FURY OF
DRACULA
Rules Booklet

It is 1898. Eight years ago, the most evil Count Dracula traveled to London in a bid to create an empire of Un-Dead! In this he was stopped by a small band of God-fearing people who managed to thwart his plans and destroy him within the very shadow of Castle Dracula itself. Or so they thought…

Somehow the Lord of Vampires has survived to plot his terrible revenge upon an unsuspecting living world. And now, nearly a decade later, he is abroad once more spreading his vile plague. This time, however, he has learned from his past mistakes and is acting with even greater cunning than before.

Many scientific men do not understand the terrible force behind the recent spate of mysterious deaths, but there are a few who do. Of this handful, four have joined together once more, bound by oath, to finish properly a job started eight years ago. This time Count Dracula will be destroyed!

But Dracula is no fool. He will not be an unwitting target this time. There is an old score to settle and the Count has vowed that the mortal fools shall know the ***Fury of Dracula****!*

Fury of Dracula is a board game for two to five players, playable in two to three hours. One player takes on the role of Count Dracula, while the other players band together and take on the roles of Hunters trying to stop him: Professor Abraham Van Helsing, Madam Wilhelmina Harker, Dr. John Seward, and Arthur Holmwood, also known as Lord Godalming. These brave people have sworn to search for signs of the Count so that they may find and stop him before he establishes a Vampiric empire.

Game Overview

In **Fury of Dracula**, up to four Hunter players are pitted against a single Dracula player. If Dracula wins, the Hunter players all lose. If Dracula is defeated, however, the Hunter players win as a team.

Play proceeds as follows:

Dracula goes first each turn. To begin, he advances the Day/Night marker on its track. Then, he moves in secret from place to place using a deck of Location cards. He leaves dire encounters in each city he passes through for the unwitting Hunters to face later on. Should he enter a city containing a Hunter, he immediately attacks the Hunter instead of placing an encounter. Once his move is complete, the Dracula player refills his hand of encounter markers and ends his turn.

The Hunters then take their turns in a set order. On a Hunter's turn, he may first move to a new location. If that location contains an encounter, the Hunter must face it and deal with its effects. If Dracula is in the location, the Hunter must battle the Count. If the location is empty, however, the Hunter may rest or resupply to recover Health or to gain valuable Item or Event cards. Play then passes to the next Hunter.

The Hunters work as a team to find and defeat Dracula through guesswork, searching, and deduction, while Dracula tries to stay one step ahead of them long enough to create the Vampires he needs to win.

The Hunters win if they reduce Dracula's Blood to 0 or less by finding him and defeating him in combat. Dracula wins if he can advance his Vampire track to 6 through a combination of creating Vampires, defeating Hunters, and surviving from one day to the next.

Game Components and Preparation

Enclosed in your **Fury of Dracula** box, you will find the following game components:

1 Rule Book (this book)
1 Game Board
5 Plastic Miniatures
1 Dracula Sheet
1 Dracula Reference Map
4 Hunter Sheets
2 White Hunter Dice
1 Black Dracula Die
1 Red Train Die
220 Cards
- 75 Event Cards (25 Dracula, 50 Hunter)
- 70 Dracula Location Cards
- 40 Item Cards
- 5 Reference Cards
- 12 Hunter Tactics Cards
- 8 Dracula Tactics Cards
- 5 Agent Tactics Cards
- 5 Dracula Power Cards

81 Cardboard Tokens/Markers
- 45 Encounter Markers
- 15 Blood Tokens
- 4 Health Markers
- 4 Bite Tokens
- 3 Heavenly Host Markers
- 1 Consecrated Ground Marker
- 3 Continue Markers
- 2 Time Markers
- 1 Roadblock Marker
- 1 Dracula Vampire Marker
- 1 Hunter Resolve Marker
- 1 Day/Night Marker

Before you play your first game of **Fury of Dracula**, carefully punch out the cardboard pieces so that they do not tear. Make sure to keep all components out of the reach of small children and animals.

Component Overview

The following is an introductory summary of the various components included in **Fury of Dracula**. This summary should help you identify the components and understand the ways they are used as you read through these rules.

