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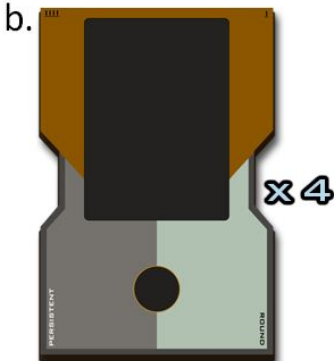
RAID BOSS

RULEBOOK



A GAME BY HISHAM SALEH & DANE MINER

Box Contents



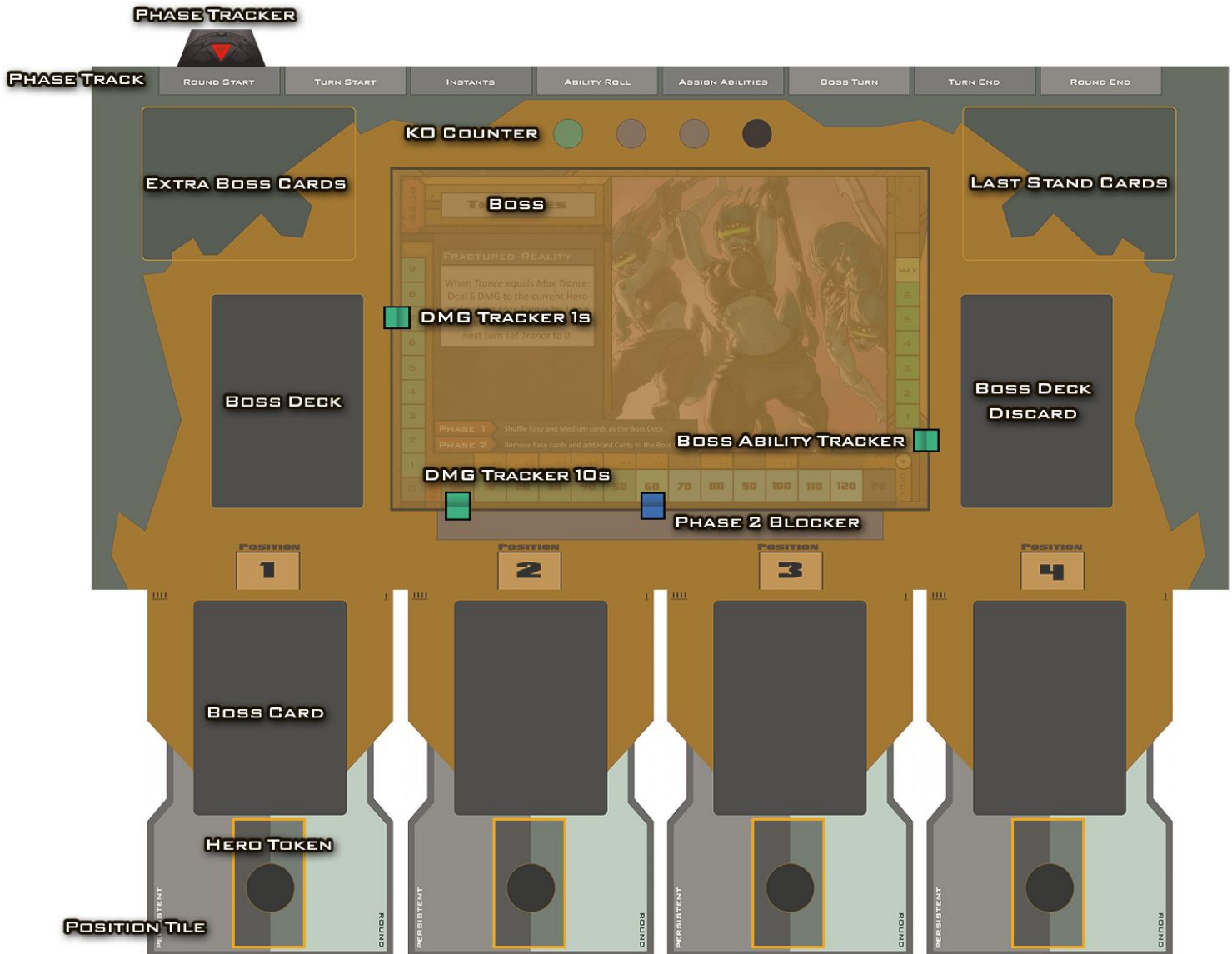
- a. Game Board x 1
- b. Position Tiles x 4
- c. Heroes x 12
- d. Bosses x 6
- e. Triple Boss Effect x 6; Single Boss Effect x 12
- f. Triple Shield x 10; Single Shield x 12
- g. Triple Power x 5; Single Power x 10
- h. Turn Phase Tracker x 1
- i. Healing Restricted x 1; Movement Restricted x 1; Cleansing Restricted x 1
- j. KO Tracker x 1
- k. Blink's Assist Refresh x 1
- l. Archon's Genesis Activated x 1
- m. Lux's Lock x 1 (*4 intended*)
- n. Dragoon's Uplift x 1
- o. Forsaken's Assist Refresh x 1
- p. Temporal Shard x 8
- q. Booster x 4
- r. Dragoon's Clutch x 1
- s. Titan's Challenge x 1
- t. Boss Deck Reminder x 1
- u. Boss Phase Effect Reminder x 1
- v. Hero Token x 12 (1 for each hero)
- w. Boss Decks x 6 (21 cards each, 126 cards total)
- x. Raid Boss Rulebook (*not included in lieu of this living doc*)
- y. Ability Dice x 16
- z. Hero Dice x 6
- aa. Bonus Dice (*not included in Review Box*)

