Village Attacks

RULEBOOK

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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 1-4 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!

Game contents

- 4 Monster miniatures
- 27 Peasant miniatures
- 18 Hunter miniatures
- 4 Town Hero miniatures
- 1 Rule book
- 12 game tiles
- 1 Game Overview tile
- 4 Monster dashboards
- 4 Town Hero tokens
- 6 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 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 fulfill when playing a scenario.

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

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

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 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. Scenarios will specify the number of Monsters needed to play, or in some cases a specific type of Monster that needs to be played this game. Bear in mind that all Monsters have types, so be sure to choose a variety to avoid falling prey to Hunters and Town Heroes of the same type! Finally, place the Monsters in the Castle Heart.

4. **Select type tokens** – 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.

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 card** – 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.

Game overview

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

1. **Monster phase**

The player with the first player token rolls their dice and takes their turn performing 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 the scenario setup. Next, all Villagers in play attack any targets within range and advance towards the Castle Heart. Traps that can be triggered are now set off, and finally new Villagers are spawned. Players may take turns to activate 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. Remove any expired tokens and cards from the board as well as from Monster dashboards and pass the first player token clockwise around the table so that a new Monster acts first during the next round.

Playing the game

Winning & losing

To win the game, players must reduce the Village Morale to zero by slaying Villagers and completing objectives. Village Attacks is a co-operative game, so work together to defend the castle! The game is lost if villagers manage to reduce the health of the Castle Heart to zero.

Dice

Dice are the currency of Village Attacks and are used to perform almost anything during the Monster phase. At the beginning of a Monster's turn they roll 6 dice, with 6 possible 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 1 DAMAGE.

RETALIATE ~ DEAL 1 DAMAGE TO AN ENEMY THAT SUCCESFULLY ATTACKS YOU.

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

If players roll 3 or more of the same result, they may reroll those dice. Villager symbols may not be re rolled.

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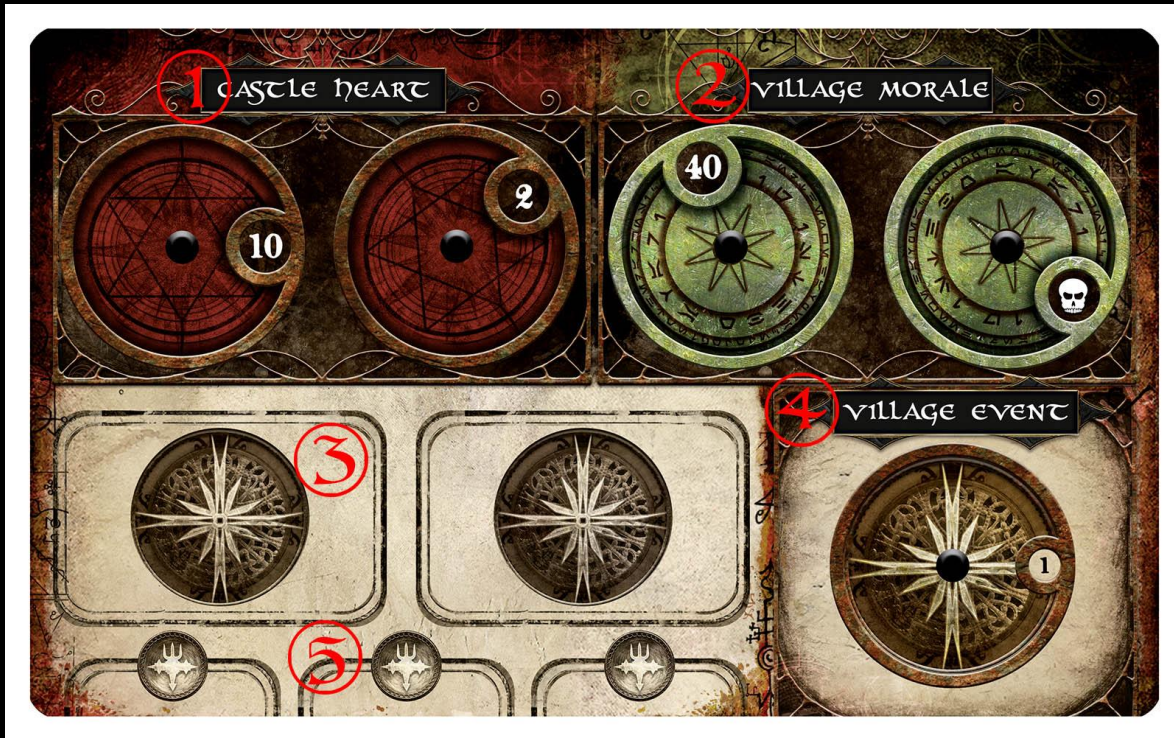
The Game Overview tile acts as a hub that keeps track of all of the important information as you play the game:

