

# Boss Fight

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## Concept

Boss fight is a 2-5 player card game where one player must create and control a boss from a selection of cards with abilities and equipment and fight in a turn-based battle against a party of heroes. The other players control a party of hero characters, their goal is to defeat the boss in this battle.

Boss fight is card based in format, players select characters from a pool of characters with different stats. They then may choose the equipment and abilities that are wielded by said character. Each character controlled has a deck of action cards of their own, which contains cards that allow the players to make actions on their turn.

While card based, Boss Fight battles take place on a hexagonal grid based board. On top of cards each hero and boss will need a figure to represent them in size and equipment. Inspired by the likes of "Warhammer 40K" and "Gaslands", it is intended that players can customise and create their own figures for their characters. You can make your character that you picked all of the specific equipment and abilities for on the cards, or put together that giant monster you created for the boss. This creates a visual to represent the characters in real space for gameplay purposes.

# Mechanics

## Player Experience

### Pre-Game

Before the game begins players should delegate a player to be the boss.

### **Points**

The players should then agree on a points limit, the rulebook will recommend a basic amount of points for beginners games. The total points value of the cards from either the Hero Party or the Boss Creature must be equal to or less than the agreed upon points limit.

### **Building Your Characters**

The player controlling the Boss Creature can select their pieces and cards from the presets available in the rulebook under the *Presets* section, or build their own boss creature using the cards available following the building rules in the *boss building* section of the rulebook.

The players controlling the Hero Party can select their characters and cards from the presets in the rulebook under the *Presets* section, or build their own character using the cards available following the building rules in the *character building* section of the rulebook.

Players are encouraged to edit their selected presets as long as it stays within the points limit. For advanced players it is encouraged to prepare decks and character builds well before playing the game, similarly to trading card games.

### **Map**

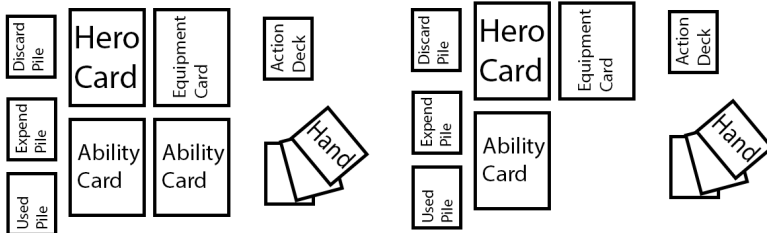
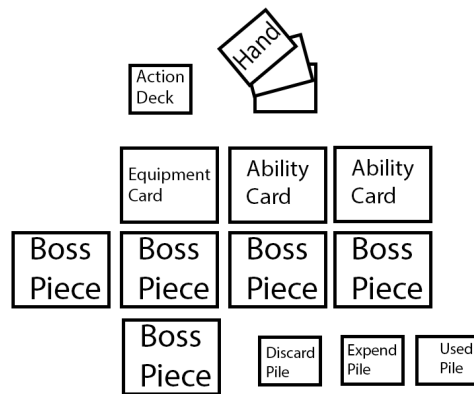
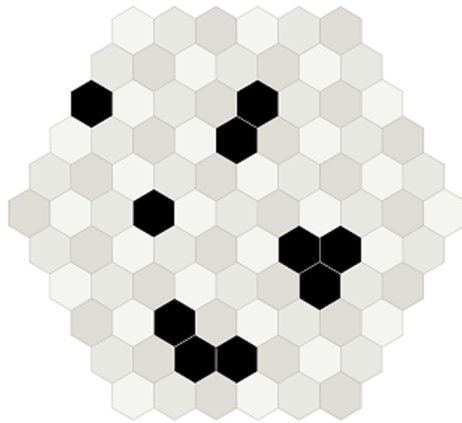
Once all characters are selected and fully built, the Boss Player selects a map for the battle to take place and places their boss figure on the map in a spot of their choice. After this the Hero Party Figures may be placed down on the map, each player deciding where the hero figures they control are placed. Unless impossible, hero figures can not be placed within 2 hexagonal tiles of the boss figure.

Once all characters are placed on the map, the game may begin when the players are ready.