** Other components not pictured:

- Player Turn Reference Card x 1
- Terminology Reference Card x 1
- Various colored Stat Tracking Sliders (red, blue, green, white, purple) -

Basic Setup:

Battle Area Layout



Battle Area Setup

1. Select a Boss, and place them on the center space.
2. Place a Phase 2 Blocker at 60 HP (unless the card indicates otherwise)
3. Place Damage Trackers on both 0 positions.
4. Place the KO counter on the first spot.

Boss Deck Setup

From the corresponding Boss Deck, make sure you have the correct number of each of these card types (checking the component list as each Boss may have a different number of each type of card):

1. There are 21 Boss Cards broken down into four different categories.
 - a. **Easy** Boss Deck Cards.
 - b. **Medium** Boss Deck Cards.
 - c. **Hard** Boss Deck Cards.
 - d. **Last Stands**.
2. Shuffle the Boss Deck Cards specified in the Phase 1 box of the Boss Card together (for example **Easy** and **Medium**) to form the Boss Deck and put it face down beside the Boss.
3. Set leftover Boss Deck Cards (**Easy**, **Medium** or **Hard**) in the Holding Pile face down above the Boss Deck.
4. Shuffle the **Last Stands** together and place them face down in the Last Stand Pile.

Team Setup

1. **Position Tiles:** Place the four Position Tiles under the Boss in each of the positions.
2. **Base HP:** Place an HP marker on the Hero's Base HP (designated with an orange box on the HP track).
3. **Max HP:** Place a Maximum HP marker on the first blue box, just to the right of the HP marker.
 - a. The Max HP is always placed 1 above your current maximum HP. If you have 12 Max HP, place the marker on the MAX slot.
4. **Ability Dice:** Take two Ability Dice to start the game. Heroes can gain additional Ability Dice by dealing DMG to the Boss.
5. **Hero Dice:** Take one Hero Die. Some heroes have passive abilities that require a roll and others cause multiple heroes to roll Hero Dice.
6. **Hero Tokens:** Place your Hero Tokens on the Position Tiles and place them in your desired turn order from 1-4 (Position 1 will go first). Below is an example starting position (recommended for the Core Four team).
 - a.

Turn Order & Adjacency

Raid Boss is designed to be played with 4 heroes, with each player controlling one or more heroes. The active turn is determined by which leftmost hero has a revealed and unresolved Boss Card. Typically, the first turn would go to the Hero in Position 1.

If nothing the Boss or players do change the Hero positions, turns will go from left to right. However, there are many abilities and Boss cards that shift character positions, so remembering the aforementioned rule will always clarify turn order.

Heroes are *adjacent* to the other Heroes beside them. The Hero in Position 1 is not adjacent to the Hero in Position 4, or vice versa.

The Titan is in Position 1 and will go first in the round. During his turn, the Titan is **adjacent** to the Judge and only the Judge. When the Titan's turn finishes, the Judge will start her turn. During that turn, she is **adjacent** to both the Titan and the Archon.



Losing the Game

1. If at any point the Hero team has accumulated more than three KOs, the heroes **lose**. Better luck next time!
2. If at any point all heroes are down at the same time, the heroes **lose**. Impressive! This can be a feat in and of itself, so relish in that!