Game Board
The game board depicts Western and Eastern Europe as it was in 1898, complete with its major surrounding bodies of water. Dracula and the Hunters will travel across the board over the course of the game, although Dracula's position on the board will seldom be visible to the Hunters. See "Overview of the Game Board" on page 22 for a complete discussion of the game board's parts.

Plastic Miniatures
These plastic miniatures represent Dracula and the four Hunters. The Hunter miniatures are placed on the game board to show the Hunters' locations at all times, while the Dracula miniature is only placed on the game board when his location is known to the Hunters. The rest of the time, the Dracula miniature sits on the Location card at the head of his Trail.

Dracula Sheet and Reference Map
The Dracula player receives one Dracula sheet and one reference map. The Dracula sheet is used to track Dracula's current Blood points, and the red spaces shown on Dracula's Blood track represent the Count's uncanny ability to survive deadly wounds. Should Dracula be "Killed" in combat, his Blood Points merely drop to the next red space on his Blood track. Only if there are no further red spaces is Dracula actually destroyed once and for all after receiveing a "Killed" result in combat.

The reference map allows the Dracula player to examine his current location on the game board without carelessly giving away information to the Hunters through the movement of his eyes.

Hunter Sheets
Each Hunter player receives a Hunter sheet that allows them to track their current Health and number of Bites. In addition, each Hunter sheet also lists the Hunter's special abilities and turn order. When setting up the game, be sure to lay out the Hunter sheets clockwise around the table, starting to the left of Dracula and proceeding from lowest to highest turn order. See "Overview of the Character Sheet" on page 23 for a more thorough discussion of the Hunter sheets.

Hunter and Dracula Dice
These dice are used to make combat rolls and resolve the random effects of encounters. Two white Hunter dice are included to allow for Lord Godalming's "Strong Body" ability during combat, while only one black Dracula die is necessary.

Train Die
This red custom die is used when a Hunter attempts to catch a train in order to move by Rail. See "Rail Movement" on page 10 for a complete explanation of this die.

Event Cards
Each Event card represents some special or chance occurrence which can help or hinder a player. Event cards are drawn from the **bottom** of the Event deck by the Hunters during their turn. If an Event card has a **cross** on its back, the Hunter takes it. If an Event card has a **bat** on its back, the Hunter gives the card to Dracula without looking at its front. See "Event Cards" on page 20 for a complete explanation of how Event cards are played.

Dracula Location Cards
Dracula uses this deck of cards to move in secret across the board by playing them in a trail, facedown. Each card represents a city or sea zone that he can move through. The cities are numbered in alphabetical order for ease of use, and the sea zones have different card backs, so the Hunters always know when Dracula has gone to sea to avoid them. See "Dracula's Hidden Movement" on page 11 for a complete explanation of how these cards are used.

Item Cards
Item cards represent useful equipment and weapons that the Hunters can use in their struggle against the Count. Unlike Event cards, Item cards can only be found in large cities by the Hunters, and they never benefit Dracula. Item cards that can be used in combat have an **initiative value** on them in their upper left corner. This number is used to break ties when making combat rolls. Items that cannot be used as a weapon during combat do not have an initiative number. The function of such items is explained on the card itself.

Hunter Tactics Cards
Every Hunter receives three cards representing the three tactics he can use in combat even if bare-handed. These are: *Dodge*, *Escape*, and *Punch*. They have the same back as Item cards, but are distinguished by the word "Basic" under their card title. A Hunter can never lose his Tactics cards, nor do they count against the limit of three Item cards that each Hunter may keep on his Hunter sheet.

Dracula Tactics Cards
The Dracula player receives eight cards, with a red back, representing the eight tactics he can use in combat. Three of these cards (*Claw*, *Dodge*, and *Escape (Man)*) can be used at any time, as indicated by the sun and moon symbols on them. The other five can only be used at night (see the Day/Night Marker, below), as indicated by the two moon symbols. Dracula is far more dangerous in combat at night, and the Hunters should be cautious about facing him then unless they are well prepared with Item and Event cards.

Agent Tactics Cards
The Dracula player also receives five cards, with a yellow back, representing the tactics that Dracula's Agents can use in combat. Agents are the soldiers and servants of Dracula. Not all Agents can use every Agent tactic, although they all have access to *Dodge* and *Punch*. See the description of the specific encounter on the back of this rule book to determine which tactics a particular Agent can use.