1. **Castle Heart dials** – 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 dials** – These keep track of the current level of Village Morale. The starting values of the dials are set according the scenario and the dials must reach zero to win the game.

3. **Village Event slots** – At certain points in gameplay Village Events are triggered. These cards are played face up and left here as a reminder of the current affects in play.

4. **Village Event dial** – This dial keeps track of your current Village Event level. The scenario will tell you at what number the next Villager Event is triggered.

5. **Trap slots** – Trap cards are dealt here at the rate of one per round. Only traps placed here are available for purchase.

Monster dashboards

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

1. **Name** – The name of the Monster

2. **Type** – There are 4 Monster types in the game: Undead, Mythic, Cursed and Arcane.

3. **Health** – How much health the Monster starts with, and the maximum they can ever have.

4. **Experience** – How much experience is needed to level up.

5. **Defence** – Retaliation and Defence dice may be placed in these slots to defend and counter against attacks.

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

7. **Movement** – Any dice may be placed here to move the Monster. 1 die=1 movement zone.

8. **Range** – The range of the Monster's ability.

9. **Ability name & description** – The name and effects of the Monster's abilities.

10. **Ability cost** – The dice that need to be spent to activate the ability.

Monster abilities

Each Monster has a total of 3 abilities at their disposal; 1 when play begins and another 2 that can be unlocked during the scenario. New abilities are purchased with experience gained from slaying Villagers and completing objectives.

Corridors and Rooms

The scenarios of Village Attacks are constructed using map tiles of varying sizes. There are 3 types of map tile:

- **Corridor**
- **Small room**
- **Large room**

The Castle Heart

The most important room in the entire castle, The Castle Heart must be protected at all costs. Failure to do this will result in losing the game! The Castle Heart emanates a strange magic, and as such has a special ability. Monsters occupying the Castle Heart may spend Magic symbols to restore their health. 1

Magic symbol is equal to 1 point of health restored.

Villager Spawn cards

Villager Spawn cards are played each round and tell the player what type and how many enemies appear. One is dealt to each Spawn point on the map. There are also 3 different levels of Villager spawns; Tier 1, Tier 2 and Tier 3. Scenarios begin on tier 1, but when the Village Morale drops below a number specified in the scenario you're playing, the tier is increased and a greater number of enemies enter the map when spawning. The ⬒ symbol means that another card should be drawn.

Trap cards

Trap cards are a potentially powerful weapon available to Monsters that can help fight of the tide of Villagers assaulting your home. Each Trap card has its cost at the top, which is what a Monster would need to pay to purchase and place the trap. Its effects when triggered are explained in the middle. Along the bottom are symbols that tell the player what rooms the trap can be placed in and what enemies it damages. The symbols are as follows:

][Corridor	Peasant
Small Room	Hunter
Large Room	Town Hero
All Rooms	All Villagers

Traps are single use and discarded once triggered. Only one trap may be placed per zone.

Villager Event cards

Spawn 2 Peasants at every spawn point

Peasants move +1 zone

Spawn 2 Hunters in the closest corridor to the Castle Heart

Village Event cards are triggered at intervals specified by the specific scenario you play. They have a variety of effects, such as spawning additional enemies in random places on the map, powering up enemies already on the map or even having effects on both Monsters and Villagers.

Town Hero tokens

Town Heroes are special enemies that a faster, stronger and much more dangerous than standard Villagers. As such, they each have their own Town Hero token that displays their unique stats:

SKALD

BATTLE SONG
All enemies that attack in the Skald's zone deal +1 damage.

MYTHIC

ALCHEMIST

VOLATILE CONCOCTION
Attacks deal damage to all monsters in target zone.