Winning the Game

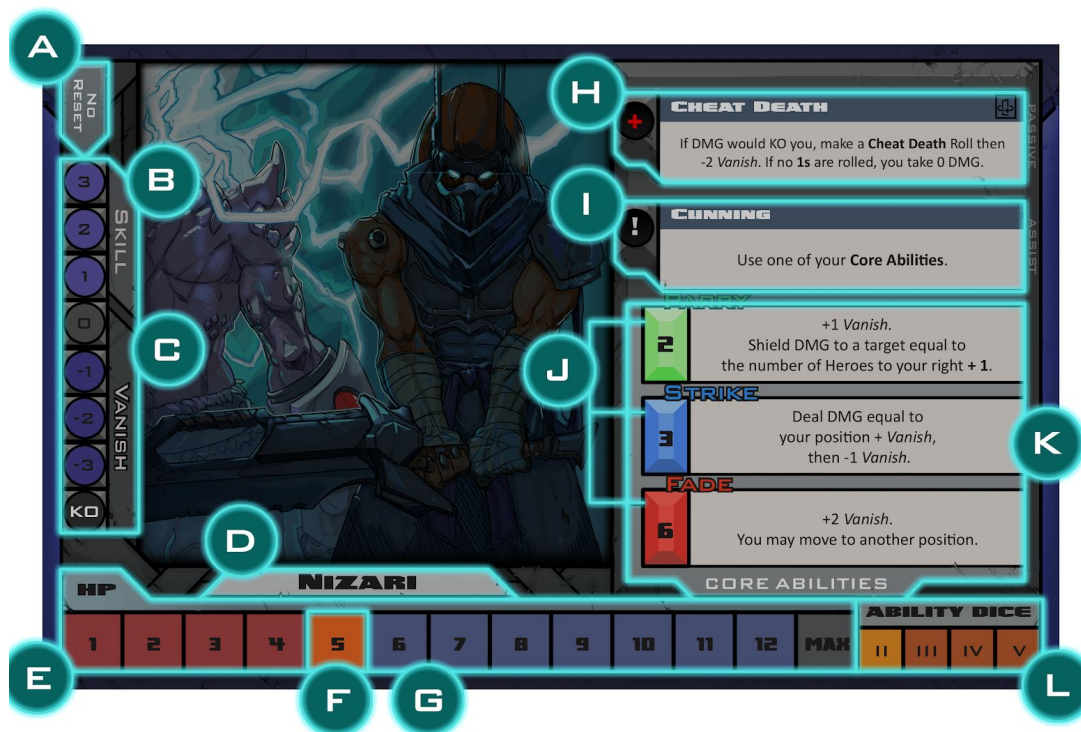
2. If at any point the Boss receives 120 total DMG or more, the Last Stand replaces the next Hero's Boss Card (or the first Hero in the next round).
 - a. Reveal then resolve Last Stand at the Turn Start phase the same way you would a Boss Card. Heroes win when the Last Stand card is fully resolved and their KO count is low enough for victory!

3. Levels of Victory:

- a. 0 KOs -- Legendary Victory! Celebrate, you can officially say that you have mastered this boss...with this set of heroes!
- b. 1 KO -- Heroic Victory! Well...your victory does come with an asterisk, but you can always challenge the boss again with a new team or even a new set of starting positions for your team.
- c. 2 KOs -- Victory! You didn't lose and, most of the time, that's a lot to celebrate!

Choosing a Hero

Hero Card Front



- A. Skill Reset Property
- B. Hero Skill Bar
- C. Skill name
- D. Hero name
- E. Hit Points (HP) bar
- F. Base Hit Points (Base HP)

- G. Max Hit Points (Max HP)
- H. Passive
- I. Assist
- J. Core Ability Cost
- K. Core Abilities
- L. Ability Dice

A. Skill Reset property

Skills can have one of three Skill Reset Properties:

1. **No Reset:** The Skill does not reset at the end of the round.
2. **Round Reset:** The Skill resets to its base value at the end of the round.
3. **On Use:** The skill tracks your bonus dice (which are expended on use).

B. Hero Skill Bar

The bar used to track each Hero's Skill.

C. Skill Name

When Skills are referenced on the Hero Card they are *italicized* so they are easy to spot.

E. Hit Points (HP) Bar

The bar used to track your Hit Points (HP) and Maximum Hit Points (Max HP). You start the game by putting your HP slider at your Base HP (represented by the orange space) and your maximum HP blocker on the first blue space. When you are dealt damage, you slide your HP slider to the left. When you heal HP, you slide your HP slider to the right. You cannot raise your HP above your Max HP.

F. Base Hit Points (Base HP)

The starting value of your HP slider at the beginning of the game, and when you are revived.

