



HELLBOSS 1
(BOSS)

2ND LEVEL FIRST WAVE

VULNERABILITY

5 **MOVE 1**

Earn 5 skulls when killed.
Inflicts 3 damage on Rift.

ABILITY

All Heroes take 1 damage when he appears.

Cannot be stunned.

- 4P
- 8
- 7
- 3P
- 6
- 5
- 2P
- 4
- 3
- 2
- 1
- DEAD



HELLBOSS 2
(BOSS)

3RD LEVEL FIRST WAVE

VULNERABILITY

5 **MOVE 1**

Earn 5 skulls when killed.
Inflicts 6 damage on Rift.

ABILITY

All Heroes take 2 damage when he appears.

Cannot be stunned.

- 4P
- 8
- 7
- 3P
- 6
- 5
- 2P
- 4
- 3
- 2
- 1
- DEAD



HELLBOSS 3
(BOSS)

3RD LEVEL AFTER LAST WAVE

VULNERABILITY

5 **MOVE 1**

Earn 5 skulls when killed.
Inflicts 9 damage on Rift.

ABILITY

All Heroes take 3 damage when he appears.

Cannot be stunned.

- 4P
- 8
- 7
- 3P
- 6
- 5
- 2P
- 4
- 3
- 2
- 1
- DEAD

HELLBOSS DETAILS

Unlike other bosses, the Hellboss reappears more than once, and you must kill him again! (Whether he made it to the Rift or was killed, he reappears until his third form). Each time, he becomes more formidable.



ORCS
MUST DIE!
THE
BOARDGAME!