ARCANE

12

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 can move per round
6. **Damage** – The amount of damage the Town Hero deals
7. **Range** – The range of the Town Hero's attacks

Zones

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

Line of sight

Monsters and Villagers can straight lines that run parallel with the board, no matter the distance (unless abilities dictate otherwise). In this example the Peasants and Banshee can see each other, but the Hunters and Banshee cannot.

Movement

Each creature has a maximum amount of movement actions available to them. To move, a Monster can spend dice of any symbol (except Villager symbols) by placing them in the spaces of the Movement section of the dashboard. Players may not spend more dice for movement than the creature's dashboard will allow.

Leaving an enemy occupied zone

To leave a zone containing enemies, your Monster's health must be equal to or greater than the number of enemy Villagers in the zone. If you cannot leave the zone then you are **Hindered** and cannot leave until your health is once again equal to or greater than the number of Villagers occupying the zone.

Moving through a full zone

A zone is considered full is no more miniatures will fit onto the tile. Monsters may move through full zones, provided they have enough movement to do so, but may not stop in them.

Villagers

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, Hunter and Town Hero types

One of the fundamental mechanics of Village Attacks is the type system. There are 5 possible types: Mythic, Undead, Arcane, Cursed and Demon. Every Monster and Town Hero has a type, which is indicated next to their name on their dashboards and tokens, and Hunters are assigned a type at random when spawning.

Monsters are weak to Hunters and Town Heroes of the same type; they receive 1 additional point of damage from their attacks so they are best avoided!

Experience and levelling up

A Monster gains one experience each time they slay a Villager, regardless of the Villager type. When a Monster has acquired experience tokens equal to their experience value on their dashboard (see p9) then they may level up by choosing a new ability or upgrading an existing one. This happens as soon as the Monster has enough experience tokens and the new ability may be used immediately.

Death and dying

Should a Monster be slain, all experience tokens are removed from the dashboard and the miniature is placed on their dashboard. When the Monster next activates, the Castle Heart suffers 2 damage and the monster is placed in the Castle Heart, back in play. They may now take their turn as normal.

Phases of play

Village Attacks is played in rounds, with each round consisting of 3 different phases:
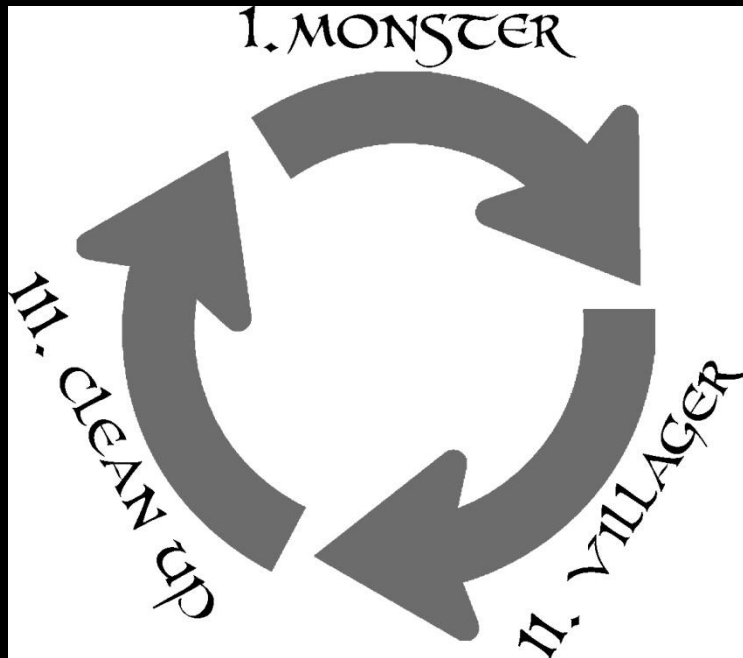
1. Monster phase

At the beginning of the Monster phase, a new trap is made available for purchase by drawing one from the Trap deck and placing it on the game Overview tile. The Monster whose turn it is to go first then rolls 6 dice and uses the results to do the following:

Move

A Monster may spend any usable dice symbol 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. Maximum movement is limited to the number of Movement slots on the Monster's dashboard.

Attack

Attack and Ranged symbols may be used to directly damage enemies.