Dracula Power Cards
Dracula has certain supernatural powers that he can call upon when moving across Europe. These are represented by five Power cards he receives at the start of the game: *Dark Call*, *Double Back*, *Feed*, *Hide*, and *Wolf Form*. For a complete description of how these powers work, see "Dracula's Powers," on page 20.

Reference Cards
One Reference Card is provided for each player, summarizing the actions each player may take on his or her turn.

Encounter Markers
These cardboard markers represent the sinister forces which serve Dracula. The Count leaves a trail of encounters behind him as he moves across Europe. When a Hunter moves into a city containing an encounter, the city is revealed (turned face-up) along with the encounter on it. The Hunter must then face the effects of the encounter before he can do anything else (See the back page of this rule book for complete details on encounter effects).

Blood Tokens
These tokens are used to track Dracula's current Blood on his sheet. Dracula can lose Blood for several reasons. These include: spending Blood to activate his powers, being injured in combat, and traveling at sea. **Dracula cannot voluntarily reduce himself to 0 or less Blood. If he's ever reduced to that point by the Hunters, he is destroyed once and for all, and the Hunters win the game.**

Health Markers
Each Hunter player receives one of these markers at the start of the game and places it on the highest number on his Hunter's Health track. As the Hunter loses Health, the marker is moved to reflect this, and if the Hunter drops to 0 Health, he is **defeated** (see "Defeated Hunters," page 20).

Bite Tokens
Whenever a Hunter is Bitten by Dracula or one of his New Vampires, he receives a Bite token. He must place it in an empty Bite box on his Hunter sheet. While a Hunter has a Bite token on his Hunter sheet, he suffers from certain effects (see "Bitten Hunters," page 19). If a Hunter receives a Bite token and has no further empty Bite boxes, he is defeated (see "Defeated Hunters," page 20).

Heavenly Host

Consecrated Ground

Heavenly Host and Consecrated Ground Markers
By discarding a *Heavenly Host* Item card or a *Consecrated Ground* Event card before moving, a Hunter can place one of these markers in a city he's currently in. While the marker remains on a city, Dracula can never enter or move through that city – not even using his powers. See "Heavenly Hosts and Consecrated Ground" on page 23 for a more complete description of these markers.

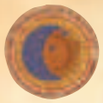
Continue Markers
These three markers are used to keep track of stalemate situations in combat. See "Continue Markers" on page 18 for more details.

Time Markers
These two markers are used to track the passage of time during combat for various reasons, such as when the *Garlic* Item card or the *Rage* Event card are played. See "Tracking Time in Combat" on page 18 for more information.

Roadblock Marker
This marker is placed when Dracula uses his *Roadblock* Event card, sealing off one road or rail route to the Hunters. No Hunter may move along that road or rail route as long as this marker remains in place, though Dracula can pass it freely if it's on a road.

Dracula Vampire Marker
This marker is used to track Dracula's progress towards his goal of an Un-Dead empire. In the standard game, Dracula wins the moment he manages to advance this marker to six or more Vampires. He advances this marker by successfully maturing *New Vampire* encounters, defeating Hunters, and by just surviving to see another dawn. See "Victory for Dracula," page 19, for further information.

Hunter Resolve Marker
This marker is used to track the Hunters' force of will and resolve to see Dracula destroyed. Resolve points can be spent by the Hunter whose turn it is for a variety of effects (see "Resolve," page 24).



Day/Night Marker
This marker is placed on the Day/Night track of the game board to track the current time of day. Dracula moves this marker one space **clockwise** around the Day/Night track at the start of his turn each round (unless he is in a sea zone).

When a new day dawns on the Day/Night track (i.e., the Day/Night marker is moved from the Small Hours to Dawn), Dracula advances his Vampire track by one, while the Hunters advance their Resolve track by one.

It should be noted that the passage of time in **Fury of Dracula** is not intended to be a simulation – the Hunters do not literally cross half of Europe in a day, nor does time actually stop while Dracula is at sea. Rather, the Day/Night track represents the playing out of the cat and mouse game between the Count and the Hunters as each tries to confront the other at the time of their choosing.