G. Maximum Hit Points (Max HP)

The highest value your HP can be. The Max HP blocker sits one number above your Max HP and represents the highest value your HP slider can go to.

H. Passive

Every hero has an ongoing ability called their Passive:

1. Passive abilities are always active unless the Hero is KO'd.
2. The hero does not need to pay anything to use them, and they will activate whenever their description allows it (including on other Hero turns).

I. Assist

You can use your Assist at almost any time (during other players' turns, in phase changes, or between packets of DMG being dealt). Some Individual Assist skills do, however, have some timing restrictions.

When you use your Assist action, rotate your Hero Token ninety degrees to indicate that it has been expended. This maneuver is known as 'tapping' (or, 'to tap'), and a rotated Hero Token is considered tapped.

J. Core Ability Cost

The cost of each Core Ability. When expended, you will turn it back to the ready position at Round Start.

K. Core Abilities

Each Hero has three unique Core Abilities:

1. During the Ability Roll, the current hero rolls their Ability Dice and assigns dice to pay for Core Abilities (aka "Abilities").
2. Each die can pay for an Ability whose cost (**G1**) is equal to or less than its value. Multiple dice can be combined to pay for Abilities.
3. Core Abilities can be used as many times as a Hero can pay for them.
4. When referring to an Ability on the Hero Card, the color of the text will match the Core Ability the text is referring to (**green**, **blue** and **red**).

L. Ability Dice

The number of Ability Dice the Hero rolls on the Ability Roll of their Hero Turn.

Hero Card Back



- A. Role Description
- B. Hero Stats
- C. Character Lore
- D. Hero Guide (provides additional clarification for playing the Hero)

A. Role Description

A description of what the Hero generally does, and the role that they play in most teams.

B. Hero Stats

Heroes have things that they excel at, and other things that they are...not so good at. Here is what each of the stats mean:

1. Attack
The Hero's ability to deal damage.
2. Defense
The Hero's ability to mitigate damage (by shielding, reducing it, or avoiding it altogether).

3. Healing

The Hero's effectiveness at healing themselves and their allies.

4. Chance

How much luck or randomness factors into a Hero's ability to be effective.

5. Tactics

How easy or difficult a Hero is to be played. Difficulty relates to learning the probability and sequencing that leads to making impactful decisions. More bars means the Hero is more difficult.

C. Character Lore

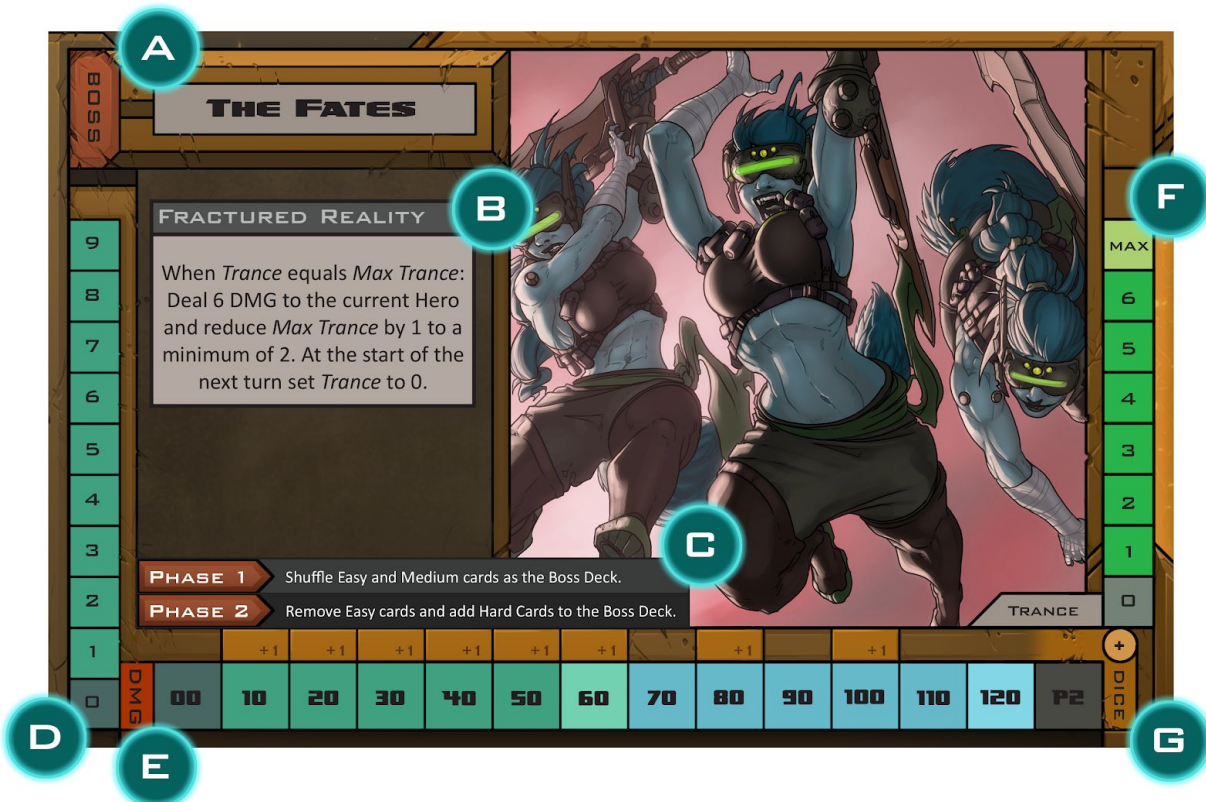
A peek into the backstory of the Hero. To learn the full story of your character, head to www.raidbossgame.com.

