







Cleave

closest threat, in field of view, in range

Full move towards target. Make a separate attack against each survivor in

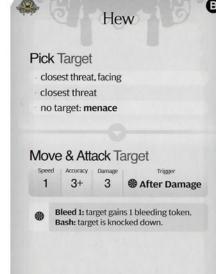
the highlighted zone, in the order indicated by the arrows.

Head Hunter: Always hits the head

Before Damage

Pick Target

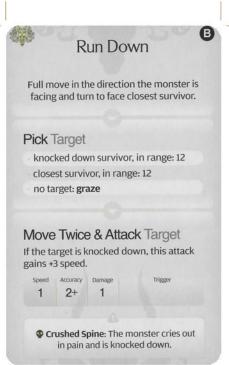
no target: guard













The attacker is caught in Alison's clever ruse and is savagely mauled.

Attacker is doomed. Perform Basic Action, target the attacker.

Doomed: You may not spend survival until this card is resolved.

Trap Reminder Rules! A Trap cancels all the attacker's hits and ends their attack. When a Trap is drawn, a knocked down monster will stand.

After a Trap is performed, reshuffle all hit location cards, including the Trap card.

Resolve & Reshuffle hit location deck







