

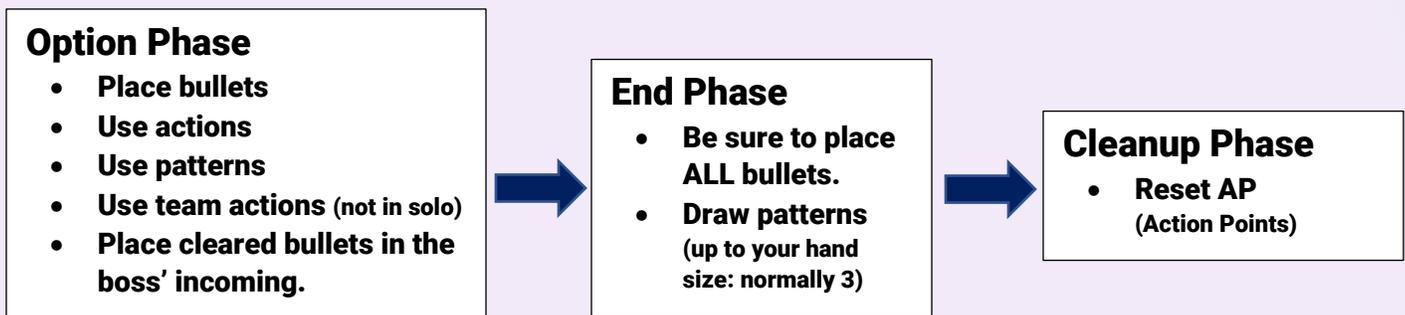
# Boss Battle (Rules Summary)



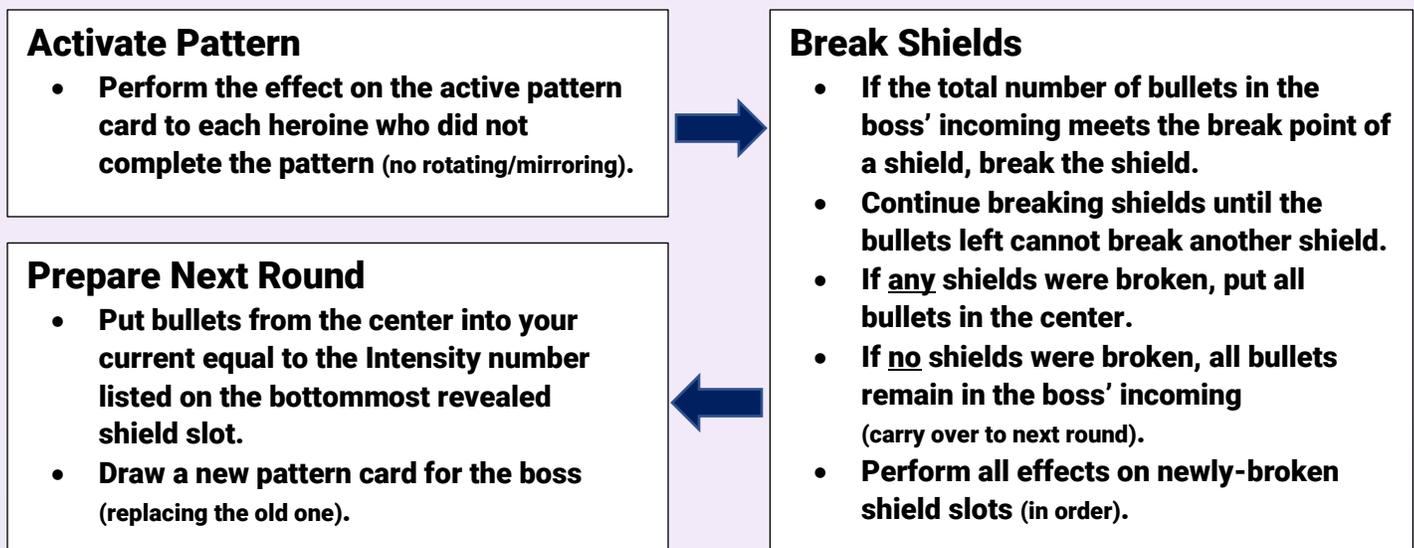
## Setup

- Each player chooses a set of heroine boards.
- Place your AP marker at the top of the AP track.
- Shuffle all patterns associated with your heroine.
- Draw 3 patterns face up in front of you.
- Perform any unique setup for your heroine.
- Put all bullets into the center and shuffle them.
- Draw 10 bullets from the center into your current.
- Place a set of 3 team actions into your powerup slots (not used in solo).
- Choose a set of boss boards.
- Shuffle the boss' patterns and put them into the boss' pattern deck area.
- Reveal the top pattern into the active pattern area.
- Place shields on every shield slot on the boss' board (besides the topmost slot).
- Perform any unique setup for the boss.

## 1. Heroine Round



## 2. Boss Round



## Losing

- If a heroine ever has no life, they lose immediately.
- They place ALL bullets back into the center and remove their board from the game.
- From the next round on, the amount needed to break a shield is designated by the number of remaining heroines.
- If all heroines have lost, then the boss wins!

## Winning

- If the boss ever has no shields, then the heroines win at the end of the boss round (if they survive).