

**1** MOVE • FIGHT

**2** MOVE • FIGHT • REINFORCE

**3** MOVE • UNIQUE • CHALLENGE • SPAWN

**4** MOVE • FIGHT • CHALLENGE • ALL SPAWNING POINTS SPAWN • PLOT

**5** SPAWN MINI-BOSS • MOVE • UNIQUE • FIGHT

**6** MOVE • FIGHT • CHALLENGE • REINFORCE

**7** REGROUP • CHALLENGE • SPAWN

**8** MOVE • EPIC FIGHT • CHALLENGE • REINFORCE

**9** Star Bonus: ARM  
UNIQUE • CHALLENGE

**10** SPAWN • MOVE x2 • UNIQUE • FIGHT • CHALLENGE

**11** UNIQUE • EPIC FIGHT • REGROUP

**12** SPAWN DUNGEON BOSS • MOVE x2 • FIGHT • CHALLENGE • REINFORCE

**START**  
3-4 HEROES

**DUNGEON BOSS**

### COMMANDS PG.25

**Challenge:** Draw a challenge card. Immediately resolve its Trap effect if it has one. See pg.30

**Epic Fight:** A Fight command that deals an additional wound. See pg.28

**Fight:** Elite and solo monsters attack the Hero in range that has the most wrath. See pg.28

**Move:** Elite and solo monsters move up to their move stat towards the Hero with the most wrath on their tile. They stop when they are in range to attack. See pg.26

**Plot:** Draw a plot card. See pg.29

**Regroup:** Monsters move towards the closest dungeon exit. All monsters in play gain until the end of the next Hero turn. See pg.26

**Reinforce:** Starting with the elite monster closest to the Hero with the most wrath, spawn all monsters (minion and elite) in the elite's gang within two squares of the elite. Repeat until all elites are reinforced. See pg.29

**Spawn:** The spawning point closest to the Hero with the most wrath spawns all gangs that have at least one elite available to spawn. See pg.29

**Unique:** Monsters activate all unique actions on their cards. These do not cost action points. See pg.27

### DUNGEON BOSS PG.31

Replace the Challenge Deck with the Boss Fight Challenge Deck. If the dungeon boss began the Consul turn in play, the Consul performs for the remainder of the game:

**MOVE • FIGHT • HEAL 3 PER SPAWNING POINT • CHALLENGE**

### WRATH PG.19

+1 for each Wound a Hero inflicts

+2 Hero takes Loud Slurping action

If two or more Heroes are tied for the most wrath, the Hero that activated most recently among the tied Heroes is considered to have the most wrath.

### PLOT REWARD PG.29

**Plot:** After the plot card is discarded every Hero rolls and draws 1 treasure card for each rolled.

## START 5-6 HEROES



MOVE • FIGHT • REINFORCE

2

MOVE • FIGHT • CHALLENGE •  
ALL SPAWNING POINTS SPAWN  
• PLOT

4

Star Bonus: ARM  
MOVE • UNIQUE • FIGHT •  
CHALLENGE • REINFORCE

6

MOVE • EPIC FIGHT •  
CHALLENGE • REINFORCE

8

SPAWN • MOVE x2 • UNIQUE  
• FIGHT • CHALLENGE

10

SPAWN SECOND MINI-BOSS •  
MOVE x2 • FIGHT •  
CHALLENGE • REINFORCE

12

MOVE • UNIQUE • FIGHT •  
REGROUP • CHALLENGE

14

SPAWN DUNGEON BOSS •  
MOVE x2 • EPIC FIGHT •  
CHALLENGE



1

MOVE • FIGHT

3

Star Bonus: STR  
UNIQUE • REGROUP •  
CHALLENGE • SPAWN

5

SPAWN FIRST MINI-BOSS •  
MOVE • UNIQUE • FIGHT

7

REGROUP • CHALLENGE •  
SPAWN

9

UNIQUE • CHALLENGE

11

UNIQUE • EPIC FIGHT •  
REGROUP

13

UNIQUE • FIGHT •  
CHALLENGE • SPAWN

15

MOVE • FIGHT • REINFORCE

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### EXTENDED MODE PG.43

Build the dungeon using four tiles, four treasure chests, and four spawning points.

Select two mini bosses, designate which one spawns first and which one spawns second.

At the start of the game, the spawning points on the first two tiles spawn (as opposed to just the spawning point on the first tile).

During the Hero Turn, 3 Heroes activate.

This mode will increase play time.