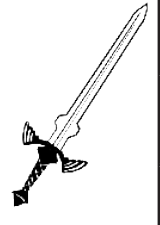
Basic	Deal 4 damage
Heavy	Deal 6 damage
Special	Deal 9 damage This attack +4 strength, then move 1 space




Equip Slots - 3

*You have my axe!
Gave it back...*

3

HERO SWORD




Basic	Deal 3 damage 
Heavy	Deal 5 damage  or 
Special	Deal 8 damage Use your strongest combat stat.

Equip Slots - 2

A sword fit for a hero.

3

LONG BOW




Basic	Deal 2 damage Range 5
Heavy	Deal 4 damage Range 5
Special	Deal 5 damage twice Range 6

Equip Slots - 2

Flavour text

2

REVOLVER




Basic	Deal 2 damage Range 4
Heavy	Deal 3 damage Range 4
Special	Deal 4 damage 6 times Range 6 Roll a D6 for each shot, on 1-2 the shot misses.

Equip Slots - 1

4 or more successful hits and you can call yourself chris.

4

GRAPPLE GUN



Basic	Deal 2 damage Range 3
Heavy	Deal 2 damage Read Heavy rule below. Range 4.
Special	Read special rule below. Range 4

Equip Slots - 1


Heavy: Target a friendly character piece, move them to the nearest adjacent space to you from their tile.




Special: Target any character piece, and pull yourself to the nearest adjacent tile to them. If the target is an enemy deal 6 damage.

GRAPPLING HOOK!

3

CROSSBOW




Basic	Deal 3 damage Range 3 
Heavy	Deal 3 damage Range 3 
Special	Deal 6 damage Range 2 

Equip Slots - 1

They wound the string really tight, making this popular with stronger characters.

2

ENGRAVED STICK




Basic	Deal 3 damage Range 4
Heavy	Deal 4 damage, or restore 4 health Range 4
Special	Deal 8 damage Restore 6 health to you or an adjacent character piece. Range 4

Equip Slots - 1

The shopkeeper told you it once belonged to a great sage, it more likely belonged to his dog.

2

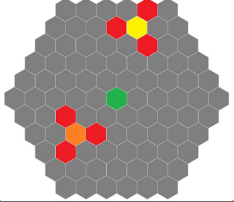
TREASURED STAFF



Basic	Deal 4 damage Range 5
Heavy	Deal 8 damage Range 5
Special	Deal 8 damage Use Special Range

Special Range


Equip Slots - 2



Pretty sure the sage that owned this was buried with it, did someone grave rob this?

4

HOLY MACE



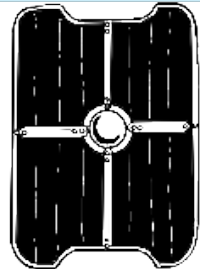
Basic	Deal 2 damage Deal 1 damage
Heavy	Deal 3 damage Deal 2 damage
Special	Deal 4 damage Restore 4 health to each friendly character piece within Range 4.

Equip Slots - 1

Once wielded by a man who's name rhymed with chosen.

3

BIG SHIELD



Equip Slots - 2

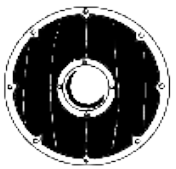
Reduce the damage value of every received attack by 2.

Reduce the points cost of Block by 1.

At the end of the day it's just a big piece of metal.

5

SMALL SHIELD



Equip Slots - 1

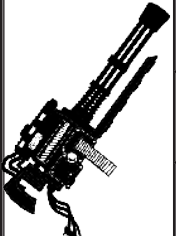
Reduce the damage value of every received attack by 1.

Reduce the points cost of Parry by 1.

I'm pretty sure Luke has never equipped one of these.

3

MINI-GUN



Basic	Deal 1 damage 4 times Range 4
Heavy	Deal 2 damage 4 times Range 4
Special	Deal 3 damage 4 times Range 4

Equip Slots - 2


Future Tech: Only characters with 12 or more Intelligence can use this weapon.

Laser: All attacks can target through and pass through obstacle tiles.

Useless when given to evil grunts.

4

LASER SABRE



Basic	Deal 3 damage Range 2
Heavy	Deal 4 damage Deal 2 damage Range 2
Special	Deal 6 damage Inflict Immobilised Range 5

Equip Slots - 1


Future Tech: Only characters with 12 or more Intelligence can use this weapon.

Laser: All attacks can target through and pass through obstacle tiles.

Known as a holy weapon, for all of the holes that it puts in your enemies.

4

BEAM GUN



Basic	Deal 3 damage Range 5
Heavy	Double your Intelligence for this attack Deal 6 Damage Range 5
Special	Read Special rule. Use Special Range

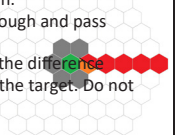
Equip Slots - 2

Future Tech: Only characters with 12 or more Intelligence can use this weapon.