## Area of Play

Each character in play must have their Hero, Boss Piece, Equipment, and Ability cards represented face up on the table. It must be clear which Equipment and Ability cards belong to which Hero card or Boss Piece.

Each character must have a designated zone for their Action Deck, Discard Pile, Expended Pile and Used Pile. The Action deck must be shuffled before playing, sit face down and can not be searched through unless a card allows you to do so. The Discard, Used and, Expended Pile must sit face up and may be searched through by any player at any time.



## Game

### Initiative

When the game begins the first step is to determine the order of initiative. Compare the current Agility statistic of all the characters placed on the map (at the start of the game this will be each

character's base Agility stat), the character with the highest goes first and the others follow respectively in descending order.

Once every character has taken their turn a new round begins. At the beginning of each round, repeat calculating the order of initiative.

### **Actions**

At the beginning of each round each player draws 2 cards from each action deck of their characters. The player controlling the boss draws 3 cards instead. At the beginning of the first round each player draws 4 cards instead.

On each character's turn they must use 2 actions. The boss creature must use 3 actions per turn, but only a maximum of 2 attack actions. The order of these actions must be declared before or each action be played one at a time. When using an action, follow the instructions on the card and other cards it references to complete the action.

If a character is dead they have 0 actions and draw 0 cards on their turn. If either the Boss or the Hero Party is wiped out, the game ends and the surviving side is declared the winner.

### **Further Mechanics**

#### Playing as the Boss

In a standard game one player may choose to play as the boss. The goal of the player that chooses this role is to defeat all of the heroes, in order to do this you must create and design a powerful creature before the game starts, this is the boss.

The player builds their boss by assembling an assortment of "Boss Piece" cards. Combine the stats of the boss pieces to determine the total stats and size of the boss creature. The player then may choose a selection of equipment and abilities to give to their boss up to the amount of equipment slots that their boss pieces allow and the points value of the game. After which the player may select or build their own action deck to play with.

#### Playing as the Hero Party

In a standard game one or more players play as the Hero Party. The goal of the Hero party is to defeat the boss. In order to create the Hero Party the players controlling it must select and form a team of heroes before the game starts.

The player/s build the hero party by selecting Hero Cards. The player/s may then choose a selection of equipment and abilities for each hero up to the amount of equipment slots that each hero has and the points value of the game. After which players may select or build their own action decks to play with.

#### Positioning

During Pre-Game the character pieces are placed down on the map on any clear tiles.

Some tiles are obstacle tiles, character pieces can not be placed on, move through or end their move on obstacle tiles. Character pieces count as obstacle tiles for opponent character pieces. Obstacle tiles also block line of sight for attacks.

Some attacks require line of sight in order to hit the target. Two pieces are in line of sight when each of them share a tile corner where a straight imaginary line can be drawn between them with nothing blocking that line.

Some attacks have specific line of sight rules or an area that it affects instead. These rules will be detailed on the card. Some attacks may be able to hit enemies that the character piece can not see, the character can only target an enemy in this position if they did have line of sight with that enemy on the last turn this character played.

Boss character pieces usually cover multiple tiles, when moving, the boss creature must select one tile of their creature, this tile is what ends on the tile that they are moving to. This tile can move just as a piece with only one tile would, but every other tile on the creature must end the movement in a non-obstacle tile. The boss can not move through spaces between obstacle tiles that the full size of the boss creature could not fit through even when rotated. The boss can rotate during movement to work around this.

## Action Cards

In order for a character to complete actions the player may play action cards from that character's hand. A character obtains action cards from their action deck. Each character has their own action deck made up of 30 action cards, and their own hand of cards for those to be drawn into. Action cards are drawn during the Game.

When an action card is played the action detailed on that card must be executed. For example, if the player uses the "Run" Action, the player must move their character piece to one of the tiles indicated by the action card.

Some abilities may take up one of your actions. As a general rule when using an action which isn't one of your action cards, you must sacrifice an action card to use that action. The card will usually tell you what you must sacrifice. Heroic Feats do not count as an action.

The player must use all their actions on their turn. The player may choose to sacrifice an action card as one of their actions.