D. Hero Guide

A quick reference for the Hero that covers most of the basic questions about rules interactions or niche scenarios. If you are still stuck, you can find the answers in the FAQ.

Boss Card Breakdown

Boss Card Front



A. Boss Name

B. Boss Abilities

C. Phase Description

D. Damage Bar

E. Special Bar (only certain bosses)

F. Ability Dice Award Indicator

B. Boss Abilities

Each Boss has one or more Abilities that use keywords (such as **Weak**) in their Boss Deck Cards and may have abilities that interact with their Special Meter (if they have one).

C. Phase Action

Each Boss has two or more Phase Descriptions which explain when to make changes to the Boss Deck or Special Meter, and when to do it (for example after having received 30 DMG).

D. Damage Bar

Damage dealt to the Boss is tracked with the Damage Bar (1's along the left, 10's along bottom).

E. Special Bar

Some Bosses have a Special Bar that is used to track a value that changes throughout the game and relates to the Boss Deck Cards and/or the Boss Abilities.

F. Ability Dice Award Indicator

Whenever the slider you are using on the Damage Bar moves under **+1** via dealing damage, the team must award a Hero with a permanent Ability Dice at Turn End. The Hero that is awarded must have or be tied for the least amount of Ability Dice currently. By default, dice are award at: 10, 20, 30, 40, 70, 80, 90, and 100 damage.

Boss Card Back



A. Battle Description

B. Boss Stats

C. Character Lore

D. Boss Guide

A. Battle Description

A description of the Boss fight, and the challenges teams will usually have to contend with.

B. Boss Stats

Bosses have things that they excel at, and other things that they are...not so good at, that's what keeps things balanced! Here is what each of the stats mean:

1. Difficulty

How challenging players should consider the Boss.

2. Tactics

How complex the Boss' Abilities and Boss Deck Cards are.

3. Chance

How much randomness and volatility there is when playing against the Boss.

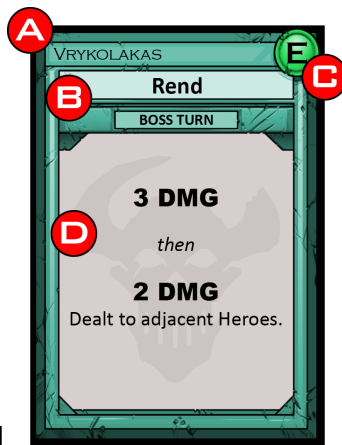
C. Character Lore

A peek into the backstory of the Boss. There is a LOT more, and if you want to check it out, head to www.raidbossgame.com.

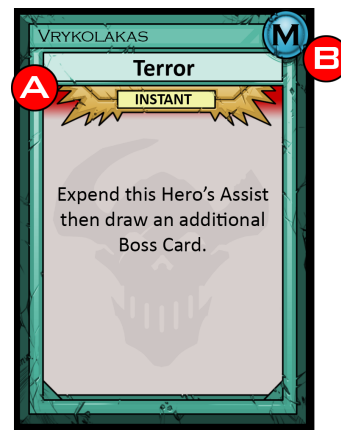
D. Boss Guide

A quick reference for the Boss that covers most of the basic questions about rules interactions. If you are still stuck, you can find the answers in the FAQ.

