Village Attacks

RULEBOOK

Contents

Credits

Story & original concept	Adam Smith
Game design & development	Adam Smith
Producers	Adam Smith & Mike Brown
Business development	Mike Brown
Character art	Bjorn Hurri, Felix Bauer-Schlichtegroll, Brian Coughlan
Trap art	Alex Heath
Tile art	Henning Ludvigsen
Graphic design	Aleksandra Bilich
Sculpting	Greebo Games, Victor Hugo, Beholder Factory, Fernando Armentano, Kieran Russell, Alexei Popovici, Krysa Project.

Introduction

''There is a place where evil calls home. Deep in the foothills of a secluded land stands a castle where creatures of lore and legend reside, and from here they strike out at the world and cause unspeakable terror. For too long the local villagers have lived in the shadow of this place, but no more! A call to arms has been made, and heroes and adventurers from across the land have answered the call! The villagers now come to destroy that which gives evil life, and they cannot be allowed to succeed!''

Village Attacks is a 1-5 player cooperative castle defence game, where players take on the roles of the most infamous and feared creatures of folklore and legend. Deep in a remote part of the world, you and your monstrous brethren have taken up residence in an immense castle in the foothills of lands where most fear to tread. But the local village has had enough of the evil that lies at its door and has decided to lay siege to the castle in an effort to drive you out and destroy whatever ties you to this world.

Players are tasked with defending the heart of the castle from the Villager's onslaught. The player's goal is to kill enough Villagers so that their morale breaks and they retreat, but should the Villagers manage to destroy the Castle Heart, then all is lost!

Game contents

- **5 Monster miniatures**
- **32 Peasant miniatures**
- **24 Hunter miniatures**
- **5 Town Hero miniatures**
- **1 Rule book**
- **16 game tiles**
- **1 Game Overview tile**
- **5 Monster dashboards**
- **5 Town Hero tokens**
- **8 custom engraved dice**
- **40 Villager Spawn cards**
- **20 Trap cards**
- **20 Village Event cards**
- **80+ tokens**

Component breakdown

Game tiles – Used to construct the sprawling labyrinth of the castle interior, these tiles are used to create the many different missions and scenarios of Village Attacks.

Game Overview tile – Used to keep track of Castle Heart health, Village Morale, Village Events and traps at your disposal.

Monster dashboards – Each monster comes with their own dashboard that displays their unique stats, abilities and type.

Monster ability tokens – Monsters may also level up and unlock new abilities, which are printed on their own tokens.

Town Hero tokens – Town Heroes are special enemies and come with their own tokens that display their stats, type and special ability.

Village Event cards – The Village Event deck represents the unpredictable nature of your foe. Random events such as additional villager spawns and power ups are contained within this deck.

Villager Spawn cards – Villagers will pour into the castle from designated spawn points, and these cards indicate the amount and type of villagers that will appear on any given tier.

Trap cards – Traps can be purchased and placed by the monsters around the castle to help fend of the onslaught of villagers.

Damage tokens – These tokens are placed on monster dashboards and Town Hero tokens whenever they are damaged.

Experience tokens – These tokens are awarded to monsters for slaying villagers and completing objectives and can be spent on new, more powerful abilities.

Status tokens – Used to represent the various status effects that can happen during the game. Villager Spawn tokens – Used to indicate where on the map villagers will spawn from.

Objective tokens – Used to represent a specific goals that monsters need to fulfil when playing a scenario.

Type tokens – Used to assign a random type to Hunters as they spawn on the map.

First player coin – Used to identify the monster who is the current first player. The coin is also used to decide when multiple possibilities are available and during certain status affects.

Custom dice – The currency and core of Village Attacks, gameplay is based around these custom dice.

Day & Night dice – These dice have different symbol arrangements on their faces and are used in certain scenarios.

The basics – playing the game

Setup

1. **Sort the pieces –** Sort all card decks by their type and shuffle each one respectively. Separate all tokens and markers and place them into separate piles.

2. **Choose a scenario –** Players choose a scenario that they wish to play, lay out the map tiles, and place any villager spawn points, room tokens and objective tokens according to the scenario guidelines.

3. **Choose your Monsters & claim their dashboards** – Once you have decided on a scenario, each player must choose a Monster to play as. All Monsters have their own strengths and weaknesses and are always one of the 5 Monster types, so be sure to choose a variety to avoid falling prey to a particular type of Hunter and Town Hero. Place the Monsters you've chosen in the Castle Heart and nominate a first player for the opening round. This person is given the First Player Coin.