When an action card is used or sacrificed it enters the discard pile. Action cards in the discard pile can no longer be used.

## **Expending Cards**

Only actions cards in the discard pile can be expended unless stated otherwise. When a card is expended it enters the expended pile.

Heroic feats and certain effects may require a certain number of action cards to be expended. The exact amount of cards must be expended for the effect to activate. If the player does not have enough cards available to expend, the effect or feat can not be used.

When the player must draw but has no cards left in their action deck, shuffle that character's expended pile and discard pile together to form a new deck.

## Equipment and Ability Cards

Equipment and ability cards represent the weapons and abilities brought to the fight by the characters.

### **Equipment**

The players may equip their Hero cards or Boss Pieces with Equipment cards. Hero cards and Boss pieces have a limited number of equipment slots, and can only equip Equipment cards which take up an equal amount or less than the number of equipment slots remaining on that Hero Card or Boss Piece.

Equipment cards can be used to modify the use of action cards. For example, an equipment card may offer an alternative effect for the "Basic Attack" action card which deals more damage, boosts combat statistics, or affects a bigger area.

Equipment cards can also act in a similar way to passive abilities for the player, at the added cost of equipment slots.

### **Abilities**

The player may apply ability cards to their character. There is no limit on how many abilities a character can have unless stated otherwise, but each one costs points.

Abilities can provide just about any effect, whether that be a usable action, passive bonus or stat boost. Some abilities say they can be used. An ability like this can not be activated if it has been used in this round or the previous round, unless stated otherwise. Any ability that uses up an action also counts as used.

Some abilities also have additional costs, these are stated on the ability card.

## Status Effects

Some cards may inflict one of the following status effects. A status effect is an additional rule that the inflicted character must follow until the status effect is removed. You may have multiple status effects inflicted on you at once, but not more than one of the same status effects. For example you can be both immobilised and Dazzled, but you can not have two effects of poison.

- **Immobilised** - The character can not play movement actions on their next turn. Remove this status effect at the end of your next turn.
- **Dazzled** - The character may only draw and use one action on their next turn. Remove this status effect at the end of your next turn.
- **Stunned** - The character can not draw or use actions on their next turn. Remove this status effect at the end of your next turn.
- **Poisoned** - The character takes 1 damage for each action they play. At the start of your turn roll a D6, on 5-6 remove poison.

# Systems

## Metrics

- **Round** - A round signifies the space where each player has one turn. Once every player has had one turn the next round begins, this repeats until the game ends.
- **Turn** - On each **round** each player has one turn, a turn represents the state where a specific player is permitted to play cards and activate abilities. For limitations refer to the *Player Experience* section.
  
- **Boss Statistics** - A set of values relating to the Boss Creature that affect the use of cards in game, refer to the *Boss Building* section.
- **Hero Statistics** - A Set of values relating to the Heroes that affect the use of cards in game, refer to the *Systems/Hero Building* section.
- **Combat Statistics** - The statistics used when determining damage in combat.
  
- **Health** - How much damage a character can take before dying.
- **Damage** - When a card references this metric, take this value from the receiving characters **Health** after any damage modifiers.
- **Healing** - When a card references this metric, add this value to the receiving characters **Health** after any healing modifiers.
  
- **Points Value** - the number of points a card will cost to include in your Hero Party or Boss Creature.
- **Points Limit** - The agreed upon maximum number of points value that each side's cards can total to.
  
- **Tiles** - Each 1x1 tile refers to a hexagonal space on the map. Tiles metric should be assisted by a diagram that represents the shape when referenced.
- **Movement Characteristic** - The number of spaces moved in a move action. When a movement action which has a minimum number of spaces to move is negatively modified by this statistic to the point where the minimum can not be reached, that action can not be used.

## Points Limit

Most cards in the game have a points value. A card's point value represents the power of the card in relation to other cards. A higher points value means it is a higher power card than a card with a lower points value.

During the **Pre-Game** phase the players agree on a maximum points value for their sides cards to total up to. Every card the Boss Creature uses and every card the Hero Party uses must total to less or equal the agreed upon points value for that game. The agreed upon value is called the **Points Limit**.



