

Villager Attacks

Rulebook

V 1.1.

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GAME CONTAINS:



5x Monster miniatures



32x Peasant miniatures



24x Hunter miniatures



5x Town Hero miniatures



16x Game tiles



1x Game Overview tile



8x Custom engraved dice



5x Monster dashboards



5x "type" tokens
(Demon, Mythic, etc)



5x Town Hero tokens



44x Villager Spawn cards



20x Trap cards



30x Village Event cards



1x Day & Night token



9x Darkness tokens



9x Unlucky tokens



9x Burn tokens



5x Room special condition tokens



5x Objective tokens



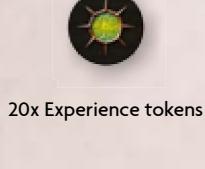
10x Silence tokens



10x Sunder tokens



10x Slow tokens



20x Experience tokens



30x Health tokens



6x Villager Spawn tokens



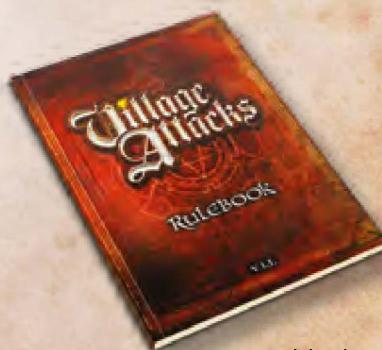
15x Ability tokens



40x Coloured clip on bases



1x Dice bag



1x Rulebook

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 Villagers 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!



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 that come with their own tokens that display their stats, type and special ability.

▪ Village Event cards

The Village Event deck periodically triggers random events such as additional Villager spawns and room status effects.

▪ 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 off 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 goal 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.

▪ Room special condition tokens

These are placed on the map as a reminder that this room has a special condition attached in the scenario.

▪ Dice symbol tokens

Displaying the 5 useable faces of the dice, these tokens are used as placeholders on the Monster dashboards when the dice need to be passed to the next player.

▪ Day & Night token

This token represents whether the game is currently in Day or Night.

▪ 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.

▪ 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 when playing Day & Night mode.



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 always be made up of at least 5 Town Heroes, but more can be added using expansions. If players wish to make a Town Hero deck of more than 5 Town Heroes, the types should remain balanced i.e. 2 Demon Town Heroes, 2 Mythic Town Heroes, etc.

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 & 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 cooperative 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, and activate 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 successfully 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 placed in a Monster's Reserve. symbols are considered unusable, as Monsters cannot spend these results when acting during their turn.

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 against 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 moves a Monster a single 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 range is irrelevant to the ability.

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, whilst 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 the antagonistic force that seek 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 number, Peasants make up the bulk of the force assaulting your castle. They have 1 health, 1 attack action, 0 range and move a single zone.



2. HUNTER

Would-be adventurers with a taste for Monster hunting, Hunters are a much more dangerous foe. They have 1 health, 1 attack action, 1 range and move a single zone.

3. YUNFAKH HUNTERS (HORRORS OF THE SANDS EXPANSION)

The Yunfakh are an elite fighting guild that spend their lives training to hunt the evils of the world. They have the same stats as regular Hunters, but are so agile that they cannot be damaged by symbols.

4. TOWN HEROES

Your 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.

VILLAGER MINIATURES

Both the Peasant and Hunter Villagers have multiple miniatures that represent them. These variations have no gameplay affect, and simply to add variety to the game. When selecting Peasants and Hunters, it does not matter which specific sculpt is chosen.

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:



Hunters and Town Heroes that match a Monster's type deal +1 damage to them, so it's important to avoid them whenever possible!

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 may only be placed in specific types of rooms:

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 symbols to restore their health and remove status effects. 1 symbol removes 1 damage or 1 status effect from a Monster's dashboard. Monsters can only heal themselves in this way, not other Monsters in the zone.