Boss Deck Cards



Boss Card



Instant Boss Card

A. Boss Name

B. Card Name

C. Card Difficulty (Easy)

D. Card Text (Damage Dealt and Effects)

A. Instant Text (resolve before player turn)

B. Card Difficulty (Medium)

Gameplay

Raid Boss is broken into rounds, during which each hero will take one turn. On their turn, each Hero will go through six phases -- Turn Start, Reveal Card, Instants, Ability Roll, Assign Abilities, Boss Turn, and Turn End and may interrupt any phase with their Assist Ability:

1. **Round Start:** *Each Round consists of one turn per Hero.*
 - a. Apply any 'Round Start' effects, first heroes in position order and then Boss.
 - b. Ready all Hero Tokens.
 - c. Draw and Place a Boss Card, without examining it, face down above each Hero on their Position Tile. These cards are considered Hidden while they are face down.
 - i. If there are no cards left in the Boss Deck and a Hero requires a Boss Card, shuffle the Discard Pile and it becomes the new Boss Deck.
2. **Assist Ability:**
 - a. Assist Abilities can be used ANY time. This includes:
 - other player's turns
 - between packets of DMG from boss attacks
 - in response to revealed information (but before it is resolved)
 - at round start or end, turn start or end
 - b. Once a Hero has used their Assist Ability, they must tap their Hero Token.
 - c. Heroes whose tokens are tapped may not use their Assist Abilities until the token is refreshed (untapped).
3. **Revive:** If a Hero is down, any Hero (including the KO'd hero) may revive them by tapping their Hero Token (which only expends it, and does not trigger its effect). Heroes revive at Base HP. KO'd heroes must be revived by spending an Assist at the beginning of the next round
4. **Hero Turn:**
 - a. **Turn Start:** Apply any 'turn start' and 'start of turn' effects (Heroes in position order and then Boss).
 - b. **Reveal Card:** Reveal the Boss Card above the active Hero's Position Token. Do not resolve the Boss Card at this time, unless it says *Instant*.
 - c. **Instants:** *If the Boss Card says Instant* - Deal DMG and apply its effects. That card is now resolved, unless it also has a Boss Turn effect. Heroes may use Assist Abilities after the Boss Card is revealed but before its effects are applied.
Note: *The default target for each Boss Card is the active hero (the Hero whose turn it is) unless otherwise noted.*
 - d. **Ability Roll:** The active hero rolls their **Total Dice** which are all of your Ability Dice, plus any Bonus Dice.
 - i. Bonus Dice MUST be rolled during a Hero's Ability Roll.

- ii. **Note:** Temporal Shard, Boost Tokens and some Heroes can affect the value of dice rolls and some passive abilities check the value of Ability Dice rolls.
 - e. **Assign Abilities:** Pay for your Abilities and apply the effects one at a time and in any order.
 - i. Each die can pay for an Ability whose cost is equal to or less than the roll.
 - ii. Multiple dice may be combined to pay for an Ability.
 - iii. Bonus Dice must be returned to the supply after they are assigned.
 - iv. **Note:** You may not split a die's roll to apply it to more than one Ability.
 - f. **Boss Turn:** If the Boss Card says Boss Turn OR Last Stand - Deal DMG and apply any effects on the Boss Card. That card is now resolved. **Note:** The default target for each Boss Card is the active player unless otherwise noted.
 - g. **Turn End:** Apply any 'end of turn' or 'turn end' effects (Heroes in position order and then Boss).
 - i. **Boss Phase Change** happens if the Boss has been dealt enough DMG. Boss Cards that are hidden are gathered and reshuffled (if the Boss changes the makeup of the Boss Deck). Revealed cards are left in play and then removed at the end of the round.
 - ii. **Last Stand** happens when you have dealt the Boss enough DMG to KO them! Replace the Boss Card in the leftmost position with the Last Stand card and then remove the rest of the Boss Cards.
 - iii. **Non-permanent** effects that last only through the turn or say "this turn" (like Shields) are removed.
 - iv. **Additional Ability Dice** are earned each time the team deals enough damage to to the Boss to put their HP marker under a +1.
 1. These Ability Dice must be distributed, one at a time, to the hero with the fewest Ability Dice. Ties for lowest are decided by the team.
 2. Once an Ability Die has been granted, it is now added to that Hero's permanent Ability Dice pool. Mark it on their Ability Dice track as a reminder.
 3. Remember! Additional Ability Dice are *not* Bonus Dice. Bonus Dice have their own color and are not earned by damaging the Boss.
 - h. **Start the next Hero turn** if this was not the last Hero.
5. **Round End:** After each hero has taken their turn the Round ends.
- a. All heroes end any effects that are "this round" only. Apply any 'Round End' effects.
 - b. Heroes whose skill bar says "Round Reset" reset their Skill Bars (others remain where they are).
 - c. Remove any resolved cards that should no longer be in the Boss Deck from the table (e.g. an 'easy' card in a Boss Deck that should be made up of only 'medium' and 'hard' Boss Cards.)