## Boss Building

One of the main features of this game for players is being able to design their own boss character to play as in the game. The boss is made up of Boss Pieces, which determine the Boss' statistics and core abilities.

Every boss has 6 statistics that are added to and affected by other cards in the building process. Before building the boss, the boss statistics are always set to zero.

- **Health** - How much damage the boss can take before it dies.
- **Intelligence (Combat Statistic)** - How intelligent your boss creature is, your equipment and abilities can scale their effectiveness off of your intelligence.
- **Strength (Combat Statistic)** - How strong your boss creature is, your equipment and abilities can scale their damage off of your strength.
- **Agility (Combat Statistic)** - On each rotation of turns, agility is compared between each character to determine turn order. How agile the boss is, your equipment and abilities can scale off of agility.
- **Size** - How many tiles your boss takes up on the board and in what shape. This is represented with a diagram. If after building your boss your size is zero, set it to 1x1.
- **Equipment Slots** - Determines the maximum amount of equipment cards this boss can equip. Equipment must be attached to a specific piece. Further equipment must be attached to unused slots either on the same piece or other boss pieces.

Boss statistics can be used by other cards to determine damage values and effectiveness. All boss statistic values can be affected by any player's cards in the game.

## **Boss Pieces**

Boss pieces are a collection of cards that represent individual body parts and physical features of various types of creature. The player can choose as many of these as they want to make up their boss. During play Boss Pieces sit face-up on the board. All boss pieces have a points cost which can be found in the *Card List* document.

Each Boss Piece card contains:

- A title and artwork for a body part or physical feature.
- The type of boss piece (Leg, Head, Arm etc.)
- Descriptive flavour text.
- The statistical values that this piece adds to the boss' stats.
- Concise description of the gameplay effects provided by this piece.
- The number of points the card is worth.
- The back of the card indicates which card type it is and which set this card is from.

Boss Piece cards are categorised into different types. Each boss piece type indicates the type of abilities it will grant the players boss. For example, most **Leg** type Boss pieces will grant the boss a movement ability whereas **Head** pieces will often provide useful strategic abilities.

Boss Piece types include:

- **Head** - Heads generally are where the brain and the eyes are, therefore most pieces of this type will grant abilities related to detecting enemies and making strategic plays. Head pieces will almost always add to the bosses **Intelligence** statistic.
- **Body** - The body provides grounding for the other pieces, often giving buffs to the boss' overall constitution and giving the creature it's size. While expensive, body pieces bulk up the **Health** statistic, support the other pieces and provide defensive abilities.
- **Leg** - Leg pieces offer movement options and abilities, and can raise the **Agility** statistic substantially. Legs can also boast decent offensive or defensive abilities. It is worth noting that without any movement options your boss can not move from its starting position. With 0 legs the movement characteristics on action cards is set to 0, with 1 leg it is reduced by half and 2 or more legs it is normal.
- **Arm** - Arms specialise in being the key to a boss' combative power, providing many offensive and defensive options. Arms likely produce **Equipment slots** and up the **Strength** statistic considerably.
- **Special** - The special category can account for any boss piece that does not suit any of the previous categories. A special piece can be used to push your build towards a unique strategy. This category is open to game changing abilities, affecting the map. Examples of what would count as special include: Wings, Tails, an external eyeball etc.

The player must base their design around the available Boss Pieces. For example, one "boss piece" card may be titled "Dinosaur Head", if you select this boss piece your boss creature must have a dinosaur head in its design. Where that dinosaur head goes is up to the player.

### **Equipment and Abilities (Boss Building)**

After the boss has been built from the boss pieces the player now has the option to add equipment cards and abilities for their boss creature. During play these cards are placed face-up on the board next to the Boss Pieces but in their own distinct area.

The Boss player has their own unique set of equipment and ability cards to choose from, which compliment the boss pieces that are available.

For details on how these work, refer to the [Equipment and Ability Cards](#) section.

### **Action Cards (Boss Building)**

After the boss is equipped with the equipment and abilities chosen by the player, the player **must** now select or create an action deck. A deck of 30 action cards are needed before the action deck is complete.

The boss player has their own unique set of action cards to choose from. During play the Boss' action deck is placed face down next to the Boss Player.