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 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 one at the end of each game round. Only Trap cards placed here are available for purchase.



TRAP CARDS

Traps are essential in holding back the near endless tide of Villagers. Traps may be purchased with your dice results during your turn by paying the cost at the top of the Trap card. Traps must be placed immediately and cannot be held onto or stored for later use, and the Monster purchasing the Trap must be in a room eligible for its placement.



The effect of the Trap 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. All Traps must trigger at this specific point in the Villager Phase (with the exception of the Treasure Hoard), but players may choose in what order they wish to resolve the Traps. Traps may not be removed from play until they are triggered, and no more than 1 Trap may be placed in a room at a time.

EXHAUSTING DECKS

Whenever a deck has been exhausted, the cards or tokens should be reshuffled and put back into play immediately.



TRAP TRIGGER EXAMPLE

The Vampire is in the Library and decides to purchase the Chandelier Trap with one of his [Square] dice results. During the Villager Phase, the Peasants in the adjacent zone move up, and once all Villagers have moved the Trap is triggered. The Trap deals 2 damage, slaying 2 Peasants and pushing the surviving Peasants back 1 zone.

THE FIRST PLAYER COIN

If there is ever a time when playing the game that a decision must be made from several possibilities which are out of your control, such as the target of the Villagers attacks when multiple targets are in range, then the First player coin is used to decide the outcome. The players as a group narrow down the choices to 2 possible results, assign each one heads or tails and the current first player flips the coin.



PHASES OF PLAY

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



1. MONSTER PHASE

The Monster 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 Monster takes their turn and so forth, moving in a clockwise fashion around the board until all Monsters 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. Dice results may be spent in whatever order the player wishes.



SPENDING DICE EXAMPLE

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

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 wishes to re roll dice symbols then all symbols must be re rolled, including any in Reserve.





DICE RE ROLL EXAMPLE

The Dullahan rolls his dice and gets a , 2 and 3 . The 3 can be re rolled, so he decides to do so and rolls 1 , 1 and 1 . The 3 could also be re rolled, but the Dullahan is satisfied with the result and decides to play out his turn.

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 are multiple zones of an equal distance to the Castle Heart that contain lesser enemies, such as 2 zones both containing Peasants equally distant from the Castle Heart, then players nominate 2 of the zones, assign them head and tails and flip the First Player coin.

If a Monster rolled multiple results then they should attempt to resolve all of these in the same zone, rather than flipping the coin for each result.

Villager activations never cause the Villagers to attack, only move, except for in the rare case that all Villagers in play are in the Castle Heart. In this case a Villager activation causes the Villager to attack.

MOVEMENT

A Monster may spend any usable dice symbols to move around the castle (symbols are the only symbols that are considered unusable). Moving 1 zone cost 1 die. Monsters may only move to zones that are adjacent and have doorways that are in alignment. 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.



MOVEMENT EXAMPLE

The Banshee wants to return the Castle Heart to restore some health. She has 3 Movement slots on her dashboard, meaning that she can reach her destination this turn. She decides to spend her to slay a Peasant in the adjacent zone, and then spends 2 and 1 to reach the Castle Heart. She still has 2 left, so she uses them to remove 2 points of damage.

ATTACKING

There are 2 symbols that may be used to cause immediate damage, the  and  symbols. The  symbol deals 1 damage to an enemy in 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 to them in the following order:

1. Peasants
2. Hunters
3. Town Heroes

This order applies to all actions towards Villagers (Traps, Monster abilities, etc.) Certain Monster abilities allow you to target Villagers in an order of your choice, and these are distinguished from other abilities as they always begin with the word **choose**. In situations when there are variants of the same Villager type in the same zone, such as multiple Town Heroes or Hunters of varying types, then players decide which Villager they wish to target.