4. **Select type tokens & Town Heroes** – Place type tokens matching the Monsters being used in your scenario into the dice bag. These will be used to determine Hunter types when spawning. Create the Town Hero deck by taking the 5 Town Hero tokens, shuffling them together and placing them face down by the board. The Town Hero deck should be made using only town heroes of the same type of the monsters playing the scenario if possible (expansions would be required to do this)

5. **Set up the game overview tile –** Each scenario will tell you where to set the starting values of the Castle Heart health and Village Morale. Set the dials on the dashboard according to these values. Scenarios will also tell you the Village Event trigger point, which is also kept track of here.

6. **Deal Villager Spawn and Trap cards –** Finally, deal a Villager Spawn card for each Villager Spawn point and place those miniatures on the map. Deal 1 trap card onto the Game Overview tile, and you're ready to begin!

Winning & losing

To win the game, players must complete the objectives outlined in the scenario. Village Attacks is a co-operative game, so work together to defend the castle! The game is lost if the Villagers manage to reduce the health of the Castle Heart to zero or if a fail condition is met.

Dice

The custom dice are the currency of Village Attacks that allow you to control your Monster, purchase Traps active objectives. At the beginning of a Monster's turn the 6 custom dice are rolled, with 6 possible unique results:

MELEE ~ DEAL 1 DAMAGE TO AN ENEMY IN YOUR ZONE.

RANGED ~ DEAL 1 DAMAGE TO AN ENEMY IN AN ADJACENT ZONE.

MAGIC ~ USED FOR SPELLS AND HEALING.

DEFENCE ~ BLOCK UP TO 2 POINTS OF DAMAGE FROM A SINGLE ATTACK.

RETALIATE ~ DEAL EQUAL DAMAGE TO AN ENEMY THAT SUCCESFULLY ATTACKS YOU.

VILLAGER ~ ADVANCE A VILLAGER FURTHEST FROM THE CASTLE HEART 1 ZONE.

If 3 or more of the same result is rolled, then those results may be rerolled. This effect can be chained, but all dice showing the same symbol must be rerolled, including those in placed in a Monster's Reserve.

Monsters

Players in Village Attacks take on the roles of monsters of folklore and legend. These monsters come in a variety of types, each with their own strengths and weaknesses.

Monster dashboards

A Monster's dashboard contains all of the important information that you need to know about the

creature:

1. Name – The name of the Monster

2. Type – Every Monster will be one of the five Monster types in the game; Undead, Mythic, Cursed, Arcane & Demon.

3. Health – How much damage a Monster can take before being slain.

4. Experience – How much experience is needed to level up and gain a new ability, or improve a current one.

5. Defence – Defence & Retaliation dice results may be placed in these spaces to defend and counter against incoming attacks.

6. Reserve – Dice results may be stored here indefinitely for use in later rounds.

7. Movement – Any dice (except Villager symbols) may be placed in these spaces to move the Monster. 1 dice result placed here will move your monster 1 zone.

8. Range – The range of the monster's ability. If no range is displayed then the ability either has a range of 0 or does not require a range of effect.

9. Ability name & description – The name of the ability and details of the effect it has.

10. Ability cost – The dice cost required to activate the ability.

Monster abilities

Each Monster has three unique abilities at their disposal. The first of these abilities is available at the very beginning of the game, while the other two must be unlocked as the game progresses. Each ability has a basic and an advanced version which must be unlocked in order. New abilities are purchased with experience gained from slaying Villagers and completing objectives.

Villagers

Villagers are antagonistic force that seeks to storm the castle and end your reign of terror! There are 3 known types of Villagers:

1. **Peasants –** Weak and stupid but vast in numbers, Peasants make up the bulk of the force assaulting your castle. They have 1 health, 1 movement action, 1 attack action and 0 range.
2. **Hunters –** Would be adventurers with a taste for monster hunting, Hunters are a much more dangerous foe. They have 1 health, 1 movement action, 1 attack action and 1 range.
3. **Town Heroes –** You presence has attracted the most famous and renowned heroes from all corners of the earth! Town Heroes have their own unique stats that you'll find printed on their Town Hero token.