For more details on how these work, refer to the [Action Cards](#) section.

### **Limitations (Boss Building)**

The boss creature you create can not be played in a game if it's points value breaches the agreed upon limit of points for that game. Before playing a game players should agree on the points limit to satisfy this rule, you can agree to not have a points limit if you choose to.

The action deck must adhere to the deck building rules stated in the Action Cards section.

There are no restrictions on how you can assemble your boss pieces. You can absolutely choose 10 different types of head pieces as long as the cost does not exceed the games agreed points limit. The limit here is only the abilities lost for not building with certain body part types; for example, your boss will be unable to move if you don't choose a piece which allows you to, but you can choose to create a boss that does not move.

### Hero Building

To oppose the Boss a team of heroes must be formed. The player/s who are not the Boss player, control and build the Hero Party. The Hero Party is a team of heroes whose goal is to defeat the Boss. The Hero Party is made up of Hero cards, which determine the hero's individual statistics and abilities.

### **Hero Cards**

Hero Cards are a collection of cards which represent individual heroes. The player/s may choose as many hero cards as they like to make up their Hero Party. During play the Hero cards sit face-up next to the player that controls them.

Every hero has 6 common statistics which affect how that hero affects the game, and which cards they are able to equip or use. Before the building process, the hero's statistics are set to those which are stated on the Hero Card.

- **Health** - How much damage this hero can take before they die.
- **Intelligence (Combat Statistic)** - How intelligent your hero is, your equipment and abilities can scale their effectiveness off of your intelligence.
- **Strength (Combat Statistic)** - How strong your Hero is, your equipment and abilities can scale their damage off of your strength.
- **Agility (Combat Statistic)** - On each rotation of turns, agility is compared between each character to determine turn order. How agile your Hero is, your equipment and abilities can scale their damage off of your agility.
- **Heroic Feat Cost** - The number of cards that must be expended from your discard pile in order to use your Heroic Feat.
- **Equipment Slots** - Determines the maximum amount of equipment cards this character can equip.

Hero statistics can be used by other cards to determine damage values and effectiveness. All hero statistic values can be affected by any player's cards in the game.

Every hero card varies in power, some hero cards will be much stronger in statistics and abilities than others. However the stronger the hero, the more points they will cost to include in your Hero Party. All hero cards have a defined cost which can be found in the *Card List* document.

Each hero card contains:

- A title and artwork for the hero the card is representing.
- Descriptive flavour text.
- The statistical values that this hero has.
- A symbol which indicates the constitution of the hero.
- Concise description of any abilities this hero has.
- The heroic feat available to this hero.
- The number of points the card is worth.
- The back of the card indicates which card type it is and which set this card is from.

### **Equipment and Abilities (Hero Building)**

After the heroes have been selected the player may now select equipment and ability cards for their heroes. Each hero may equip equipment up to their number of equipment slots.

The Hero Party has access to their own unique equipment and ability cards to choose from.

For details on how these work, refer to the *Equipment and Ability Cards* section.

### **Action Cards (Hero Building)**

After the Hero Party is equipped with equipment and abilities, each player **must** now select or create an action deck. For each hero, a deck of 30 action cards are needed before the action deck is complete. Each hero draws cards from this deck to their own hand, if a player controls multiple heroes, they must have a hand for each one.

The Hero Party has their own unique set of action cards to choose from. During play the Hero's action decks are placed next to their respective player/s.

For more details on how these work, refer to the *Action Cards* section.

### **Limitations (Hero Building)**

The Hero Party can not be played if the total points value between the heroes breaches the agreed upon limit of points for that game. Before playing a game players should agree on the points limit to satisfy this rule, you can agree to not have a points limit if you choose to.

The action deck must adhere to the deck building rules stated in the *Action Cards* section.

You can only equip equipment on each hero up to that specific hero's number of equipment slots. You can equip as many abilities as you want on each hero.

## Equipment Cards

*Equipment* represents weaponry, tools and armour that the player/s can use to gain an edge in any given area. They can provide passives and substantial changes in the character stats for specific attacks. *Equipment* can only be equipped up to the number of **Equipment slots** the boss creature or hero has and also cost points.