DEFENCE

 and  symbols may be placed in the Defence slots of the Monster dashboards to prepare for incoming attacks.  symbols block up to 2 damage from a single attack, but multiple  symbols may not be combined to block powerful attacks. They can be used to block the damage from an attack but not any additional effects or conditions of the attack.  symbols do not stop incoming damage, but deal an equal amount of damage back to the attacker. Enemies slain by  award experience to the target Monster. If the Monster is the target of multiple attacks, then players may choose which attacks they wish to Defend and Retaliate against.

RETALIATION NOTE

In some rare cases, a Retaliation may slay a Town Hero before all of the damage from their attack has been dealt. If this ever happens, deal all of the damage from the Town Hero's attack before removing them from the board.

RESERVE

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 elect to discard these and roll the die/dice instead. This must be done before any dice are rolled.



DEFENCE EXAMPLE

It's the Villager Phase and there's 2 Peasants and a Mythic Hunter that are about to attack, but the Dullahan had placed 2  and 1  in his Defence on his turn, so he's ready to deal with them. The Peasants attack first, so he decides to block one of the attacks with a  and retaliate against the other with his . He takes 1 damage from the Peasant, but also deals 1 damage and slays her. The Hunter is next to attack, and is the same type as the Dullahan! Luckily  blocks up to 2 points of damage from a single attack, so he uses his final  to prevent the damage from the Mythic Hunter. All symbols placed in the Defence slots are discarded as they are used.



RESERVE EXAMPLE

In this example, the Lich has rolled 2 , 2 , 1  and 1 . The Lich has a very large Reserve, and so is in a good position to plan for future rounds. A  and  are needed to activate Soul Arrow, but Lich has rolled 2 of each of these results, so is able to store these in its Reserve and activate its ability instantly in the future.

ACTIVATING ABILITIES

To activate a Monster's ability, the Monster must pay the cost displayed next to the ability. If no cost is shown, then the ability is a passive one and activates automatically when triggered. Each ability may only be used once per round and only lasts for the duration of the round. Any symbols used to activate abilities are removed during the Clean-up phase.

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 spent experience tokens are removed from the Monster's dashboard and the new ability token is placed onto the Monster's dashboard, and may be used immediately. If an ability has been upgraded from its lesser version then it can be used again this round, so long as the Monster can afford to activate it.

If an ability's effects persist until the end of the round had been activated but then levelled up, such as the Banshee's A Death Foretold or the Dullahan's Basin of Blood, then the cost of the ability must be spent again to reactivate it.

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

| VILLAGER TYPE | EXPERIENCE AWARDED |
|---------------|------------------------|
| Peasant | 1 |
| Hunter | 1 |
| Town Hero | 2 (3 if the same type) |



LEVELLING UP EXAMPLE

The Dullahan has just gained enough experience to level up and decides to unlock the first level of his Whiplash ability. Newly unlocked abilities can be used immediately, so he spends 1 to activate Whiplash and slays a Hunter in his zone, but Whiplash causes the Dullahan's to damage a second enemy of the same type, so the other Hunter is also slain.

MAXING OUT ABILITIES

Should a Monster ever reach a point where they have purchased all available abilities, then levelling up takes on a different effect. Rather than gaining a new ability, they may instead remove 1 point of damage or status condition from their own Monster Dashboard, much like spending symbols in the Castle Heart.

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 may purchase the Trap. Traps are placed immediately and may not be held onto. They activate at a specific point in the Villager Phase, after all Villagers have moved and before new Villagers spawn. Traps are triggered by any Villager, not just Villagers that are affected by the Trap. This makes the placement of Traps important, as they can potentially be triggered by the wrong type of Villager wandering through, rendering them useless! Damage from Traps is subject to the same targeting priority order as damage dealt by Monsters. Villagers slain by Traps award no experience, but still decrease Village Morale.

TREASURE HOARD NOTE

All Traps trigger at a specific point in the Villager Phase, with the exception of the Treasure Hoard. This Trap is unique and its effect triggers as soon as an eligible Villager enters its zone and persists for the duration of the round.