Laser: All attacks can target through and pass through obstacle tiles.

Special: Deal damage equal to the difference between your Intelligence and the target. Do not scale on Intelligence.

Special Range:



Firing this through a glass prism creates a massive deadly rainbow :)

4

PARRY



Sacrifice an action card.


When activated this is active until the start of your next turn.

You have -4 strength. When you are attacked roll a D6, on a 4 or higher you avoid all damage and may immediately perform a heavy attack with +8 strength.

You could upgrade your health stat a lot, or just learn how to parry.

4

INTERVENE



Sacrifice an action card.

When a friendly character piece within 3 spaces is about to receive 5 or more damage, you may swap places with them and receive the damage instead.

The amount of damage does not change despite a change in combat stats.

Timing impeccable as always as to not make the story boring.

2

BLOCK



Sacrifice an action card.

This is active until the start of your next turn.

When attacking you have -5 on your combat stats, when defending you have +5 on your combat stats.

The most powerful protection against strangers.

2

DODGE

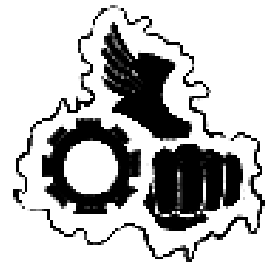


When you are attacked you may use this to roll a D6, on 5-6 the attack misses.

There's always that one person who always rolls high.

1

FOCUS



Sacrifice a movement action card.

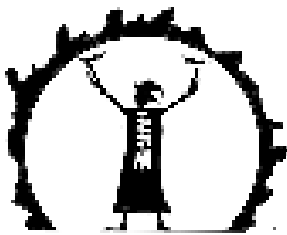
This is active until the start of your next turn,

When defending you have -4 on all your combat stats. The first attack you complete on your next turn gets +8 to the relevant combat stat.

"I need to use this card if I'm going to pass this module" - The Designer

3

MAGIC BARRIER



Sacrifice an action card.

You may choose to temporarily double and use your Intelligence as your defensive stat against an attack.

If you block an attack in this way you become dazed until the end of your next turn.

Make a witty comment at the expense of the boss self esteem.

3

SIDEKICK



The sidekick has his own character piece.

Each turn it can move up to 4 spaces.

When it ends his move next to an adjacent hero you may swap an action card with the player who controls that hero.

This wouldn't be a story of heroes without the presence of a trusty sidekick.

5

BLOCK



Sacrifice an action card.

This is active until the start of your next turn.

When attacking you have -5 on your combat stats, when defending you have +5 on your combat stats.

The most powerful protection against strangers.

2

RESURRECT



Sacrifice an action card.

Expend 3 cards from your discard pile.

Resurrect an adjacent dead hero.

Roll two D6, the resurrected hero comes back with health equal to the result.

This is actually just a bucket of water, how else do you get them out of bed.

6

HEAL



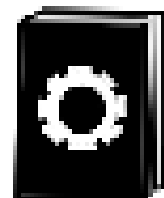
You must have a weapon that scales off intelligence.

You may use a heavy attack to cast this instead, restore 5 health to you or an adjacent character piece.

I need healing.

1

BOOK SMART



Your character has +3 Intelligence

Look at this guy, actually reading the module reading list. Wait I didn't pass?

1

WEIGHT TRAINING



Your character has +3 Strength.

A real strong dude.

1

EXPENSIVE SHOES



Your character has +3 Agility.

Believe in the brand.

1

EXTRA POCKETS

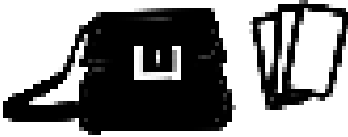


Your character has +1 Equipment slot.

Sadly not as good as links infinite pocket, but its something.

1

ITEM POUCH



You may shuffle 3 items into your action deck, on top of your default 30.

Top pick for hoarders.

2

SMOKE SCREEN



Sacrifice an action card, afflict each affected tile with smoke.

Smoke - The smoke remains until the end of the next round. Smoke spaces count as obstacles when determining line of sight but can be moved through. After entering a clear tile from a smoke tile your character is dazzled.

Sneaky like a ninja

6

REST



Sacrifice an attack action card.

Restore 8 health.

An opportunity to catch your breath is important.

6

TELEPORT



Sacrifice 2 movement action cards.

Remove the boss creature from the board, then place them on any space on the board.

Positioning is everything, especially when running away.

3

FINAL FORM



You may only activate this ability when the boss has less than 30% of it's maximum health.

Add 3 additional boss pieces to your boss creature (each must be of a different type).

This ability can only be used once per game.

My friend said he wanted his final form to be a floating turtle with a unicorn horn.

10

EVIL SPEECH




Sacrifice an attack action.

Reduce all enemy character pieces intelligence statistic by 50% until the start of your next turn.