Game Setup

Perform the following steps to prepare for a game of **Fury of Dracula**.

1. Prepare the Playing Area
Unfold the board and place it in the center of the playing area. Make sure there is ample space around the edges of the board to place the Dracula and Hunter sheets. Place the Dracula sheet near the board on the side closest to the Dracula's Trail area. Then, starting to the left of Dracula, place the Hunter sheets in this order, going clockwise: Lord Godalming, Dr. Seward, Dr. Van Helsing, and Mina Harker. **All four Hunters are used no matter how many players are playing.**

Next, take the Dracula Vampire marker and place it on the "0" space on the Vampire Track on the board, and place the Resolve marker on the "0" space on the Resolve Track on the board.

2. Choose Dracula Player
Select one player (such as the player who is most familiar with either **Fury of Dracula** or Bram Stoker's novel) to be the Dracula player. He should sit next to the Dracula sheet. Give the Dracula player the following items:

1 Dracula Reference Map
1 Dracula Miniature
1 Black Dracula Die
1 Dracula Location Deck (70 cards)
1 Dracula Tactics Deck (8 cards)
1 Agent Tactics Deck (5 cards)
1 Dracula Power Deck (5 cards)
45 Encounter Markers
15 Blood Tokens

The Dracula player places the Blood tokens on the Blood track on his Dracula sheet, places the Dracula miniature at the start of the Dracula's Trail area on the board, and either shuffles the encounter markers face-down before him or places them in an opaque container (such as a bag or coffee cup). This is the **encounter pool**. He then draws five encounter markers at random from the encounter pool. This is Dracula's **encounter hand**.

Do not shuffle the Location deck. Instead, the Dracula player should quickly look through his Location deck to ensure that the cards are in their proper numerical (and thus alphabetical) order.

3. Assign Hunters
Each Hunter player should sit near the Hunter or Hunters he wants to play. In a two-player game, one player plays Dracula and the other player controls all four Hunters. In a three-player game, each Hunter player controls two Hunters. In a four-player game, two Hunter players each control one Hunter and the third Hunter player controls two Hunters (or the extra Hunter can be communally controlled by the Hunter players). Finally, in a five-player game, each Hunter player controls one Hunter.

Game Setup

It is important that the Dracula player sits at the top of the board, as shown in this diagram. **Remember that the "right" and "left" of Dracula's Trail are defined as being from the Dracula player's perspective.**

Dracula places his 15 Blood tokens on the Blood track on his Dracula sheet.

After drawing a hand of 5 encounter markers, Dracula places the rest of them in an opaque container or facedown in a pile.

The Vampire marker is placed on the "0" space of the Vampire Track.

The Item and Event cards are shuffled before the game, then the bottom card of the Event deck is drawn and placed on top of the deck.

Each Hunter places a Health marker on his maximum Health value on his Hunter sheet.

The Resolve marker is placed on the "0" space on the Resolve Track.

In turn order, each Hunter places his miniature in any city on the board he wants except for Castle Dracula or the Hospital of St. Joseph and St. Mary.

Dracula sits at the top of the board and takes:

1 Dracula Reference Map
1 Dracula Miniature
1 Dracula Location Deck (70 cards)
1 Dracula Tactics Deck (8 cards)
1 Agent Tactics Deck (5 cards)
1 Dracula Power Deck (5 cards)
45 Encounter Markers
15 Blood Tokens

The dice and other cardboard components of the game should be placed within easy reach of the players.

The Hunters sit around the other edges of the board and each take:

1 Health Marker
1 Hunter Miniature
1 Hunter Tactics Deck (3 Item cards with the word "Basic" under their title)

Give each Hunter the following items for every Hunter he or she controls:

1 Health Marker
1 Hunter Miniature
1 Hunter Tactics Deck (3 Item cards with the word "Basic" under their title)

The Hunter players should place the Health marker for each of the Hunters they control on the appropriate Health track (found on their Hunter sheets). Each marker should go in the space showing the maximum Health for that Hunter (12 for Lord Godalming, 10 for Dr. Seward, and 8 for Van Helsing or Mina Harker). The Hunter player should then place the appropriate Hunter miniature and a Tactics deck near each Hunter sheet he controls.