DEATH AND DYING

If a Monster ever receives damage tokens equal to their Health then the Monster is slain. All damage, experience, status effects and dice symbols are removed from their dashboard (unlocked abilities are kept) 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. Monsters must respawn if able to, unless doing so would reduce the Castle Heart health to 0, in which case they cannot.

VILLAGER PHASE

The Villager phase is made up of 4 distinct actions, which must always happen in the order listed. Players may elect a single person 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 or passed 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 a modifier such as an ability or Trap affects this.

3. TRIGGER TRAPS

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

4. VILLAGERS SPAWN

New Villagers are spawned onto the map by drawing from the Villager Spawn deck.

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, as

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

VILLAGER ATTACKING & 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. Monsters in their zone – Villagers will always target Monsters in their current zone above Monsters in adjacent zones.

4. Monsters in an adjacent zone – Lastly, Villagers will attack Monsters in adjacent zones. Villagers do not prioritise Monsters closer to them if their range is greater than just their adjacent zones.

MULTIPLE TARGETS

If there is ever more than 1 possible target of the Villagers attacks of the same priority level, then players reduce the choice to 2 possible outcomes, assign those heads and tails and flip the First Player coin. This is done for each attack.

| VILLAGER TYPE | MOVEMENT ACTIONS | ATTACK ACTIONS | RANGE | DAMAGE PER ATTACK |
|---------------|-------------------------------|----------------|-------|---|
| Peasant | 1 | 1 | 1 | 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 ACTION PRIORITY

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

1. Peasants
2. Hunters
3. Town Heroes

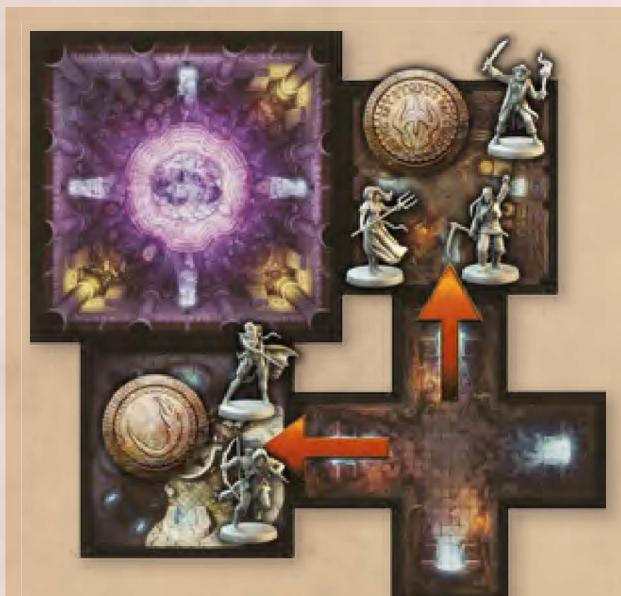
In situations when there are variants of the same Villager type in the same zone, such as multiple Town Heroes or Hunters of varying types, then players decide which order they act in.

VILLAGER MOVEMENT

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 coin 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)



MULTIPLE PATHS EXAMPLE

The Villagers have arrived at corridor where the path splits, so the First player coin will need to be flipped to see where they go. The 2 possible zones are assigned heads and tails, and the coin is flipped. The first result is heads, so the Peasants are moved up into the Armoury. The Hunters are a different type of Villager, so the coin needs to be flipped again to see what direction they head in. This time the result is tails, so the Hunters head into the Courtyard.

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. Players 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 & ASSIGNING TYPES

Whenever Hunters spawn on the map, they must be assigned a type. 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 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.

SEASONED HUNTERS

Only 5 of each type of Hunter may be in play at any one time and only Hunters matching the Monster types in play should be spawned. If there is ever a time when players are unable to spawn Hunters matching the Monster types in play, then Hunters without coloured clip on bases should be spawned, and these are referred to as Seasoned Hunters. Seasoned Hunters are incredibly dangerous and are considered to be all types, dealing additional damage to all Monsters, so they must be dealt with quickly!