Very distracting


5

BEAM ATTACK



Sacrifice a special attack card, and attack with the following profile:

Deal 5 damage, all targeted obstacle tiles become standard tiles.



Godzilla's signature move.

4

DIMENSIONAL SHIFT



Sacrifice 2 action cards.


Remove and replace all the obstacles tiles on the board.

You can not place obstacles on character pieces and every clear tile must be accessible.

Landscape not favourable? Just change it.

10

SPLIT



When receiving an attack you may choose to activate this ability.

Ignore all effects of the attack and split your boss into 2 boss creature pieces.

Each piece must contain half of your boss piece cards, with new correlating stats.

Each split's health is half that of the previous boss creature's remaining health.

You may only use this ability once per game.

Careful with your arm placement.

8

DODGE




When you are attacked you may use this to roll a D6, on 5-6 the attack misses.

There's always that one person who always rolls high.

1

HEAL




You must have a weapon that scales off intelligence.

You may use a heavy attack to cast this instead, restore 5 health to you or an adjacent character piece.

I need healing.

1

PARRY



Sacrifice an action card.

When activated this is active until the start of your next turn.

You have -4 strength. When you are attacked roll a D6, on a 4 or higher you avoid all damage and may immediately perform a heavy attack with +8 strength.

You could upgrade your health stat a lot, or just learn how to parry.

4

EXPENSIVE SHOES




Your character has +3 Agility.

Believe in the brand.

1

WEIGHT TRAINING

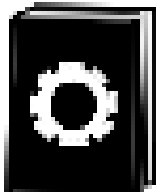


Your character has +3 Strength.

A real strong dude.

1

BOOK SMART



Your character has +3 Intelligence

Look at this guy, actually reading the module reading list. Wait I didn't pass?

1

**BASIC
ATTACK**



Perform a Basic attack with
an equipped weapon.

**BASIC
ATTACK**



Perform a Basic attack with
an equipped weapon.

**BASIC
ATTACK**



Perform a Basic attack with
an equipped weapon.

**BASIC
ATTACK**



Perform a Basic attack with
an equipped weapon.

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ATTACK**



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ATTACK**



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an equipped weapon.

**BASIC
ATTACK**



Perform a Basic attack with
an equipped weapon.

**BASIC
ATTACK**



Perform a Basic attack with
an equipped weapon.

**BASIC
ATTACK**



Perform a Basic attack with
an equipped weapon.

HEAVY
ATTACK



Perform a Heavy attack with
an equipped weapon.

HEAVY
ATTACK



Perform a Heavy attack with
an equipped weapon.

HEAVY
ATTACK



Perform a Heavy attack with
an equipped weapon.

HEAVY
ATTACK



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HEAVY
ATTACK



Perform a Heavy attack with
an equipped weapon.

HEAVY
ATTACK



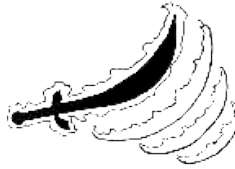
Perform a Heavy attack with
an equipped weapon.

HEAVY
ATTACK



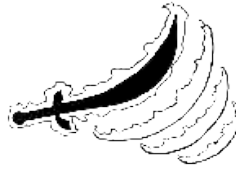
Perform a Heavy attack with
an equipped weapon.

SPECIAL
ATTACK



Perform a Special attack with
an equipped weapon.

SPECIAL
ATTACK



Perform a Special attack with
an equipped weapon.

SPECIAL
ATTACK



Perform a Special attack with
an equipped weapon.

SPECIAL
ATTACK



Perform a Special attack with
an equipped weapon.

SPECIAL
ATTACK



Perform a Special attack with
an equipped weapon.

SPECIAL
ATTACK



Perform a Special attack with
an equipped weapon.

SPECIAL
ATTACK



Perform a Special attack with
an equipped weapon.

SPECIAL
ATTACK



Perform a Special attack with
an equipped weapon.

SPECIAL
ATTACK



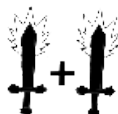
Perform a Special attack with
an equipped weapon.

SPECIAL
ATTACK



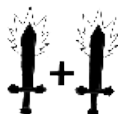
Perform a Special attack with
an equipped weapon.

COMBO
ATTACK



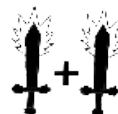
Perform 2 Basic attacks with
an equipped weapon.

COMBO
ATTACK



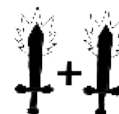
Perform 2 Basic attacks with
an equipped weapon.

COMBO
ATTACK



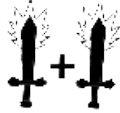
Perform 2 Basic attacks with
an equipped weapon.

COMBO
ATTACK



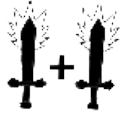
Perform 2 Basic attacks with
an equipped weapon.