4. Layout Other Items
Place the white Hunter dice, the red Train die, and the remaining cardboard tokens and markers where the players can all reach them. Shuffle the Item deck and set it near the Hunter players. Do the same with the Event deck, but after shuffling the Event deck, **take the bottom-most card and place it at the top of the deck.**

5. Choose Hunter Starting Locations
Beginning with Lord Godalming, and continuing clockwise around the table, each Hunter player places his Hunter miniature on any city of their choice on the map. More than one Hunter may begin in the same city, but **no Hunter may begin in a sea zone, Castle Dracula, or the Hospital of St. Joseph and St. Mary**.

Tip: Hunter players should try to spread out at this stage of the game. If they clump up too much at the beginning of the game, it will be easier for Dracula to avoid them.

6. Dracula's First Turn
Once all the Hunters have chosen their starting locations, Dracula takes his first turn. However, unlike a normal turn, for his first turn Dracula simply chooses his starting location. Looking through his Location deck, Dracula chooses the card that corresponds to the city he'd like to start in and places it facedown in the left-most space of the Dracula's Trail area of the board, then places his miniature on top of it. The Location card he chooses cannot correspond to a sea zone, a city with a Hunter currently in it, or Castle Dracula. In addition, he cannot use a Power card during this turn, such as *Dark Call* or *Hide*.

Note: The Dracula player should conceal the Location deck from the Hunters when selecting cards from it, otherwise the Hunters can deduce information about his location by how deep in the deck he's pulling cards from.

Normally, the Dracula player would now play an encounter marker from his hand facedown on the Location card he just played, but **Dracula does not place an encounter on his first turn, nor does he take a Timekeeping phase** (which would move the Day/Night marker).

7. Normal Play Begins
The Day/Night marker is now placed on the Dawn space of the Day/Night track (The Vampire and Resolve tracks are not advanced, however, since the Day/Night marker did not move from the Small Hours to Dawn) and normal play begins, starting with Lord Godalming and continuing clockwise. Dracula's future turns will follow the standard rules.

The Game Round

Each round of play consists of the following steps:

1. Dracula's Turn
- **A. Timekeeping Phase** ***(Note: Only Dracula takes this Phase)***
- **B. Movement Phase**
- **C. Action Phase**

2. Lord Godalming's Turn
- **A. Movement Phase**
- **B. Action Phase**

3. Dr. Seward's Turn
- **A. Movement Phase**
- **B. Action Phase**

4. Van Helsing's Turn
- **A. Movement Phase**
- **B. Action Phase**

5. Mina Harker's Turn
- **A. Movement Phase**
- **B. Action Phase**

Timekeeping Phase

This phase only occurs at the start of Dracula's turn. **If Dracula is currently located in a sea zone, nothing happens** and **Dracula proceeds to his Movement Phase**. Otherwise, the Dracula player advances the Day/Night marker one space clockwise along the Day/Night track.

If Dracula advances the Day/Night marker from the Small Hours (the last space of night) to Dawn (the first space of day) during this phase, a new day has dawned. Dracula immediately advances his Vampire track by one, and the Hunters advance their Resolve track by one as well (**not** one for each Hunter, just one total). If this brings Dracula to a total of six Vampires, the game immediately ends and Dracula wins. Otherwise, play proceeds to Dracula's Movement Phase.

Example of Road Movement

Van Helsing is in Paris. He may move to Le Havre, Brussels, Strasbourg, Geneva, Clermont-Ferrand, or Nantes by Road. He may not move by Road to Marseilles or Bordeaux (since they are only connected to Paris by Rail) or Amsterdam (which is two Roads away). To get to Amsterdam, Van Helsing would have to move to Brussels on this turn and then to Amsterdam on his next turn.

Note: Although the Hunters receive their Resolve now, they can only spend it at the start of a Hunter's turn, as explained in "Resolve," on page 24.

Movement Phase

Both Dracula and the Hunters receive a Movement Phase during their turn, and although they are similar in function, there are some key differences in how Dracula and the Hunters move.

Hunter Movement

Hunters can move in any one of three ways on their turn: by **Road**, **Sea**, or **Rail**. All of their movement is carried out in plain sight. Unless he is at sea, a Hunter may choose not to move on his turn, instead remaining in his current location.