Monster & Villager types

One of the fundamental mechanics of Village Attacks is the type system. Every Monster has a type, which is displayed on their dashboard. Each Town Hero has a type, indicated on their Town Hero token, and Hunters are assigned a type at random when they spawn onto the map. There are 5 possible types:

UNDEAD   MYTHIC   CURSED   ARCANE   DEMON

Monsters are weak to Hunters and Town Heroes that match their type and receive +1 damage from their attacks.

Rooms & Corridors

Scenarios are constructed using map tiles of varying sizes. There are 3 types of map tile; corridors, small rooms and large rooms. Understanding the difference between room types is important when placing traps, as most traps are limited in where in the castle they can be placed.

CORRIDORS   SMALL ROOMS   LARGE ROOMS

Zones

Each individual tile is considered a single zone, regardless of size and shape.

The Castle Heart
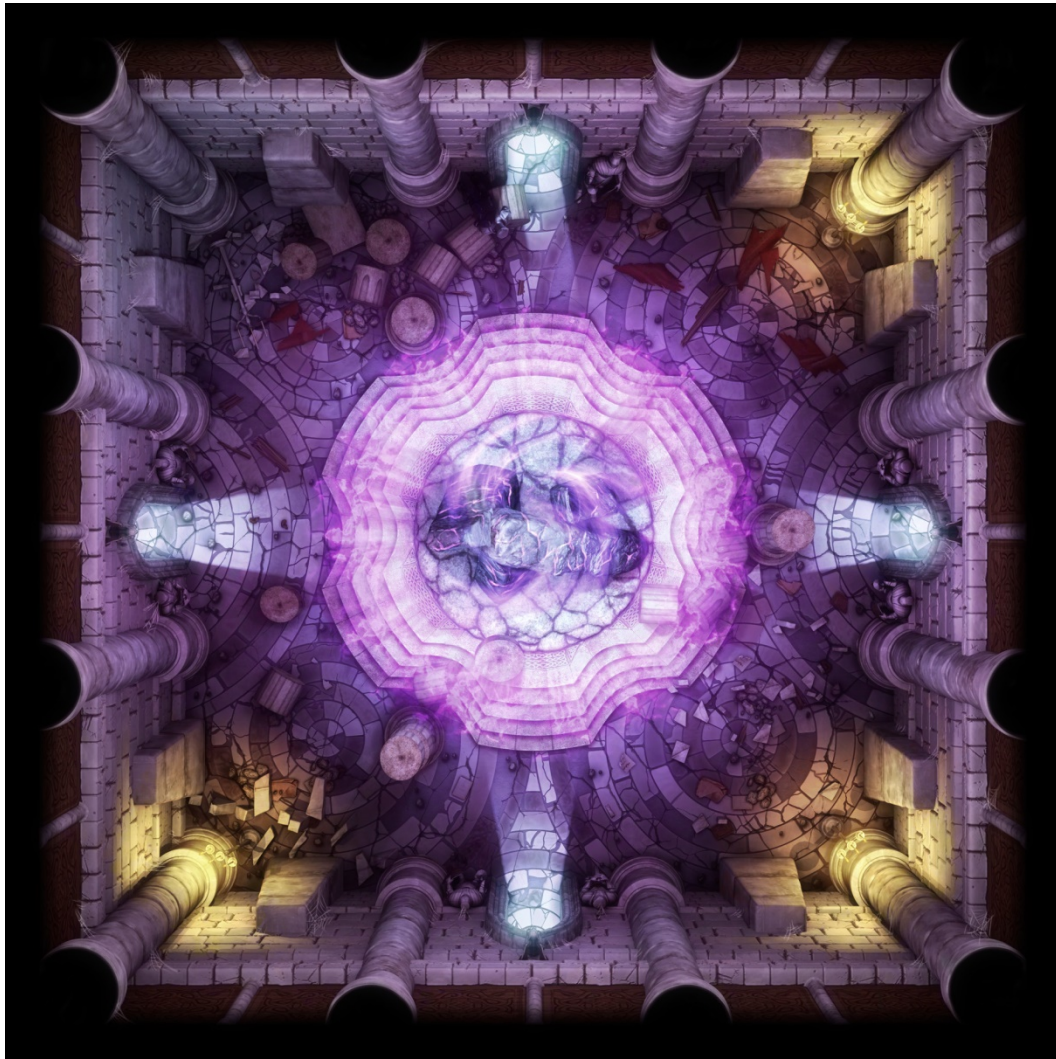
Within the walls of the castle lies a room unlike any other. Great stones, inscribed with symbols from a language long forgotten by the world, emanate an ancient magic that is bound to the very essence of the creatures that gather to it. The Castle Heart must be protected at all costs, as failure to protect the heart from the onslaught of the Villagers will result in all being lost! Not only does the Castle Heart contribute to the monster's long term vitality, it also may benefit them during play. Any Monsters occupying the Castle Heart may spend **"Magic"** symbols to restore their health and remove status effects. 1 "**Magic**" symbol removes 1 damage or 1 status effect from a Monster's dashboard.