COMBO
ATTACK



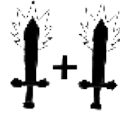
Perform 2 Basic attacks with
an equipped weapon.

COMBO
ATTACK



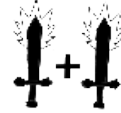
Perform 2 Basic attacks with
an equipped weapon.

COMBO
ATTACK



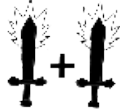
Perform 2 Basic attacks with
an equipped weapon.

COMBO
ATTACK



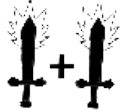
Perform 2 Basic attacks with
an equipped weapon.

COMBO
ATTACK



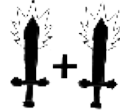
Perform 2 Basic attacks with
an equipped weapon.

COMBO
ATTACK



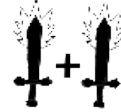
Perform 2 Basic attacks with
an equipped weapon.

COMBO
ATTACK



Perform 2 Basic attacks with
an equipped weapon.

COMBO
ATTACK



Perform 2 Basic attacks with
an equipped weapon.

ADVANCED COMBO
ATTACK



Perform a Basic attack then a
Heavy attack with an equipped
weapon.

ADVANCED COMBO
ATTACK



Perform a Basic attack then a
Heavy attack with
an equipped weapon.

ADVANCED COMBO
ATTACK



Perform a Basic attack then a
Heavy attack with
an equipped weapon.

ADVANCED COMBO
ATTACK



Perform a Basic attack then a
Heavy attack with
an equipped weapon.

ADVANCED COMBO
ATTACK



Perform a Basic attack then a
Heavy attack with
an equipped weapon.

ADVANCED COMBO
ATTACK



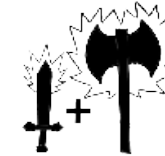
Perform a Basic attack then a
Heavy attack with
an equipped weapon.

ADVANCED COMBO
ATTACK



Perform a Basic attack then a
Heavy attack with
an equipped weapon.

ADVANCED COMBO
ATTACK



Perform a Basic attack then a
Heavy attack with
an equipped weapon.

ADVANCED COMBO

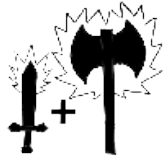
ATTACK



Perform a Basic attack then a Heavy attack with an equipped weapon.

ADVANCED COMBO

ATTACK



Perform a Basic attack then a Heavy attack with an equipped weapon.

ADVANCED COMBO

ATTACK



Perform a Basic attack then a Heavy attack with an equipped weapon.

ADVANCED COMBO

ATTACK



Perform a Basic attack then a Heavy attack with an equipped weapon.

SIDESTEP

ATTACK



Move 1 space and perform a Basic attack with an equipped weapon.

SIDESTEP

ATTACK



Move 1 space and perform a Basic attack with an equipped weapon.

SIDESTEP

ATTACK



Move 1 space and perform a Basic attack with an equipped weapon.

SIDESTEP

ATTACK



Move 1 space and perform a Basic attack with an equipped weapon.

SIDESTEP

ATTACK



Move 1 space and perform a Basic attack with an equipped weapon.

SIDESTEP

ATTACK



Move 1 space and perform a Basic attack with an equipped weapon.

SIDESTEP

ATTACK



Move 1 space and perform a Basic attack with an equipped weapon.

SIDESTEP

ATTACK



Move 1 space and perform a Basic attack with an equipped weapon.

SIDESTEP

ATTACK



Move 1 space and perform a Basic attack with an equipped weapon.

SIDESTEP

ATTACK



Move 1 space and perform a Basic attack with an equipped weapon.

SIDESTEP

ATTACK



Move 1 space and perform a Basic attack with an equipped weapon.

SIDESTEP

ATTACK



Move 1 space and perform a Basic attack with an equipped weapon.

BACKSTEP
ATTACK



Perform a Basic attack with an equipped weapon, then move 1 space.

BACKSTEP
ATTACK



Perform a Basic attack with an equipped weapon, then move 1 space.

BACKSTEP
ATTACK



Perform a Basic attack with an equipped weapon, then move 1 space.

BACKSTEP
ATTACK



Perform a Basic attack with an equipped weapon, then move 1 space.

BACKSTEP
ATTACK



Perform a Basic attack with an equipped weapon, then move 1 space.

BACKSTEP
ATTACK



Perform a Basic attack with an equipped weapon, then move 1 space.

BACKSTEP
ATTACK



Perform a Basic attack with an equipped weapon, then move 1 space.

BACKSTEP
ATTACK



Perform a Basic attack with an equipped weapon, then move 1 space.

BACKSTEP
ATTACK



Perform a Basic attack with an equipped weapon, then move 1 space.

BACKSTEP
ATTACK




Perform a Basic attack with an equipped weapon, then move 1 space.

BACKSTEP
ATTACK




Perform a Basic attack with an equipped weapon, then move 1 space.

