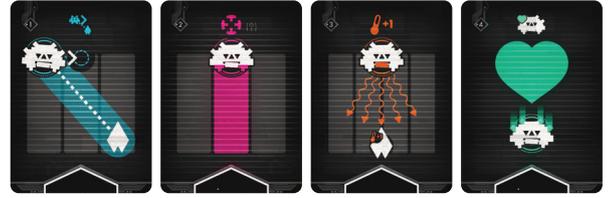


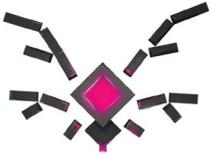
BOSS SUMMARY



1. Move Boss 1 column closer **to** Spaceship.
2. Boss attacks in its column.
3. Boss heats the Spaceship. Move Heat marker 1 space to the right.
4. Boss heals 1 damage (max 8).



1. Move Boss 1 column further **from** Spaceship.
2. Boss uses EMP. Skip the next Command card (on the third position).
3. Move Boss 1 column further **from** Spaceship.
4. Boss attacks in all columns except the one it occupies.



1. Teleport Boss to the column where the Spaceship is.
2. Boss attacks in its column.
3. Move Boss 1 column further **from** Spaceship.
4. Activate Boss card:
A: Boss attacks in its column > flip the card.
B: Flip the card. (Boss has shield this round.)



1. Teleport Boss to the first column.
2. Boss heats the Spaceship. Move Heat marker 1 space to the right.
3. Teleport Boss to the fourth column.
4. Boss shoots missile. Deal 1 damage to Spaceship.



1. Move Boss 1 column to the right. If it's at the end, teleport it to the first column instead.
2. Boss attacks in columns 1 and 2.
3. Boss attacks in columns 3 and 4.
4. Activate Boss card:
A: Boss heals 1 damage (max 10) > flip the card.
B: Deal 1 damage to Spaceship > flip the card.