Line of sight
Monsters and Villagers can see in straight lines that run parallel with the board, no matter the distance.

Line of sight example
The Banshee and the Peasants are in view of each other and may be targeted by each other's attacks and abilities. The Hunters however are not in the Banshee's line of sight, and may not be targeted by her unless she moves into the zone containing the Peasants.

Game Overview tile
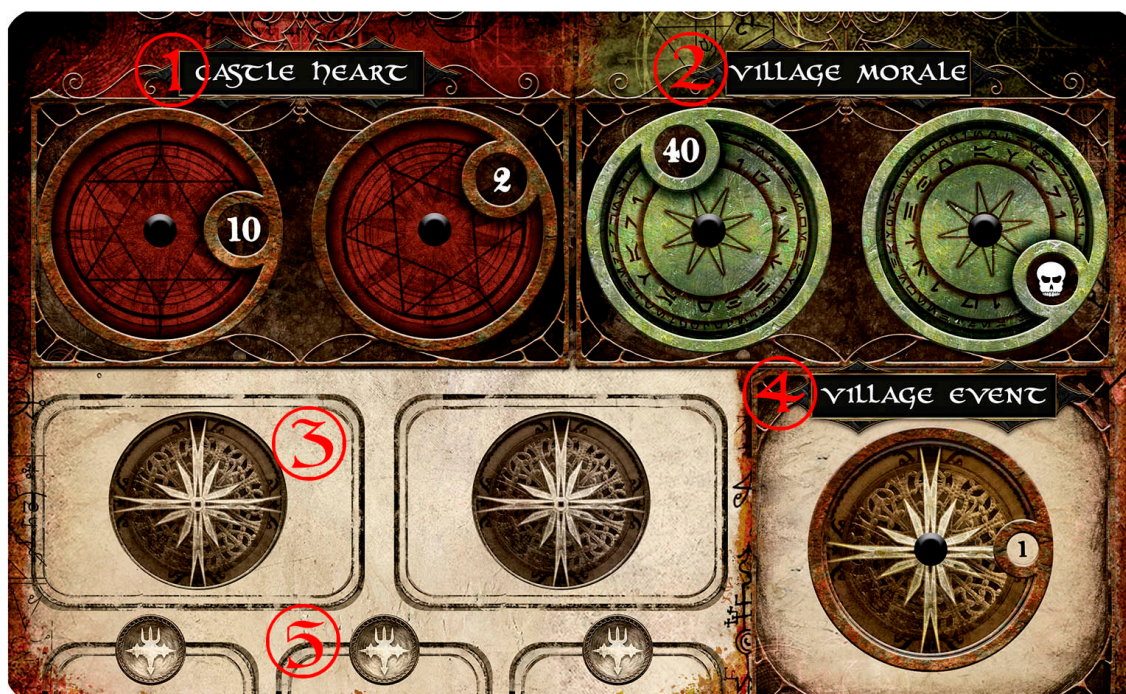
The Game Overview tile keeps track of all of the important information as you play the game:

1. **Castle Heart –** These keep track of the current health of the Castle Heart. The starting values of the dials are set according the scenario and the game is lost if these ever reach zero.

2. **Village Morale –** These keep track of the current level of Village Morale, which is depleted by slaying Villagers and completing objectives. The starting values of the dials are set according the scenario.
3. **Village Event Deck spaces –** During setup the Village Event deck is shuffled and placed here. When the Village Event dial reaches certain points that are indicated in the scenario, the top card from the Village Event deck revealed and its effects are played out immediately.
4. **Village Event dial –** This dial is advanced at the beginning of the Villager Phase by the number of Monsters in play. Village Events are triggered periodically when this dial reaches a certain numbers as indicated in the scenario.
5. **Trap slots –** A Trap card is dealt here during setup, and then throughout the game at a rate of at the end of each round. Only Trap cards placed here are available for purchase.