BACKSTEP
ATTACK




Perform a Basic attack with an equipped weapon, then move 1 space.

WALK
MOVEMENT




Move up to 2 spaces.

WALK
MOVEMENT




Move up to 2 spaces.

WALK
MOVEMENT




Move up to 2 spaces.

WALK
MOVEMENT




Move up to 2 spaces.

**WALK
MOVEMENT**




Move up to 2 spaces.

**WALK
MOVEMENT**



Move up to 2 spaces.

**WALK
MOVEMENT**




Move up to 2 spaces.

**WALK
MOVEMENT**




Move up to 2 spaces.

**WALK
MOVEMENT**




Move up to 2 spaces.

**WALK
MOVEMENT**




Move up to 2 spaces.

**WALK
MOVEMENT**




Move up to 2 spaces.

**WALK
MOVEMENT**




Move up to 2 spaces.

**WALK
MOVEMENT**




Move up to 2 spaces.

**WALK
MOVEMENT**




Move up to 2 spaces.

**WALK
MOVEMENT**




Move up to 2 spaces.

**WALK
MOVEMENT**




Move up to 2 spaces.

**WALK
MOVEMENT**




Move up to 2 spaces.

**WALK
MOVEMENT**




Move up to 2 spaces.

**WALK
MOVEMENT**




Move up to 2 spaces.

**WALK
MOVEMENT**



Move up to 2 spaces.

WALK
MOVEMENT




Move up to 2 spaces.

WALK
MOVEMENT




Move up to 2 spaces.

WALK
MOVEMENT




Move up to 2 spaces.

WALK
MOVEMENT




Move up to 2 spaces.

STRUT
MOVEMENT




Move up to 2 spaces.

STRUT
MOVEMENT




Move up to 2 spaces.

STRUT
MOVEMENT




Move up to 2 spaces.

STRUT
MOVEMENT




Move up to 2 spaces.

STRUT
MOVEMENT




Move up to 2 spaces.

STRUT
MOVEMENT




Move up to 2 spaces.

STRIDE
MOVEMENT




Move 3-4 spaces in a straight
line.

STRIDE
MOVEMENT




Move 3-4 spaces in a straight
line.

STRIDE
MOVEMENT




Move 3-4 spaces in a straight
line.

STRIDE
MOVEMENT




Move 3-4 spaces in a straight
line.

RUN
MOVEMENT




Move 3-4 spaces in a straight
line.

RUN
MOVEMENT




Move 3-4 spaces in a straight
line.


RUN
MOVEMENT




Move 3-4 spaces in a straight line.




RUN
MOVEMENT




Move 3-4 spaces in a straight line.




RUN
MOVEMENT



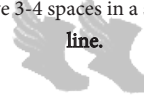
Move 3-4 spaces in a straight line.




RUN
MOVEMENT




Move 3-4 spaces in a straight line.




RUN
MOVEMENT




Move 3-4 spaces in a straight line.




RUN
MOVEMENT



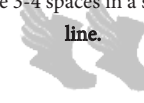
Move 3-4 spaces in a straight line.




RUN
MOVEMENT




Move 3-4 spaces in a straight line.




RUN
MOVEMENT




Move 3-4 spaces in a straight line.




RUN
MOVEMENT




Move 3-4 spaces in a straight line.




RUN
MOVEMENT



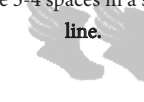
Move 3-4 spaces in a straight line.




RUN
MOVEMENT



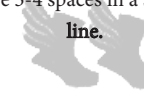
Move 3-4 spaces in a straight line.




RUN
MOVEMENT




Move 3-4 spaces in a straight line.




RUN
MOVEMENT




Move 3-4 spaces in a straight line.




RUN
MOVEMENT



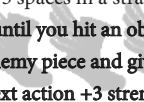
Move 3-4 spaces in a straight line.




CHARGE
MOVEMENT



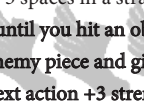
Move 5 spaces in a straight line or until you hit an obstacle or enemy piece and give your next action +3 strength.




CHARGE
MOVEMENT



Move 5 spaces in a straight line or until you hit an obstacle or enemy piece and give your next action +3 strength.




**CHARGE
MOVEMENT**




Move 5 spaces in a straight line
or until you hit an obstacle
or enemy piece and give your
next action +3 strength.

**CHARGE
MOVEMENT**




Move 5 spaces in a straight line
or until you hit an obstacle
or enemy piece and give your
next action +3 strength.

**CHARGE
MOVEMENT**




Move 5 spaces in a straight line
or until you hit an obstacle
or enemy piece and give your
next action +3 strength.

**CHARGE
MOVEMENT**




Move 5 spaces in a straight line
or until you hit an obstacle
or enemy piece and give your
next action +3 strength.