Most Equipment cards have the ability to perform attack actions. When using attack actions most equipment will describe how much damage, the combat statistic used and what effects it will provide for that specific type of attack including the Basic, Heavy and Special Attack actions. When using one of these actions, the player may select one capable equipment card (it must have a description for that attack type) they have equipped to perform that attack with.

Equipment cards contain:

- A title and artwork for the equipment it represents.
- A symbol to indicate the combat statistics that this weapon uses.
- Any requirements to use the card (No. equipment slots for equipment).
- The player side this card is for (boss or hero).
- Descriptive flavour text.
- Details of the Basic, Heavy and Special Attack of this weapon.
- Details of any specific range rules that the weapon may have.
- Concise description of the gameplay effects provided by the card.
- The number of points this card is worth.
- The back of the card indicates which card type it is and which set this card is from.

## Ability Cards

*Abilities* represent powers and perks that the player/s can use to turn the tide in a game. Abilities range from passives to one time use ultimate attacks. Some require certain requirements which are listed on the card, they also cost points. There is no limit on how many abilities your hero can equip.

Unless an ability is a passive, it can only be used or activated if it hasn't already been used this turn or the previous turn.

Ability cards contain:

- A title and artwork for the ability it represents.
- Any requirements to use the card.
- The player side this card is for (boss or hero).
- Descriptive flavour text.
- Details of any specific range rules that the ability may have.
- Concise description of the gameplay effects provided by the card.
- The number of points this card is worth.
- The back of the card indicates which card type it is and which set this card is from.

## Actions

Every character has a number of actions they must complete on their turn. To use those actions the player must play action cards or use other action options that may be listed on any of the other cards in the game (which require the sacrifice of action cards).

The players may always use one of the following actions even if it is not written anywhere on their cards:

- Discard an action card
- (possible addition) Walk: move 2 spaces in any direction.

Hero characters must use 2 actions on their turn. The Boss Creature must use 3 actions on their turn, but not more than 2 attack actions.

### **Action Cards**

*Action cards* are integral to interacting with other players when playing the game. Before the game starts each player has and/or may design their own action deck. Action cards do not cost points. All players must run an action deck.

The *action deck* consists of **30 action cards**, the player may decide what each of those **30** cards are. Generally when building the action deck you can not include more than **3** of the same card. If the card states otherwise this restriction can be overridden.

An action card is a card that details a specific action that your character can perform on your turn. When you play the action card, you perform the action on the card you played with your character and then discard it. Examples of action cards include: *Walk Movement* - “move 2 tiles in any direction” or *Basic Attack* - “use a basic attack”.

Action cards are a platform for the players to activate their equipment, abilities and boss piece abilities. They determine what your action is going to be and sometimes affect the effectiveness of the action, and then your equipment and abilities determine how the action will affect the game and what specifically is happening. For example, the action card will state “attack an enemy” and the equipment represents what the enemy is being attacked with.

There are three key types of action card:

- **Move** - Move your character piece using the range described on the card.
- **Attack** - Use an attack described on one of your cards.
- **Item** - When used enters the used pile instead of the discard pile.

There are 5 zones for each character associated with action cards: The action deck, the character's hand, the discard pile, the expended pile and the used pile. They interact in the following way:

- At the start of the round action cards are drawn from the action deck into the character's hand.
- When action cards are used or sacrificed they enter the discard pile.

- When action cards are expended they enter the expended pile.
- When action cards are used they enter the used pile.
- Action cards can only be used if they are in the character's hand.

The action cards are shuffled into an action deck and placed face down next to the player they belong to on the board during play. When the player must draw but has no cards left in their action deck, shuffle that characters' expended pile and discard pile together to form a new deck.

Each action card contains:

- Title and artwork depicting the action it represents.
- The type of action this card is.
- Descriptive flavour text.
- Concise description of effects gained from this card.
- The back of the card indicates which card type it is and which set this card is from.