Trap cards

Traps are essential in holding back the near endless tide of Villagers. Trap cards may be purchased with your dice results during your turn by paying the cost at the top of the Trap card. The effect that the tap will have is explained below the trap's name, and the symbols at the bottom of the card indicate which rooms the trap can be placed in and which Villagers the trap effects.

Traps are triggered during the Villager phase, after Villager movement and before new Villagers are spawned. Traps are only triggered if there is a Villager present in the zone at this point, and all Villagers trigger traps, regardless of whether the trap effects them or not.

Phases of Play

Each game round consists of 3 phases, played out in the following order:

1. MONSTER

II. VILLAGER

III. CLEAN UP
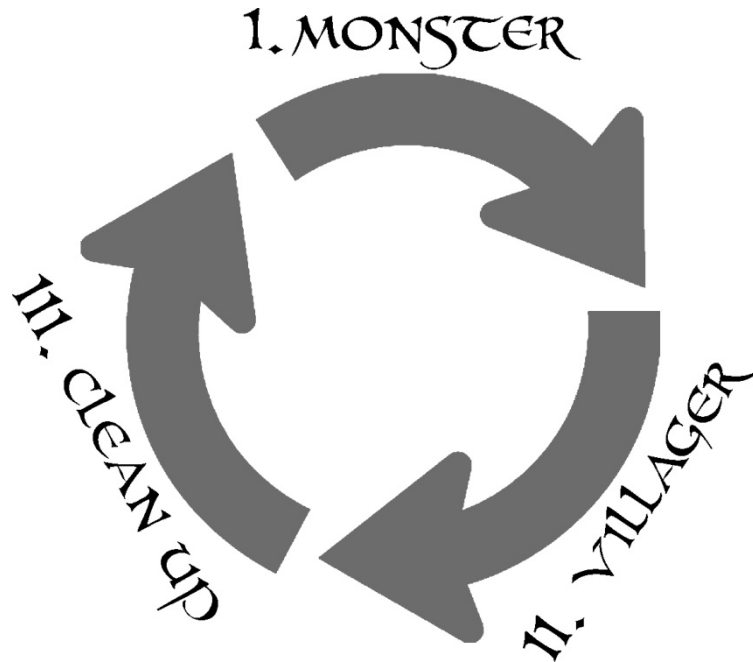
1. Monster Phase

The player with the First Player Coin rolls their dice and then spends them to perform actions such as moving, attacking and activating abilities. Once they have finished the next player takes their turn and so forth, moving in a clockwise fashion around the board until all players have had their turn. Then the Villager Phase begins.

2. Villager Phase

Next is the Villager phase. First, the Village Event wheel is advanced by the amount of monsters playing the scenario. Events trigger when this number reaches a certain point, which is specified in each scenario. Next, all Villagers on the board **attack** any targets within range and **move** towards the Castle Heart, **always in that order**. Traps placed on the board that can be triggered are now set off, and finally new Villagers are spawned. Players may take turns to control the Villager's movements and attacks, or may elect one person to do so for the entire game.

3. Clean Up Phase

Lastly is the Clean Up Phase. Any expired tokens and cards are removed from play, a new Trap card is dealt onto the Game Overview tile (if able to) and the First Player Coin is handed clockwise around the table so that a new Monster acts first during the next round.

Monster Phase

The Monster Phase begins with the player currently holding the First Player coin. The custom dice are rolled, and the results may be spent to move, attack, defend, active an ability, purchase traps and even stored for later use.

Spending dice results

At the beginning of every Monster's turn, the 6 custom dice are rolled. The results rolled make up the pool of resources that the Monster may draw from this round.

Spending dice example

The Banshee has rolled 1 Melee, 2 Ranged, 2 Magic and 1 Defence. She could spend 1 Melee to slay a Peasant in her zone and 1 Ranged to slay the Peasant in the adjacent zone, but she'd need to move out of her current zone to use her last Ranged to slay the final Peasant.

Re rolling dice

If 3 or more of the same result is rolled then a player may choose to re roll those dice. This effect can be chained as many times as 3 identical results are rolled. If a player wished to re roll dice symbols then **all** symbols must be re rolled, including any in Reserve.