**CHARGE
MOVEMENT**




Move 5 spaces in a straight line
or until you hit an obstacle
or enemy piece and give your
next action +3 strength.

**CHARGE
MOVEMENT**




Move 5 spaces in a straight line
or until you hit an obstacle
or enemy piece and give your
next action +3 strength.

**WARP
MOVEMENT**



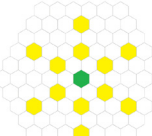
Move up to 2 diagonal spaces,
ignore obstacles and character
pieces.

**WARP
MOVEMENT**




Move up to 2 diagonal spaces,
ignore obstacles and character
pieces.

**WARP
MOVEMENT**



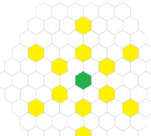
Move up to 2 diagonal spaces,
ignore obstacles and character
pieces.

**WARP
MOVEMENT**



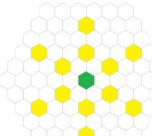
Move up to 2 diagonal spaces,
ignore obstacles and character
pieces.

**WARP
MOVEMENT**




Move up to 2 diagonal spaces,
ignore obstacles and character
pieces.

**WARP
MOVEMENT**



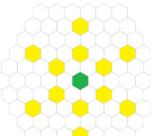
Move up to 2 diagonal spaces,
ignore obstacles and character
pieces.

**WARP
MOVEMENT**




Move up to 2 diagonal spaces,
ignore obstacles and character
pieces.

**WARP
MOVEMENT**




Move up to 2 diagonal spaces,
ignore obstacles and character
pieces.

**LEAP
MOVEMENT**




Move 3 spaces in a zigzag,
ignore character pieces.

**LEAP
MOVEMENT**

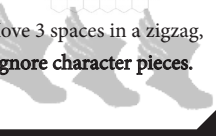


Move 3 spaces in a zigzag,
ignore character pieces.

**LEAP
MOVEMENT**



Move 3 spaces in a zigzag,
ignore character pieces.



**LEAP
MOVEMENT**



Move 3 spaces in a zigzag,
ignore character pieces.



**LEAP
MOVEMENT**



Move 3 spaces in a zigzag,
ignore character pieces.




**LEAP
MOVEMENT**



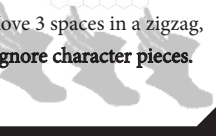
Move 3 spaces in a zigzag,
ignore character pieces.




**LEAP
MOVEMENT**




Move 3 spaces in a zigzag,
ignore character pieces.



**LEAP
MOVEMENT**



Move 3 spaces in a zigzag,
ignore character pieces.



**BOSS
ACTION**



Perform a Boss Action from
one of your boss pieces.

**BOSS
ACTION**



Perform a Boss Action from
one of your boss pieces.

**BOSS
ACTION**



Perform a Boss Action from
one of your boss pieces.

**BOSS
ACTION**



Perform a Boss Action from
one of your boss pieces.

**BOSS
ACTION**



Perform a Boss Action from
one of your boss pieces.

**BOSS
ACTION**



Perform a Boss Action from
one of your boss pieces.

**BOSS
ACTION**



Perform a Boss Action from
one of your boss pieces.

**BOSS
ACTION**



Perform a Boss Action from
one of your boss pieces.

**BOSS
ACTION**



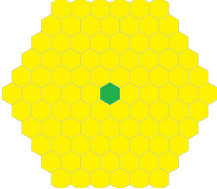
Perform a Boss Action from
one of your boss pieces.

**BOSS
ACTION**



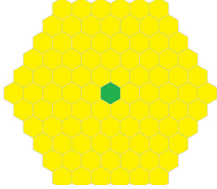
Perform a Boss Action from
one of your boss pieces.

POUNCE



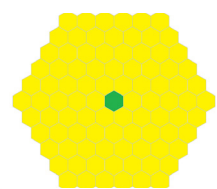
Move up to 5 spaces. You must end your turn adjacent to an enemy character piece.

POUNCE



Move up to 5 spaces. You must end your turn adjacent to an enemy character piece.

POUNCE



Move up to 5 spaces. You must end your turn adjacent to an enemy character piece.

ROAR



Each enemy character piece within 3 spaces is dazed.

ROAR




Each enemy character piece within 3 spaces is dazed.

ROAR



Each enemy character piece within 3 spaces is dazed.

INSTINCT



Increase the relevant combat stat of your next attack by 6.

INSTINCT



Increase the relevant combat stat of your next attack by 6.

INSTINCT



Increase the relevant combat stat of your next attack by 6.

BITE



Make an attack with a head piece. Increase the relevant combat stat by 8 for this attack. Deal 8 damage.

BITE



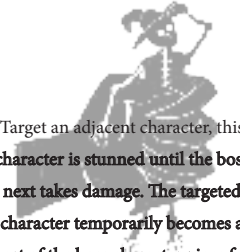
Make an attack with a head piece. Increase the relevant combat stat by 8 for this attack. Deal 8 damage.