Dracula Movement

Dracula can move by **Road**, but moving by **Sea** weakens him (costs him Blood) and due to his proud and traditional aristocratic nature, **he refuses to travel by Rail at all**. Dracula's movement is carried out in secret using a trail of facedown cards from his Location deck. Dracula's secret movement is explained on page 11, under "Dracula's Hidden Movement." **Dracula *must* play a card during his Movement Phase,** although he has certain Power cards that can allow him to remain in the same location. The Hunters only get to see where the Count has moved if they stumble across his path (or draw an appropriate Event card). In addition to his normal movement, Dracula's powers sometimes allow him to move in unusual ways (see "Dracula's Powers," page 20).

Road Movement (Hunter or Dracula)

When moving by Road, a Hunter or Dracula can move from the city he is currently in to any other city directly connected to that city by a single road.

Sea Movement (Hunter or Dracula)

All sea movement is done through sea zones. These spaces are marked on the map with blue outlines. There are three types of sea move: **embarking**, **sailing**, and **disembarking**. A **sea voyage** consists of *embarking* to sea, possibly *sailing* one or more sea spaces, and then *disembarking* to a different port than the one the player first embarked from. Thus it will normally take a player three turns to complete a short sea voyage.

Embarking

To embark, Dracula or a Hunter moves from a port city to a sea zone that city has a ship.in. (For example, a Hunter might embark from Hamburg to the North Sea, since Hamburg has a dock in the North Sea).

Dracula must spend 1 Blood each time he embarks to sea, due to the lack of available blood and his weakness to running water. If Dracula only has 1 Blood remaining, he cannot embark. Take the spent Blood token off the Dracula sheet and place it between the port and sea zone cards in Dracula's Trail to indicate that he has paid the Blood cost.

Sailing
To sail, Dracula or a Hunter moves from one sea zone to another adjacent sea zone. Sea zones are adjacent to one another if their borders are touching (For example, the Atlantic Ocean is adjacent to the North Sea, the Irish Sea, the English Channel, the Bay of Biscay, and the Mediterranean Sea).

Dracula must spend 1 Blood every other time he sails on a given sea voyage, starting with his second sailing move. Take the spent Blood token off the Dracula sheet and place it between the two sea zone cards in Dracula's Trail to indicate the last time Dracula paid the Blood cost. This will help the Dracula player remember when it's time to pay it again. If sailing again would reduce him to 0 Blood, Dracula must disembark instead.

Example: Dracula embarks from Hamburg to the North Sea. This costs him 1 Blood. On his next turn, he sails from the North Sea to the Atlantic Ocean. Since that was only his first sailing move on this sea voyage, it costs him nothing. However, when he now sails from the Atlantic Ocean to the Mediterranean Sea, that costs him 1 additional Blood. He could continue like this, sailing one sea zone a turn, and losing 1 Blood every other sailing move, until he chooses or is forced to disembark.

Example of Sea Movement

The diagram to the left shows a complete sea voyage.

- On turn 1, Mina embarks from Nantes into the Bay of Biscay.
- On turn 2, she sails from the Bay of Biscay to the Atlantic Ocean.
- On turn 3, she sails to the Mediterranean Sea. She could not have returned to the Bay of Biscay, since that would be backtracking.
- On turn 4, Mina disembarks to Marseilles. The sea voyage is now complete.

If she begins a new sea voyage, she can move through the Mediterranean Sea and the Bay of Biscay once again.

If Dracula had made the journey instead of Mina, he would have to pay 1 Blood on turns 1 and 3 of the journey, as shown on his Trail, above. Although the cards in his Trail would be placed facedown, they are shown revealed for purposes of this example.

Disembarking
To disembark, Dracula or a Hunter moves from a sea zone to a port city that has a ship in that sea zone (For example, a Hunter might disembark from the North Sea to Hamburg, since Hamburg has a dock in the North Sea). **Dracula never pays Blood to disembark.**

Sea Movement Restrictions
When moving at sea, players are subject to a number of restrictions, as listed below:

1. Characters must always move while at sea. They are passengers on a ship which has a schedule to meet, so they cannot choose not to move.