Villager Activation symbols

When Villager Activation symbols are rolled, a single Villager from the zone furthest from the Castle Heart is moved 1 zone closer towards the Castle Heart. If there are multiple zones that are equidistant from the Castle Heart, then **the lesser enemy always activates first** (Peasants<Hunters<Town Heroes). If there is a tie, then players choose 2 of the zones, assign them head and tails and flip the First player coin.

Movement

A monster may spend any usable dice symbols to move around the castle. Moving 1 zone cost 1 die. Monsters may only move to zones that are adjacent and have doorways that line up. Each Monster has a limited number of movement actions available to them, and they may not spend more dice on movement than the Monster's dashboard will allow.

Attacking

There are 2 symbols that may be used to cause immediate damage, the "Attack" and "Ranged"

symbols. The "Attack" symbol deals 1 damage to an enemy in your current zone, whereas the "Ranged" symbol deals 1 damage to an enemy to a zone adjacent to your location. Slaying a Peasant or a Hunter reduces the Village Morale by 1, whereas slaying a Town Hero reduces the Villager Morale by 2.

Targeting priority – If several different types of Villagers occupy the zone that you are attacking, then damage must be dealt in the following order:

1. **Peasants**
2. **Hunters**
3. **Town Heroes**

Defence

"Defence" and "retaliation" symbols may be placed the Defence spaces of the dashboard to prepare for incoming attacks. Defence symbols block up to 2 damage from a single attack, whereas Retaliation symbols do not stop incoming damage, but deal an equal amount of damage back to the attacker. If the Monster is the target of multiple attacks, players may choose which attacks they wish to Defend and Retaliate against.

Reserve

The Reserve spaces play a very important role. Dice results may be placed here and stored indefinitely until you wish to use them in later rounds. The cost of this is that 1 less die is rolled at the start of the Monster's turn for each symbol held in Reserve. If a player has symbols in Reserve at the beginning of their turn, they may opt choose to discard these and roll the dice instead. This must be done before any dice are rolled.

Activating abilities

To activate a Monster's abilities, the player must pay the cost displayed next to the Monster's ability. If no cost is shown, then the ability is a passive one is activates automatically when triggered. Each ability may only be used once per round.

Experience and levelling up

Experience is gained by slaying Villagers and completing objectives. When experience is awarded to a Monster, experience tokens are collected and placed onto the Monster dashboard. Once a Monster has experience tokens equal to their experience value, they instantly level up and may either:

Choose a new ability

OR

Upgrade an existing ability

When the player has decided which ability they wish to gain, the ability token is placed onto the Monster's dashboard and may be used immediately.

Different amounts of experience are awarded, depending on the Villager slain:

Villager	Experience

type	awarded
Peasant	1
Hunter	1
Town Hero	2 (3 if the same type)

Interacting with objectives

Objectives can be interacted with in a variety of ways and will always be explained in the scenario, but most commonly they require dice symbols to be spent. This is done in the exact same was as spending any other dice in the game.

Placing traps

Traps are available to purchase from the Game Overview tile. If a Monster wishes to purchase a trap, they must satisfy the following conditions:

- It's their turn
- They are in the room they wish for the trap to be placed
- The trap is eligible to be placed in that room
- They can pay the cost of the Trap

If all of these conditions are met, then the Monster they purchase the Trap activate at a specific point in the Villager Phase, and are triggered by any Villager, not just Villager that are affected by the Trap. This makes the placement of Traps important, as they can potentially be disarmed by the wrong type of Villager wandering through! Damage from traps is subject to the same targeting priority order that monster attacks are.

Death and dying

If a Monster ever receives enough damage tokens to equal to their Health then the Monster is slain. All damage, experience and dice symbols are removed from their dashboard and the miniature is removed from the board and placed on the Monster's dashboard. When the Monster would next activate, it is placed back on the board in the Castle Heart, and the Castle Heart suffers 2 damage. The Monster is now back in play and may take its turn as normal immediately.

Villager Phase

The Villager phase is made up of 4 distinct actions, which must always happen in the order listed. Players may take turns to resolve the Villager phase for the entire game, or may take turns in doing so:

1. **Advance Village Event dial –** The Village Event dial keeps track of when Village Events are triggered. At the start of the Villager phase, the dial advances 1 for every monster playing the scenario. Each scenario will dictate when Village Events are triggered, and when this number is reached the top card of the Village Event deck is revealed and its effects are

played out immediately.

