



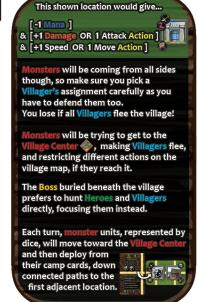






the 12 Monster Unit dice 🦃 🤀 close by.















If you ever feel like you made too many

mistakes or don't think you can finish the Wave, you can always reset everything and restart the current Wave over again. Trying out different strategies is key to winning the game.

of each



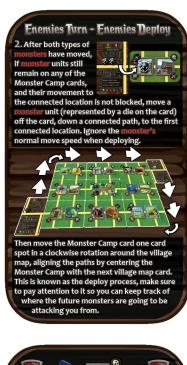














Enemies Turn - Enemies Attack

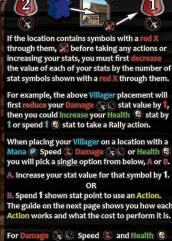
village map that has a valid target in range.

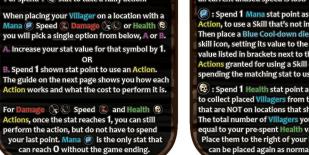
Resolve attacks for all monsters of the same type before moving on the type before moving on the type. 3. Resolve attacks for each living e

type before moving on to the next type.









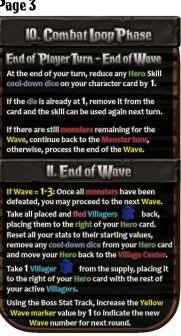


defeat the current Wave of m

value. Reduce the m value to indicate when it loses health 🔊 : Spend **1** Speed stat point as a Move Action, move your Hero up to your pre-spent Speed value, in locations. When another action is used, all current unused speed is lost.

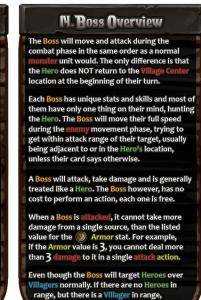
ខ : Spend 🖊 Mana stat point as a 'Use a Skill' Action, to use a Skill that's not in cool-down. Then place a Blue Cool-down die on the used skill icon, setting its value to the cool-down value listed in brackets next to the skill name. Actions granted for using a Skill do NOT require spending the matching stat to use the action.

: Spend 1 Health stat point as a Rally Action, to collect placed Villagers from the village map that are NOT on locations that show a 🚱. The total number of Villagers you can collect is equal to your pre-spent Health value. Place them to the right of your Hero card, they can be placed again as normal this turn.









it will attack the Villager and vice versa.











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