Example of Rail Movement

Van Helsing is in Nuremburg and rolls a 2/3 when catching a train. He could move to Hamburg by way of Leipzig and Berlin if he wanted, since the rail routes used are all fast rails. However, he could not move to Prague, since using the slow Eastern European rail from Berlin to Prague would reduce his movement to 2 cities.

Moving to Hamburg, Van Helsing would not face any encounters or rest, resupply, or trade in Leipzig or Berlin. He would take his Action Phase in Hamburg.

2. A Hunter cannot backtrack to a sea zone they have previously been in on the same sea voyage. As with restriction #1, they will find it difficult to convince a ship's captain to turn his ship around on a whim.

Example: Van Helsing could not enter the Atlantic Ocean in one turn, move to the North Sea, and then go back to the Atlantic Ocean without disembarking in a port and starting a new sea voyage.

3. Dracula cannot use any of his Powers while at sea. He is weakened while crossing running water and cannot call upon his most potent abilities. This effectively restricts him from backtracking or staying in place at sea.

4. A player cannot return to the port he embarked from without first disembarking in another city and starting a new sea voyage.

Example: Dr. Seward could not embark from Hamburg and then disembark back to Hamburg on the next turn. He could, however, embark from Hamburg and disembark to Amsterdam on his next turn, since although both cities have ships in the same sea zone, they are still different ports.

Players doesn't need to decide on a destination port in advance. Providing he does not return to a sea zone or his starting port, the player is free to take any route.

Action at Sea

If a player ends his Movement Phase in a sea zone, he receives no Action Phase for the turn. Play passes clockwise *immediately*. Hunters cannot have encounters while at sea, Dracula cannot place encounters while at sea, and **Hunters and Dracula can't battle each other while at sea**.

Rail Movement (Hunter Only)

Only Hunters can travel by Rail. To do so, the Hunter must be in a city with at least one rail route connected to it. The Hunter player then takes and rolls the Train die to see if he can catch a train.

Rolling the train die produces one of the five following results:

X **Delayed Over Papers**
The local authorities hold the Hunter for questioning; there is some confusion over his traveling papers. The Hunter's turn immediately ends. He may not move, and he does not take an Action Phase this turn. Next turn, he may move on as normal or try to catch a train again.

0 **No Departures**
There are no trains about to depart in the required direction. The Hunter must either stay in this city or move by Sea or Road instead. He still takes an Action Phase this turn and can try to catch a train again next turn if he so desires.

1 **Slow Train**
The Hunter catches a one-stop train. He moves from the city he's in to any city directly connected to it by a rail route.

2 **Fast Train**
The Hunter may move up to **two cities** away by Rail. These cities must be connected by Rail routes.

2/3 **Express Train**
The Hunter catches an express train and may move up to **three cities** away by Rail. These cities must be connected by Rail routes. However, if any part of his journey uses one of the rail routes in Eastern Europe, then the Hunter may only move up to two cities by Rail, like a Fast Train. This is

due to the poor conditions of the railroad in Eastern Europe during the time period covered by the game.

If a Hunter catches a train (rolls a 1, 2, or 2/3), he **must** use it. He cannot then change his mind and move by Sea or Road.

Note: Lord Godalming may use his "Wealth" ability to re-roll the train die, but he must keep the second result.

Finally, **a Hunter moving by Rail only has an Action Phase in the city he moves to, not the cities he passes through** on the way there. Thus, if a Hunter uses Rail movement to skip over a city containing Dracula or an encounter, he won't know what he's missed.

Dracula's Hidden Movement

While the Hunters' movement is all done in plain sight, Dracula moves in secret. He accomplishes this through the use of his Location deck. The Location deck contains one card for every city (port cities are highlighted in blue) and sea zone on the board that Dracula can move to (there is no card for the Hospital of St. Joseph and St. Mary, since Dracula cannot move there). These cards are numbered in alphabetical order to make them easier to use.

Note: Dracula also has five Power cards that he can use instead of making a normal move. These are explained in "Dracula's Powers," on page 20.