2. **Enemy attacks & movement –** All enemies now attack then move, **always in that order.** Players activate each enemy one by one and assess whether there is a target in range. If so, they attack that target and move their maximum movement allowance towards the Castle Heart. If no enemies are in range then enemies simply move towards the Castle Heart. Enemy's attacks are always a success, unless an outside force such as an ability or trap affects this.

3. **Trigger traps –** At this point, any traps that can be triggered are and their effects are played out. Traps must be triggered if able.

4. **Villagers spawn –** New Villager are spawned onto the map.

Village Event cards
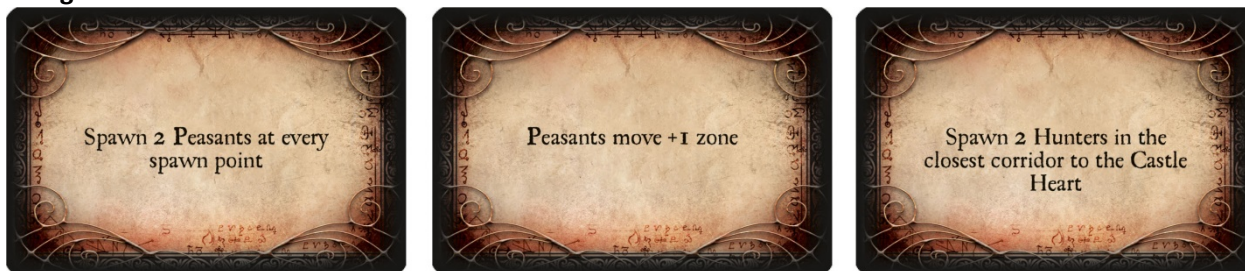
The Village Event deck is shuffled and placed face down on the Game Overview tile at the beginning of the game, and cards are drawn from it when the Village Event wheel reaches a particular value indicated in the scenario. When a Village Event card is put into play, its effects are resolved immediately and the card is placed face up next to the Village Event deck. There are 2 types of Village Event card; single and persistent effect. When a single effect card is played, the card is resolved immediately and just once. When a persistent effect card is played, the effects of the card continue until the next Village Event card is drawn. Persistent effects cards are marked with the "+" symbol.

Villager attacking and target priority

Damage dealt by Villagers is automatic and requires no dice rolls. Villagers do not harm other Villagers when attacking. The Villagers also have a targeting priority that explains who they will target if multiple options are available to them:

1. **Nemesis –** Hunters and Town Heroes will always attack a monster that share their type above all others.

2. **Castle Heart –** The next most important target for the Villagers is the Castle Heart.

3. **Other monsters –** Lastly, Villagers will attack any monster within range.

	Movement actions	Attack actions	Range	Damage per attack
Peasant	1	1	0	1
Hunter	1	1	0-1	1 to monsters of a different type 2 to monsters of the same type
Town Hero	*Stipulated on Town Hero token*			

Villager movement

17

The Villager's true goal is the Castle Heart, and they will stop at nothing to reach it! After a Villager has attacked, it now moves its maximum movement allowance towards the Castle Heart.

Multiple paths

If there is ever a time when more than one path is available, assign the 2 possible zones heads and tails and flip the first player token to decide which path they take. If more than 2 paths are possible, players choose 2 zones and flip the coin. This is done for each **type** of Villager and Villager types move as a group. (1 coin flip=1 Villager type)

Villager spawning

The last step of the Villager Phase is to spawn new Villagers. Each scenario will dictate where Villagers appear on the map with the placement of Villager Spawn tokens. Nominate a Villager Spawn token and draw a Villager Spawn card. The card will tell you exactly how many and what type of enemy to spawn. Repeat this for every Villager Spawn token in play.

Spawning Hunters and assigning types

Whenever Hunters spawn on the map, they must be assigned a type. This is done when a Villager Spawn card tells you to spawn Hunters. First, draw a type token at random from the dice bag; this is the type of Hunter that has appeared. Then place the number of Hunters specified in the zone with the matching coloured clip on bases. Hunter types are assigned as a group per spawn card, not per individual miniature. Villagers and Monsters of the same type are referred to as **Nemesis.**

Spawning tiers

There are 3 different levels of Villager spawns; Tier 1, Tier 2 and Tier 3. At key points during the scenarios the spawn tier will increase and a greater number of Villagers will begin to spawn. The symbol means that the card does not cause Villagers to spawn on that particular tier, and another card should be drawn immediately.

