Village Attacks
GRIM DYNASTY
RULEBOOK
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- 18 Militia miniatures
- 4 Tactician miniatures
- 3 Town Hero miniatures
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  - 1 Tactics tile
- 3 Monster dashboards
- 3 Town Hero tokens
- 9 Ability tokens
- 4 custom engraved Tactics dice
- 6 coloured clip on bases
- 10 Tactician Villager Spawn cards
  - 8 Artefact cards
INTRODUCTION

It appears...there are many places where evil calls home. In far off lands, both ancient and vast, live yet more otherworldly creatures that terrify and prey upon the mortals of this world. But wherever there is oppression, the seeds of defiance will take root and grow...

Village Attacks: Grim Dynasty is an expansion and requires a Village Attacks core game to play. Grim Dynasty has its own unique missions to play with, but it can be easily integrated with any other scenario. Simply shuffle the Tactician and Artefact cards into the Villager Spawn and Trap decks respectively, and you’re ready to go!

COMPONENT BREAKDOWN

- **Tactics tile**
  Used to determine and keep track of the Tactics the Villagers are using against the Monsters.

- **Tactician Villager Spawn cards**
  Tacticians enter the castle and move using these unique spawn cards.

- **Artefact cards**
  Artefacts are a type of Trap card that allows players to place objects that are beneficial to the Monsters that do not disappear once used.

- **Tactics dice**
  These dice are used when Tacticians are in play and allow them to order the Militia to execute dangerous strategies.
New Villagers

Militia

"Bolstering the ranks of the already troublesome villagers is the Militia. The peasantry of the land has suffered for uncountable seasons under the shadow of the monsters that prey upon them, so it was not entirely unforeseen that they would attempt to tip the odds in their favour. And so, they began their training, under the tutelage of master tacticians from across the land. Though frugally trained and perhaps even worse equipped, they are capable of incredible feats when they act as one."

- The Militia move and act like Peasants until a Tactician appears and executes a Tactic. They are classed as Peasant when executing Monster abilities and Traps, but come after the core game Peasants in the Monster Targeting Priority, meaning they are only damaged after there are no Peasants in the area of effect.

- Whenever a Villager Spawn card would require you to spawn Peasants, spawn half of them as Militia, rounded down. The Militia come in 2 unique sculpts, but this is purely aesthetic and has no effect on gameplay.

Spawning Example

This Villager Spawn card requires you to spawn 4 Peasants during Tier 1, but when using the Militia, 2 Peasants and 2 Militia are spawned instead.
TACTICIANS

"Not all wars are waged with steel and fire. Effective leadership can turn the tide of any conflict, and the arrival of Tacticians does not bode well. The local rabble have always had the numbers, but never the sense to use them effectively...until now."

• Tacticians have no direct attack or their own and do not move like other Villagers. They come after Hunters in the Monster Targeting Priority.
• When a Tactician spawn card is drawn, spawn a single Tactician and advance all Tacticians currently in play 1 zone. If all Tacticians are in play and none can be spawned, Tactician spawn cards still make all Tacticians advance when drawn.
• At the beginning of the Villager Phase, players roll 1 Tactics die for each Tactician in play, and then execute the strongest tactic possible with the results rolled.

USING THE TACTICS DIE AND TILE

THE TACTICS DIE

There are 3 possible results when rolling the Tactics dice:

- **Offensive**
  These results trigger more aggressive strategies.

- **Defensive**
  Allows the Tacticians to execute more protective manoeuvres.

- **Blank**
  Represents the disorganised nature of the Militia, and their potential for failure.

USING THE TACTICS DIE AND TILE

THE TACTICS DIE

1 Tactics die is rolled at the beginning of the Villager Phase for every Tactician in play, up to the maximum of 4 dice. When the dice are rolled, players must then assign the die to the Tactics board, executing the most powerful Tactic possible with the results rolled.
THE TACTICS TILE
The Tactics tile represents the many different strategies and manoeuvres the Tacticians can order the Militia to execute. Tactics trigger and are played out immediately after the Tactics dice are assigned.

The Tactics Tile contains a unique symbol, the Wild symbol. Both Offensive and Defensive symbols can be placed here.

TACTICS EXAMPLE
2 Tacticians are in play, and manage to roll 1 Offensive and 1 Defensive result. This triggers Rolling Thunder, spawning 1 Militia in every zone already containing Militia. That would make 3 more Militia instantly appear to reinforce their allies!
**LEGENDARY HEROES**

"Many a would-be hero charged up the steps of the castle with glory and honour on their minds, yet so few have ever made the return journey. But the feats of these pretenders pale in comparison to the stories of the heroes of legend that now march upon that retreat of the damned."

- Legendary Heroes are by far the most dangerous and powerful force you will have to face in your defence of the castle.
- They are faster, stronger and much more capable than Town Heroes, and have 6 unique abilities at their disposal.
- When using Legendary Heroes, the Town Hero Deck is limited to 5 Town Heroes, one of each Type. When a Town Hero is slain, their token is placed to one side, face up. A Legendary Hero spawns when a Town Hero villager spawn card is drawn and all Town Heroes have been slain once, essentially spawning as a 6th Town Hero.
- No Town Heroes can spawn whilst a Legendary Hero is in play.
- Once a Legendary Hero has been slain, shuffle the Town Hero tokens and place them face down. Town Heroes will once again spawn as normal.

**Artefacts**

"The interior of the castle holds many mysteries and secrets. Many a nave mortal has fallen to the myriad of death traps lurking just beneath the cold stone. Yet despite countless assaults, the castle continues to yield new and alarming obstacles. Even something as innocent as a mirror cannot be trusted in that unholy place."

Artefacts are a permanent type of Trap card, but instead of harming Villagers, Artefacts bestow benefits upon the Monsters. Each unique Artefact explains how Monsters and Villagers interact with it on the card. Also:

- They are placed by paying the cost at the top of the card in the exact same way as Traps.
- Artefacts are not restricted to specific rooms and can be placed anywhere, except the Castle Heart.
- They are not discarded after use like Traps, and instead remain in the zone.
- Only 1 Trap or Artefact card can be placed per zone.
- Artefacts can be removed by Monsters by paying the placement cost again.