BITE



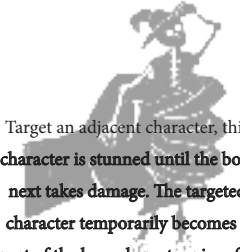
Make an attack with a head piece. Increase the relevant combat stat by 8 for this attack. Deal 8 damage.

GRAB



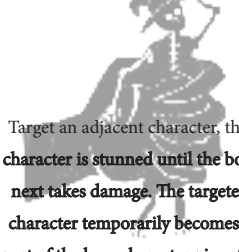
Target an adjacent character, this character is stunned until the boss next takes damage. The targeted character temporarily becomes a part of the boss character piece for movement actions.

GRAB



Target an adjacent character, this character is stunned until the boss next takes damage. The targeted character temporarily becomes a part of the boss character piece for movement actions.

GRAB




Target an adjacent character, this character is stunned until the boss next takes damage. The targeted character temporarily becomes a part of the boss character piece for movement actions.

HEALTH POTION
ITEM



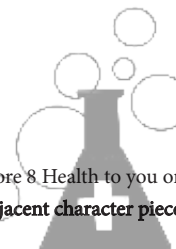
Restore 8 Health to you or an adjacent character piece.

HEALTH POTION
ITEM



Restore 8 Health to you or an adjacent character piece.

HEALTH POTION
ITEM



Restore 8 Health to you or an adjacent character piece.

HEALTH POTION
ITEM



Restore 8 Health to you or an adjacent character piece.

FIRE BOMB
ITEM



Select a tile within 4 spaces, Deal 6 damage to every tile within 1 space of the targeted tile.

FIRE BOMB
ITEM



Select a tile within 4 spaces, Deal 6 damage to every tile within 1 space of the targeted tile.

FIRE BOMB
ITEM



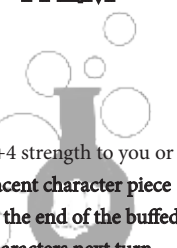
Select a tile within 4 spaces, Deal 6 damage to every tile within 1 space of the targeted tile.

FIRE BOMB
ITEM



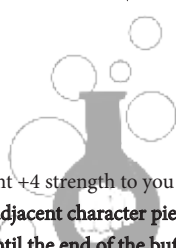
Select a tile within 4 spaces, Deal 6 damage to every tile within 1 space of the targeted tile.

STRENGTH POTION
ITEM



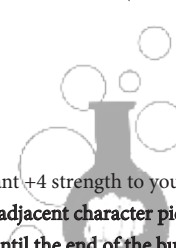
Grant +4 strength to you or an adjacent character piece until the end of the buffed characters next turn.

STRENGTH POTION
ITEM



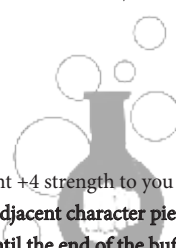
Grant +4 strength to you or an adjacent character piece until the end of the buffed characters next turn.

STRENGTH POTION
ITEM




Grant +4 strength to you or an adjacent character piece until the end of the buffed characters next turn.

STRENGTH POTION
ITEM



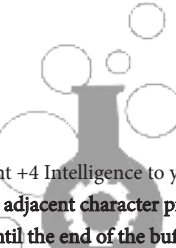
Grant +4 strength to you or an adjacent character piece until the end of the buffed characters next turn.

INTELLIGENCE POTION
ITEM



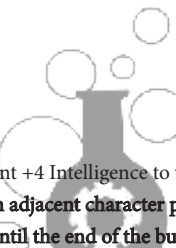
Grant +4 Intelligence to you or an adjacent character piece until the end of the buffed characters next turn.

INTELLIGENCE POTION
ITEM



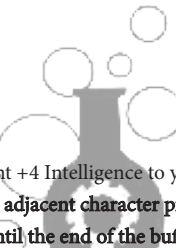
Grant +4 Intelligence to you or an adjacent character piece until the end of the buffed characters next turn.

INTELLIGENCE POTION
ITEM



Grant +4 Intelligence to you or an adjacent character piece until the end of the buffed characters next turn.

INTELLIGENCE POTION
ITEM



Grant +4 Intelligence to you or an adjacent character piece until the end of the buffed characters next turn.

AGILITY POTION
ITEM



Grant +4 Agility to you or an adjacent character piece until the end of the buffed characters next turn.

AGILITY POTION

ITEM

Grant +4 Agility to you or an adjacent character piece until the end of the buffed characters next turn.

AGILITY POTION

ITEM

Grant +4 Agility to you or an adjacent character piece until the end of the buffed characters next turn.

AGILITY POTION

ITEM

Grant +4 Agility to you or an adjacent character piece until the end of the buffed characters next turn.

POWER POTION

ITEM

Discard the top 4 cards of your action deck.

