

VOLGOVIAN NUTCRACKER MINION CHART

◆ *Advanced Game* ◆

D6 Roll

Result

1-2

Toy Soldiers (Minion – Construct - Toy)



Fight Dice 3
Wounds 3

Victory - 5 Investigation

Notes:

Repair - At the start of each Fight Round, roll a D6 for each Wound on the *Toy Soldiers*; that Wound is Repaired (Healed) on the roll of 4+.

At the start of each Mystery phase, moves 1 space toward the nearest Hero (highest Honor if more than one).

3-4

Toy Cannon (Minion – Construct - Toy)



Fight Dice 2
Wounds 4

Victory - D6+1 Investigation

Notes:

Toy Cannon Fight Dice rolls of 6 do 2 Hits each.

At the start of each Mystery phase, if the *Toy Cannon* is at a Corner Location, discard the top D6 cards from that Location Deck. If there are no cards left in the Location Deck to discard, that Location is destroyed (remove the deck and discard pile from the game). From now on any Hero Encountering this destroyed Location rolls a D6. On the roll of a 3+ draw an Event. On a 1 or 2, draw a Mystery card.

If the *Toy Cannon* is in a Town Space at the start of the Mystery Phase, moves the Shadow Track 1 step closer to **Darkness** and removes a Random card from the Town Items stack from the game.

5

Stuffed Bear (Minion – Construct - Toy)



Fight Dice 3
Wounds 2

Victory - 5 Investigation

Notes:

Claws - Hits on 4+ (instead of the normal 5 or 6).

6

Holiday Ball – (Event)

Any Hero with a Party Invitation is immediately moved to the **Manor** and gains D6 Investigation.

Roll a D6 for each living Town Elder -

If the roll is equal to their **Honor**, they gain a Resolve Token (if not using *Something Wicked*, instead the First Player chooses any one Mystery card that **Remains in Play** and cancels it on the D6 roll of 5 or 6).

If the roll is equal to their **Spirit**, they gain a **Secret**.

If the roll is equal to their **Cunning**, place 2 Investigation on the board at the **Manor**.