- i. All remaining resolved Boss Cards are placed face up in the Discard Pile.
- d. Unused Bonus Dice, Hit Points, Skill Bars that say “No Reset” and all other **permanent** effects persist into the next Round (though Bonus Dice must be used on a hero’s Ability Roll)
- e. All “Round Reset” skill bars are reset to their starting value.
- f. If there are any remaining KO’d heroes at Round End. *They are revived at Base HP, their Assist is unaffected and they lose any Bonus Dice.*

Boosters and Temporal Shards

Each Hero begins the game with 1 Booster (the teal brain token) and 2 Temporal Shards (the pink crystal token). Each can be used once per game, *instantly* (like a Hero's Assist), to do the following:

- Booster: Add +1 to a die you rolled
- Temporal Shard: Re-roll a die you rolled

Move the expended token back to the box after use.

These items have a variety of uses for players to discover. Most basically, they can be used to even out an extremely unlucky turn, but clever players will find ways to break the odds in their favor or modify their character's kit. Since they can be used instantly, remember that players can choose to use their effects in response to revealed information, like die rolls and Instant Boss Cards.

-- Note, if “Adrenaline Mode” is unlocked and included in the base game:

Players only get 1 Booster and 1 Temporal Shard when playing **Adrenaline Mode**.

KO’d (Knocked Out) Heroes

1. If at any point a Hero’s HP is 0 or less, they are considered *KO’d*.
2. Flip over the Hero Token to designate being KO’d.
3. Increase the KO count. If this is the third KO, the team has lost and the game ends.
4. Reset any permanent effects the hero has gained or lost (including Bonus Dice and Max HP).
5. Being KO’d does not affect a Hero’s assist (whether it was ready or expended it does not change).
6. Limited Actions.
 - a. does not roll for Abilities
 - b. may only Assist to revive themselves, and only if it is not exhausted.
 - c. cannot use their Passive Abilities.
 - d. cannot be targeted by other heroes except to be revived.
 - e. cannot receive damage. Damage targeting a KO’d hero is lost.
 - f. can have their position switched by a Boss Card that affects another hero; e.g., ‘swap with the Hero to your left’.

7. KO'd heroes can be revived at any time by expending any Hero's Assist (including their own if it is ready).
 - a. The revived Hero resets their Max HP to its original value and starts at their Base HP.
 - b. Flip the revived Hero's Token back to its active side.
 - c. All heroes **MUST** be revived at the **Round Start** (by spending their own Assist if they were not revived by another Hero)

Glossary

- **Ability Dice:** The red dice players roll at the start of their turn to enable their Hero's abilities. Each player starts with 2 dice, but can gain more over the course of the game.
- **Ability Roll:** The values of the Ability Dice rolled during your turn.
- **Active Boss Card:** The Boss Card which is revealed on the current player turn.
- **Adjacent:** Other heroes to the left and right of a hero are considered adjacent. Adjacency does not wrap from first (Position 1) to last (Position 4), or vice versa.
- **Assist:** An action heroes can use at any time if their Assist Token is available.
- **Base HP:** The value marked on the Hero HP bar in orange.
- **Bonus Dice:** White dice that heroes gain temporarily through various effects. Bonus Dice persist through turns and rounds, but must be rolled on a player's Ability Roll. Bonus Dice are expended when they are they are assigned in the **Assign Abilities** phase (or by certain Assists). The number of Bonus Dice a player has can be referenced without necessarily spending any dice.
- **Boss:** The illustrated card with the Boss's portrait, information, and markers.
- **Boss Card:** Any one card from the Boss Deck. These are the cards placed above Hero Tokens on the Position Tiles.
- **Boss Deck:** The pile of Boss Cards that are drawn from at **Round Start**. Whenever a card needs to be drawn from this deck and no cards are available, shuffle the Discard Pile and create a new Boss Deck.
- **Cannot be Healed:** If a hero cannot be healed, their HP cannot be changed by healing but it can be **Set** and/or **Locked**.
- **Choose 1:** The active hero decides which option to choose, and that decision must occur before resolving the Boss Turn (unless the card is an Instant in which case they have to decide during **Instant** phase).
- **Cleanse(X):** Removes X Boss effects on a hero (chosen by the hero).
- **Core Ability:** This refers to the three abilities Heroes roll their Ability Dice to activate. It does not include a Hero's Assist or Passive effect. It is often shortened to just 'Ability'.
- **Deal:** When an effect says 'Deal' you must target an enemy, and add the listed damage to the enemy's damage total.
- **Discard Pile:** At the end of each round, place resolved Boss Cards face up in the Discard Pile. This pile is open information so players may browse through it at any time.
- **DMG: Damage.** Damage is removed from heroes' HP. Damage is added toward a Boss's DMG total.
- **Exhausted:** Turned such that the long side of the Hero Token is horizontal.
- **Heal:** Add to a character's HP total. A character's HP may not exceed their maximum HP value.
- **Hero:** The character a player has selected.
- **HP: Hit Points.** When a Hero has lost all their HP, they are considered KO'd.
- **Instant:** As soon as an INSTANT Boss Card is revealed, it must be resolved
- **KO: Knocked Out.** Refers to when a hero reaches 0 HP or less and is KO'd.