POWER POTION

ITEM

Discard the top 4 cards of your action deck.

POWER POTION

ITEM

Discard the top 4 cards of your action deck.

POWER POTION

ITEM

Discard the top 4 cards of your action deck.

AMNESIA POTION

ITEM

Select a character piece adjacent to you, expend their entire discard pile. Limit 1.

AMNESIA POTION

ITEM

Select a character piece adjacent to you, expend their entire discard pile. Limit 1.

AMNESIA POTION

ITEM

Select a character piece adjacent to you, expend their entire discard pile. Limit 1.

AMNESIA POTION

ITEM

Select a character piece adjacent to you, expend their entire discard pile. Limit 1.

FLASH BOMB

ITEM

Select a tile within 4 spaces, every character within 1 space of that tile is dazzled.

FLASH BOMB

ITEM

Select a tile within 4 spaces, every character within 1 space of that tile is dazzled.

FLASH BOMB

ITEM

Select a tile within 4 spaces, every character within 1 space of that tile is dazzled.

FLASH BOMB

ITEM

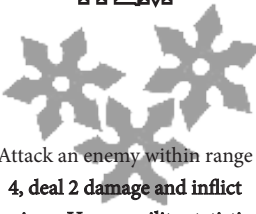
Select a tile within 4 spaces, every character within 1 space of that tile is dazzled.

NINJA STAR

ITEM

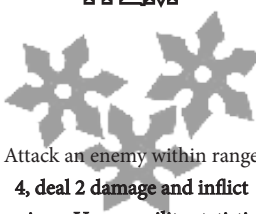
Attack an enemy within range 4, deal 2 damage and inflict poison. Use an agility statistic of 12 for this attack.

NINJA STAR
ITEM



Attack an enemy within range 4, deal 2 damage and inflict poison. Use an agility statistic of 12 for this attack.

NINJA STAR
ITEM



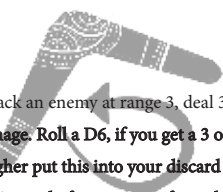
Attack an enemy within range 4, deal 2 damage and inflict poison. Use an agility statistic of 12 for this attack.

NINJA STAR
ITEM



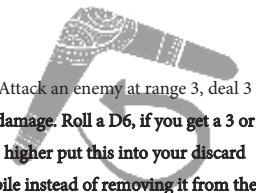
Attack an enemy within range 4, deal 2 damage and inflict poison. Use an agility statistic of 12 for this attack.

BOOMERANG
ITEM



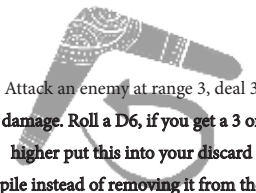
Attack an enemy at range 3, deal 3 damage. Roll a D6, if you get a 3 or higher put this into your discard pile instead of removing it from the game. Use an agility statistic of 10 for this attack.

BOOMERANG
ITEM



Attack an enemy at range 3, deal 3 damage. Roll a D6, if you get a 3 or higher put this into your discard pile instead of removing it from the game. Use an agility statistic of 10 for this attack.

BOOMERANG
ITEM



Attack an enemy at range 3, deal 3 damage. Roll a D6, if you get a 3 or higher put this into your discard pile instead of removing it from the game. Use an agility statistic of 10 for this attack.

BOOMERANG
ITEM



Attack an enemy at range 3, deal 3 damage. Roll a D6, if you get a 3 or higher put this into your discard pile instead of removing it from the game. Use an agility statistic of 10 for this attack.

NINJA STAR
ITEM



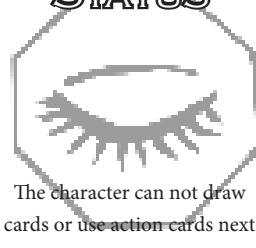
Attack an enemy within range 4, deal 2 damage and inflict poison. Use an agility statistic of 12 for this attack.

DAZZLED
STATUS



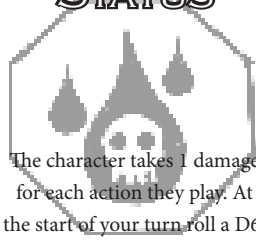
The character may only play one action on their next turn.

STUNNED
STATUS



The character can not draw cards or use action cards next turn.

POISON
STATUS




The character takes 1 damage for each action they play. At the start of your turn roll a D6, on 5-6 remove poison.

NINJA STAR
ITEM




Attack an enemy within range 4, deal 2 damage and inflict poison. Use an agility statistic of 12 for this attack.

IMMOBILISED
STATUS




The character can not use move actions on their next turn.

HEALTH POTION
ITEM



Restore 8 Health to you or an adjacent character piece.

HEALTH POTION
ITEM



Restore 8 Health to you or an adjacent character piece.

HEALTH POTION
ITEM



Restore 8 Health to you or an adjacent character piece.