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, and potentially others around 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, the 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 dice or dice symbol tokens from their dashboard that are not in their Reserve.



ADVANCED RULES

STATUS CONDITIONS

There are 3 distinct types of status conditions:

- Status conditions that affect Monsters
- Status conditions that affect Villagers
- Status conditions that affect zones

STATUS CONDITIONS THAT AFFECT MONSTERS

Monster status conditions are represented by tokens that are placed on the Monster's dashboard. These effects are persistent and do not expire at the end of the round and can only be removed by spending 1  symbol whilst in the Castle Heart. 1 status condition is removed for each  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.

STUN

When a Monster becomes stunned, their miniature is laid onto its side. When the Monster would next activate, return the miniature to a standing position and suffer a penalty of -1 die rolled for this turn.

STATUS CONDITIONS THAT AFFECT VILLAGERS

STUN

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

- The Villager misses its next activation
- They are no longer considered in the attacking priority order
- They are not added to the total Villager count when deciding whether a Monster is Hindered

Stunned Villagers are returned to a standing position once they have missed their activation. Stunning should be treated the same as attacking regarding targeting priority order, unless an ability or effect dictates otherwise. Stunned Villagers can be targeted by Monsters attacks and abilities.

BURN

Just as with Monsters, burned Villagers take 1 damage at the beginning of their activation, and every future activation.

Villagers slain by Burn award no experience, but still decrease Village Morale.

STATUS CONDITIONS THAT AFFECT ZONES

The final type of status conditions do not affect specific miniatures, instead they affect the entire zone and everyone is subject to their affects. These status conditions expire at the end of the round, unless a Village Event causes them to persist.



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. Unlucky does not affect Monster abilities that do not deal damage, such as the Vampire's Regeneration, the Banshee's Comb Trap or the Dullahan's Unstoppable.



DARKNESS

Should a zone become inflicted with Darkness, no ranged attacks may be made into or out of the zone. Darkness also interrupts line of sight and no attacks may be made through the zone.

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

A miniature is legally considered to be in the zone if more than 50% of its base is within the tile. Tokens should not be considered when deciding the fullness of a zone, and it is assumed that they take up no physical space. If a zone ever becomes so full that no other miniatures can physically fit onto the tile, then Villagers attempting to enter the target zone cause Heave. Heaving is when a Villager of the same type is forced 1 zone towards the Castle Heart by the shortest route possible. The miniature that caused the Heave immediately moves into the zone it was attempting to enter. If a Villager of the same type is not available, the next Villager in the targeting priority is Heaved. Heave works both ways, so if enemies are forced away from the Castle Heart then the same rules apply but in reverse. Monsters can also cause a Heave by entering a full zone, immediately forcing the lesser enemy 1 zone towards the Castle Heart.

HEAVE EXAMPLE

The Hunters are attempting to move into the next zone, but it's already full so their movement causes 3 Peasants to immediately move up into the next zone. The Hunters then move up into the zone that they forced the Peasants from.



RUNNING OUT OF MINIATURES

If at any time you should spawn a miniature but cannot do so, a miniature of the same type of enemy that you're trying to spawn that is in play gets an additional activation. This is resolved in the exact same way that symbols are.

DAY & NIGHT MODE



Day & Night mode is an optional gameplay mode that can be used with any scenario and increases the difficulty of the game. Setup of this mode is easy, simply shuffle the Day/Night Village Event cards into the Village Event deck, place the Day and Night dice within reach of the players and place the Day/Night token next to the Game Overview tile. To determine which time of day the scenario begins in, simply flip the Day/Night token.