- **Last Stand:** When the Boss has been dealt DMG equal to its total Hit Points, replace the next Boss Card with a random **Last Stand** card. **Last Stand** effects take place on the Boss Turn unless otherwise noted.
- **Left/Right:** To a hero's right are all heroes that are later in the turn order than the hero. To a hero's left are all heroes that are earlier in the turn order than the hero
- **Lock:** When a character's HP is set to a value, and then prevented from being changed until that Lock is broken (p.XX).
- **Marker:** The colored plastic clips placed on the Boss and Heroes to track information.
- **Max HP:** The maximum amount of HP a Hero can have. Distinct from current HP, since Heroes can receive damage and loss HP, and distinct from Base HP, since Heroes have ways of raising their Max HP above their Base HP.
- **Move:** When a Hero moves left, displaced heroes move to the right. When a Hero moves right, displaced heroes move to the left. When Heroes move, all associated cards and tokens move with them on the Position Tile.
- **Overshield:** Overshields reduce DMG the same way that shields do, but are counted after shields. Overshields are tracked on the Position Tiles. Overshields are removed at **Round End** if not otherwise expended.
- **Position Tile:** The tile used to hold the Hero Token, Boss Card, shielding, and any effects on a hero. When a Hero changes position, move its entire tile.
- **Ready:** Turned such that the short side of the Hero Token is horizontal.
- **Revive:** Use an Assist action to return a KO'd Hero to battle. This can be the Hero's own Assist action. (p. XX)
- **Round:** A round consists of a Round Start, 1 turn per hero, and a Round End. After every hero has taken their turn, the round is over and a new one starts.
- **Passive:** A constantly active, albeit conditional, effect on hero cards.
- **Refresh:** When you refresh your assist, you are able to use it again, regardless if it has already been used this turn (timing restrictions still apply).
- **Set (HP):** Adjust your Hero's HP to a particular value. When you do so, it is NOT considered to have been healed or dealt DMG.
- **Shield:** If you shield DMG, you subtract the shielded amount from the amount dealt (before everything else) and remove the Shield token. Shield Tokens are placed on top of the Boss Card above a Hero's Hero Token. Shields only last until **Turn End** at which point they are removed.
- **Steal:** Deal DMG to an enemy and then heal your Hero for up to the same amount of HP. If your target cannot be dealt DMG you are still healed; if you cannot be healed, your target is still dealt DMG.
- **Swap:** Exchange the positions of two Heroes. As in a Move, their Boss Cards move with them.
- **Turn:** A hero's ability roll, effects, and resolved Boss Card constitute a turn.
- **Total Dice:** Total Dice = Ability Dice + Bonus Dice. This includes the Ability Dice that you have been awarded from dealing DMG to the Boss.

Frequently Asked Questions (FAQ)

1. *Can a Hero deal DMG to themselves or other heroes?*
 - a. Yes, if they choose to they can! Remember though, this is a cooperative game, so you'd better have a pretty good reason.
 - b. Some abilities force heroes to deal DMG to other heroes and there are even situations where it is a good idea. We recommend you discuss these plays and explain your reasoning!
2. *When using the Titan's **Challenge** Assist, if there is an effect on the card, does the Titan gain the effect instead of the original Hero?*
 - a. No, the Titan is simply taking all of the DMG for the hero with his assist, none of the effects.
3. *When using the Forsaken's **Destiny** Assist ability to change the value of a die in an Ability Roll, can that trigger the Archon's Passive **Polarity** (say you rolled a 4 and the Archon has 6 Charges and the Destiny roll is a 3 which brings the Ability Roll value to 7)?*
 - a. Yes it triggers **Polarity** but it will still never bring the **Charge** value higher than its max (8).