## Combat

In combat, the attack selected will display damage dealt and the combat statistic that should be used to calculate the outcome of the attack. Before damage is dealt the combat statistic of the attack is compared to the responding combat statistic of the opponent. The damage is affected by this comparison in the following ways:

- If the attacker's combat statistic is equal to the opponents, the damage remains the same.
- If the attacker's combat statistic is higher than the opponents, the damage is increased by 1.
- If the attacker's combat statistic is lower than the opponents, the damage is reduced by 1, but not to lower than 1 damage.
- If the attacker's combat statistic is double or higher than the opponents, the damage is doubled.
- If the attacker's combat statistic is half or lower than the opponents, the damage is halved (round up).

Before combat statistics are compared the defending player may choose to roll for defence. To roll for defence the defending player rolls a D6. The results of the D6 have the following affect:

- A result of 1-5, add the number on the dice to the relevant combat statistic in this defence.
- A result of 6, the attack targeting you misses and nothing happens.

After combat statistics have been compared and the damage has been calculated, the attack is resolved and the action is complete.

## Death

If a character's health is reduced to or below 0, that character dies.

When a character is dead they have 0 actions on their turn, and draw 0 action cards at the start of the round.

If a hero dies their character piece is replaced with a death token, some abilities allow heroes to be resurrected when interacting with their death token.

If either every hero is dead or the boss creature is dead, the game ends and the surviving side is declared the winner.

## Card Sets

This list accounts for the number of unique cards in each card set. There are three card sets that every card in the game belongs to one of:

- **Boss Set** - Only the boss player can select cards for use from this set.
  - **Boss Pieces** - A pool of body parts to make up a boss creature (51)
  - **Equipment** - Equipment designed for boss creatures (8)
  - **Abilities** - Abilities designed for boss creatures (8)
  - **Action** - Actions designed for boss creatures (9)
- **Hero Set** - Only the players controlling the Hero Party can select cards for use from this set.
  - **Hero Cards** - A pool of heroes to make up the Hero Party (12)
  - **Equipment** - Equipment designed for heroes (15)
  - **Abilities** - Abilities designed for heroes (14)
  - **Action** - Actions designed for heroes (19)
- **Neutral Set** - Any player may select cards to use from this set.
  - **Tokens** - Cards created by other cards (2)
  - **Action** - General action cards (3)

## Maps and Positioning

During the **Pre-Game** a map is created or chosen from the Rulebook using the obstacle tokens. The boss player is in control of the map creation.

Maps are made up of hexagonal tiles and vary in arrangement and size. Tiles may vary in terrain type which affect characters standing on them, however this will be elaborated on later.

Some tiles are listed as obstacles and can not be moved through, landed on and block line of sight. Enemy character pieces count as obstacle tiles, unless stated otherwise.

Before the game starts the players take turns placing their character pieces down on the map, the boss player places first then the hero players follow. The only rules for placements is that pieces can not be placed down on obstacle tiles and the hero pieces, and unless impossible, must be placed more than 2 tiles away from the boss in any direction.



Pieces can move when the players use actions that allow them too, the actions description combined with any other relevant cards attached to their character determine the amount of tiles they move.

Boss character pieces usually cover multiple tiles, when moving the boss creature must select one tile of their creature, this tile is what ends on the tile that they are moving to. This tile can move just as a piece with only one tile would, but every other tile on the creature must end the movement in a non-obstacle tile. The boss can rotate during movement to work around this.

### Custom Character Pieces

Each boss creature and hero must have a character piece to represent them on the map. The game will include base character pieces that can be used to allow the players to play the game. For the boss creature there will be included base 1x1 tiles that slot into one another which allow the players to build a representation of any boss they come up with. And for the heroes, there will be a set of basic hero character pieces that can be used to represent a number of the hero cards.

The intention for this game is to encourage the players to create their own character pieces. Inspired by self created pieces in games like Warhammer 40k and Gaslands, players can build their own models to represent the characters they have built using the cards. The only limit to this is that the character's base tile must equal the size of the character the model is for.

- Hero Character Pieces are always 1x1 tiles (there may be exceptions).
- Boss Character Pieces depend on the boss pieces selected and can be almost any size.

If this game would go into real production, I would sell box sets of many varying molded pieces that can slot together and can be used to form any character pieces that the players may desire.