

ENEMY CARD REFERENCE:

NOTE: Unless otherwise stated, anything that can be killed or destroyed has 1 HP.

***ADRENALINE** - Defeating an **ENEMY** with this perk allows you to replenish your **ACTION** cards back to your current **STAMINA** level without penalty.

***BYSTANDER** - If the **BYSTANDER** reaches the **ACTION SQUARE**, you're rewarded with an **ACTION** card. You cannot shoot past a **BYSTANDER**. They will get wounded in the crossfire. Anytime a **BYSTANDER** is wounded, turn them sideways and relocate the closest true enemy to their spot. If there are no true enemies in play, then flip an **ENEMY** card for that alley. Whenever a **BYSTANDER** shares a space with one or more true enemies, the **BYSTANDER** card gets turned sideways and goes at the bottom. If a **BYSTANDER** shares a space with a true enemy, you have until the next time a **MOVEMENT** card with that alley color is drawn to save them. If, however, the **BYSTANDER** is wounded but is not sharing a space with a true enemy when the **MOVEMENT** card is flipped, then that **BYSTANDER** straightens back up and resumes its movement.

***DECOY** - You CAN shoot past a **DECOY** without harming it. If it shares a spot with a true enemy, turn it sideways. You have until the next time a **MOVEMENT** card with that alley color is flipped to save it. If a **DECOY** reaches the **ACTION SQUARE**, it must be immediately discarded and used as a decoy. Search the top 3 cards of the **ITEM** deck for 1 card of your choice. Shuffle the deck once finished.

***DISTURBER** - If a **DISTURBER** reaches the **ACTION SQUARE**, forfeit 1 **ACTION** card, but take 0 DMG.

***DR. LAZARUS** - All **DISTURBER** cards advance 1 extra space while **DR. LAZARUS** is in play.

***GRIM REAPER** - When this card enters play, it re-animates 2 true enemies from the **ENEMY** discard pile back into the decks of each alley.

***HAZARD** - When this card enters play, it causes damage to the spot indicated on its card. 1 circle is the first spot of the alley. A double circle is the second spot closest to the **ACTION SQUARE**. The amount of DMG it does is indicated by the number in the center. This card never stays on the board. Discard afterwards.

***HORDE** - When this card enters play, stack two more **ENEMY** cards from its draw pile on top of it. The new cards enter with their own perks.

***ITEM** - Defeating an **ENEMY** with this perk allows you to draw a random card from the top of the **ITEM** deck to keep or discard.

***PACK** - When this card enters play, stack one more **ENEMY** card from its draw pile on top of it. The new card enters with its own perk.

***RE-ANIMATOR** - Return the most recently defeated true **ENEMY** to the board and place beneath this card. The re-animated card does not have perks when it enters play.

***RUNNER** - When this card enters play, it advances 2 spaces.

***SHRIEKER** - When this card enters play, flip another **MOVEMENT** card. Current **ENEMY** cards don't advance, but new cards will enter play and stack if necessary.

***SPECIAL ITEM** - Defeating an **ENEMY** with this perk allows you to either keep or discard the **SPECIAL ITEM** indicated on their card.

***UL'GORROTH** - Whenever this card shares a space with 1 or more cards immediately after entering play, it devours those cards and increases its HPs by the amount of cards it ate (up to 4 HP).

***VOICE** - Defeating an **ENEMY** with this perk allows you to draw a random card from the top of the **VOICE** deck to keep or discard.



DEAD
END

NOTE: Some **ENEMY** cards have extra hitpoints (HP), represented by the amount of ☼ on their specific card. Track HPs along the bottom of the game board with the **BOSS HP TRACKER CUBE**. Each time DMG is taken, move the tracker cube towards the right. When the tracker cube reaches the "END" square, it's defeated. Only 1 **ENEMY** card with extra HP can be active at a time. If 1 is already in play, the other(s) will wait in a queue at the beginning of the alley.

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