Activate ability

A Monster may pay the cost shown next to their ability to activate it and play out its effects.

Defend

Monsters may place Defence and Retaliate symbols into the Defence slots of their dashboards Placing the Defence and Retaliation symbols into the Defence slots allows monsters to reduce the amount of damage received and counter the Villager's attacks. Only Defence and Retaliation symbols may be placed here, and unused symbols are discarded during the Clean Up Phase.

Reserve

A Monster may also decide to save dice symbols for another round when they may prove more useful by placing them into the Reserve slots. Symbols placed here may stay indefinitely, until a monster uses them or decides to discard them. 1 less die is rolled by the monster for each symbol in their Reserve slots. Discarding symbols from the Reserve slots may be done at any time and costs no actions.

Symbols cannot be moved between sections after your turn is over.

Purchase traps

Traps may be bought from the selection available at the Game Overview tile at any time during the Monster phase. To place a trap the Monster must:
1. Pay the cost of the trap AND
2. Be in an eligible zone.

The trap is then placed in the Monster's current zone. Traps are triggered during the Village phase, when all Villagers have finished movement.

Re rolling dice

If a player rolls 3 or more of the same result, then they may re roll those dice. This effect can be chained with exiting dice results. For example, it's the beginning of your Monster's turn and you roll the 6 dice. The results are 1 Attack, 2 Defence and 3 Retaliation. The 3 Retaliation can now be re rolled, so you do so and the new results are 1 Defence and 2 Magic. You could now re roll the Defence results because you already had 1 Defence, and the 2 new Defence results mean you have 3 Defence results, which can now also be re rolled. NOTE: Villager results may not be re rolled.

3. 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 wheel** – The Village Event wheel keep track of when Village Events are triggered. At the start of the Villager phase, the wheel is 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 and 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. **Villager spawn** – Finally, new Villagers enter the map. 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, depending on your current tier. Repeat this for every Villager Spawn token in play.

Villager movement
The Villagers goal is the Castle Heart; they will stop at nothing to reach it! If a Villager is able to, they will always move their maximum movement towards the Castle Heart. If multiple paths are 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 and repeat the steps described.

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. Villager and Monsters of the same type are referred to as **Nemesis**.

Spawning Town Heroes
When setting up the scenario, all tokens of the Town Heroes that will be used 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 into play.

Villager target priority
The Villagers will always attack the following, in order from most to least important:
1. Nemesis
2. Castle Heart
3. Other Monsters

	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			

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.

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.

4. 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 the Reserve section of their dashboard.

Combat

Attacking Villagers

Monster can attack Villagers in a variety of ways, including:
- Spending Melee and Ranged dice results
- Activating Monster abilities
- Placing traps

Slaying a Villager reduces the Village Morale by 1 and awards 1 experience point, regardless of their type.

Monster targeting priority

If there are multiple different types of Villagers in a zone, Monsters must attack them in the following order:
1. Peasants
2. Hunters
3. Town Heroes

Spending dice

If a Monster rolls any Melee or Ranged symbols, these may be used immediately to damage and slay enemies in range. Melee symbols may only be used on targets in your current zone, and Ranged symbols may only be used on targets in adjacent zones. *In the example below, 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.*

Activating abilities

Monsters may pay the cost on the ability tile to activate their ability and target Villagers.

Placing traps

Monster may pay the cost of a trap available from the Game Overview tile and place it in their current zone. Traps must always be placed in the zone that you occupy.

Status conditions

Several different status conditions can be triggered by various Monster and Town Hero abilities. All status conditions expire after being in play for 1 game round.

- **Stun (Villager)** – Target mini is laid on its side and cannot move or act for the rest of the round.
- **Stun (Monster)** – Monster may not use Melee or Ranged symbols on their next turn.
- **Unlucky** – All attacks made in zones that are Unlucky flip a coin (heads=success tails=failure)
- **Darkness** – No ranged attacks may be made into or out of zones suffering Darkness

- **Burn & Bleed** – Target loses 1 health on their next activation

There are also status effects that affect only Monsters. A Monster must spend 1 turn with these status effects in play before they expire:
- **Slow** – Cover 1 movement slot
- **Sunder** – Cover 1 Defence slot
- **Silence** - Cover 1 Reserve slot