Town Heroes

Town Heroes are the most dangerous type of Villagers you will face. They are faster and stronger than any other foe you will face, and as such have their own Town Hero token that displays their

unique stats:

1. **Name –** Town Hero name
2. **Special ability –** Each Town Hero has their own special ability that bestows a unique bonus upon them
3. **Type –** The Town Hero's type
4. **Health –** The amount of damage required to slay the Town Hero
5. **Speed –** The number of zones the Town Hero will move per round
6. **Damage –** The amount of damage the Town Hero deals each time it attacks
7. **Range –** The range of the Town Hero's attacks

When setting up the scenario, at least 5 Town Hero tokens are shuffled and placed in a pile face down. When a Villager Spawn card indicates that a Town Hero should be spawned, Reveal the top Town Hero token and place that Town Hero onto the map. Any damage or status effects dealt to the Town Hero are placed onto its Town Hero token.

Clean up Phase

Lastly is the Clean-up phase. Any expired traps or tokens are removed from the game board. Players remove any symbol tokens not in their Reserve section from their dashboard.

Advanced Rules

Status conditions
There are 3 distinct types of status conditions:
1. Status conditions that affect monsters
2. Status conditions that affect Villagers
3. Status conditions that affect zones

Status conditions that affect monsters

Monster status conditions are persistent and do not expire at the end of the round. These status conditions can be removed by spending 1 "Magic" symbol whilst in the Castle Heart. 1 status condition is removed for each "Magic" symbol spent in this way.

Sunder – If a Monster becomes sundered, place a Sunder token over one of their Defence spaces. Defence symbols cannot be placed on the sundered space until the Sunder token has been removed.

Silence – Silence hampers a Monster's ability to store dice results. When a Monster is afflicted by Silence, place a Silence token over one of their Reserve spaces. Dice results cannot be placed on the silenced space until the Silence token has been removed

Slow – If a monster suffers from Slow, a Slow token is placed on one of their Movement spaces. Movement can be reduced down to a minimum of 1 space, but a Monster must always have at least 1 Movement space available.

Burn – When a Burn is inflicted onto a Monster, a Burn token is placed onto the Monster's dashboard. The Monster now takes 1 damage at the beginning of their activation until the Burn has been removed.

Status conditions that affect Villagers

Stun – When a Villager becomes stunned, their miniature is laid onto its side and a number of conditions take affect:

- The Villager misses its next activation
- They are no longer considered in the attacking priority order
- They are not added to the number of Villagers present when deciding whether you are Hindered

Stunned Villagers are returned to a standing position at the beginning of the following activation, and they act immediately.

Burn – Burned Villagers take 1 damage at the beginning of their activation. This affect occurs at the beginning of every activation.

Status conditions that affect zones

There are also status conditions that do not affect specific miniatures, instead they affect the entire zone and everyone is subject to their affects:

Unlucky – If a zone becomes Unlucky, all attacks made in that zone by both Monsters and Villagers have a chance of failure. Anytime an attack is attempted from an unlucky zone, flip the first player coin:

> Heads - The attack is a success
>
> Tails - The attack fails and no damage is dealt.

Unlucky only affects attacks made inside the affected zone, so ranged attacks made into the zone from another zone are not affected. Damage dealt by traps is also unaffected by Unlucky.

Darkness – Should a zone become inflicted with Darkness, no ranged attacks may be made into, out of or through the zone.

Village action priority

If there are multiple types of Villagers in the same zone, they act in the following order:

1. **Peasant**
2. **Hunter**
3. **Town Hero**

Leaving an enemy occupied zone

To leave a zone containing Villagers, a Monster's health must be greater than the number of Villagers in the zone (the type of Villager is irrelevant). Being unable to leave the zone is known as being **Hindered** and Monsters may not leave until their health is once again greater than the number of Villagers occupying the zone.

Full zones and heaving

If Villager are attempting to enter a zone that is full and has no more room, then Villager equal to the number attempting to move into the target zone are **Heaved**. If a Villager is ever Heaved, they are moved 1 zone towards the Castle Heart, by the shortest route possible. The miniature that caused the **Heave** now immediately moves into the zone it was attempting to enter.

Running out of miniatures

If at any time you should spawn a miniature but cannot do so, another miniature of the same type of enemy that you're trying to spawn gets an additional activation. This is always from the group furthest from the Castle Heart.