DAY & NIGHT DICE

When playing Day & Night mode, players swap one of their regular dice for the die corresponding with the time of day in effect (Day or Night). Monsters are more powerful at night and weaker during the day, and the symbols on these dice reflect this.



NIGHT DIE

The Night die allows the Monsters to play more aggressively. It's faces have 3 and 3 symbols.



DAY DIE

On the Day die 3 blank faces and 3 faces with the symbol. Blank faces are unusable results that may not be re rolled.

DAY & NIGHT ROOM CONDITIONS

Certain rooms have added effects during Day & Night mode. Any tiles that have additional effects during Day & Night mode are marked with the symbol:

GRAVEYARD & COURTYARD

Monsters suffer Burn if they enter this room during the Day.

GRAVEYARD

During the Night, Monsters gain +1 experience for slaying Peasants.

CASTLE HEART

Monsters may re roll 2 or more identical dice symbols if they begin their turn in this room at Night.

Monsters lose 1 experience if they enter this room during the Day.

THE TROLL

The Troll is an optional addition that adds a hulking, random force of destruction to the game. The Troll can be added to any scenario by simply shuffling the Troll spawn cards into the Village Event deck.

ACTIVATING THE TROLL

The Troll is a friend to neither Monster nor Villager and can cause untold havoc for both parties. The Troll activates at the very end of the Villager Phase. Due to the Troll's unpredictable nature, roll one of the regular custom die at the beginning of its activation to see how it behaves this turn:



MELEE

deal 4 damage to Villagers in the zone



RANGED

deal 1 damage to each Monster in the zone



MAGIC

deal 1 damage to everything in the zone



DEFENCE

flip the First Player coin:

- **heads** - move 1 zone towards the Castle Heart
- **tails** - move 1 zone towards the closest Villager Spawn point



RETALIATE

move 1 zone towards the Castle Heart



VILLAGER

move 1 zone towards the closest Villager Spawn token



ATTACKING THE TROLL

The Troll cannot be killed and is only removed from the map if it reaches a zone containing a Villager Spawn point, but Monsters can still choose to attack the Troll in hopes of steering the hulking beast into the path of the Villagers. Instead of dealing 1 damage to the Troll, attacking it allows the player to move the Troll 1 zone in any direction of your choosing. Villagers do not attack the Troll because they are so scared of it! Each time the Troll is attacked, it activates and a custom die is rolled to see how it behaves. Think carefully before provoking the Troll!

ENTERING A FULL ZONE

The Troll cannot be stopped and Heaves any Villagers out of its way if there is not enough room in the zone for it.

THE TROLL & TRAPS

The Troll is unaffected by Traps and automatically triggers Traps in any zone that it enters.

SUMMONING MONSTERS (HORRORS OF THE SANDS EXPANSION)

When playing scenarios from the Horrors of the Sands expansion, players will be able to bring lesser versions of Monsters that aren't being used in the game for a short period of time. To setup, simply select 1 Monster Summon card of each type, just as you would when setting up the Town Hero deck. Place these cards facedown next to the Town Hero deck.



HOW TO SUMMON MONSTERS

Monsters can only be brought into the game from the Summoning Room tile. Each corner of the Summoning Room has a space with a dice symbol on it, and players must pay the cost to bring their chosen Monster onto the map. Once the cost has been paid, draw the top card from the Monster Summon deck and place the Monster into the Summoning Room. Only one summoned Monster may be on the board at any one time.

CONTROLLING THE MONSTER

Summoned Monsters are controlled by the players. You can elect one player to control summoned Monsters for the entire game, or take turns in doing so. A summoned Monster's stats work in the exact same way as a Town Hero's does. Damage dealt by them is automatic and requires no dice rolls.

BANISHING THE MONSTER

If the summoned Monster ever takes enough damage to slay it, then it is removed from play immediately and its card is discarded. Unlike the Town Hero deck, the Monster Summon deck is not replenished once all Monsters have been summoned, meaning each Monster may only be summoned once per game.