To use the Location deck, Dracula first decides where he wants to move. He must move either by Road or by Sea, following the rules for the type of movement he chooses. Once he knows his destination, he looks through his Location deck until he finds the Location card corresponding to that city or sea zone. He should be sure to conceal which card he selects from the Hunters.
Next, he takes the card he has selected and places it in the space on Dracula's Trail **farthest to his left**, sliding any cards (and the encounters on them) already there one space to the right. He then places his miniature on top of the new card. Later, during his Action Phase, Dracula will place an encounter on top of the card as well (see "Place Encounter" on page 14 for more information).

Example: Dracula is currently in Manchester. Since Manchester isn't a port and Dracula cannot travel by Rail, he must move by Road to Edinburgh, Liverpool, or London. Deciding on London, the Dracula player looks through his Location deck and pulls out the London card, being careful not to show it to the Hunters. He then slides the Manchester card (which is currently the left-most card in Dracula's Trail) one space to the right and places the London card facedown in the newly vacated spot. Finally, he moves his miniature from the Manchester card to the London card to show that he is now in London. All that the Hunters see, however, is two facedown Location cards. As far as they know, Dracula could be anywhere.

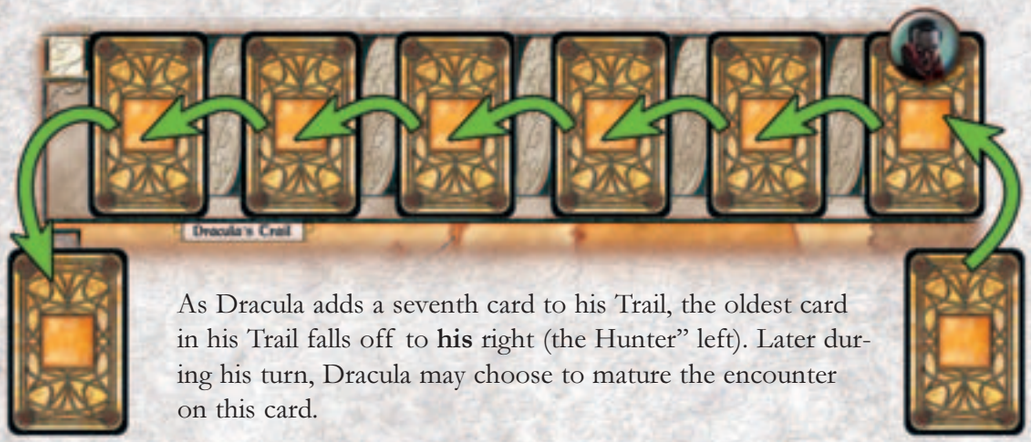
Note that whenever these rules or card text refers to the "left" or "right" of Dracula's Trail, **it means the left or right from the Dracula player's perspective.** From the Dracula player's perspective, the space next to the Vampire track is the "left-most" space in his Trail (and Dracula's current location).

Moving into a Hunter's Location
If Dracula moves into a city containing a Hunter, he plays the Location card faceup. Note that moving into a city containing a Hunter means that Dracula will have to battle the Hunter this turn rather than placing an encounter during his Action Phase. This does **not** apply when Dracula moves into a sea zone containing a Hunter. In that case, the Location card is still played facedown and no combat occurs.

Example of Dracula's Hidden Movement

Dracula wishes to move from Le Havre to Nantes, so he takes his Nantes card from his Location deck and turns it facedown (1). Then he slides his facedown Le Havre card to **his** right (the Hunters' left) to make room for the Nantes card (2). After that, he places the Nantes card facedown in the space on his Trail farthest to his left (3), placing a *Wolves* encounter facedown on top of it (4). Finally, he places his Dracula miniature on top of the Nantes card as well (5).

Cards Dropping Off



As Dracula adds a seventh card to his Trail, the oldest card in his Trail falls off to **his** right (the Hunter" left). Later during his turn, Dracula may choose to mature the encounter on this card.

Clearing Dracula's Trail

Dracula is instructed to clear his Trail down to 3 cards after maturing a *Desecrated Soil* encounter. Starting at **his** right and proceeding to his left, he removes cards until he has only 3 cards remaining in his Trail. Note that *Wolf Form* and its attached Location card count as only 1 card for clearing purposes.

Revealed Cards in the Trail
Cards in Dracula's Trail (or Catacombs, see below), may be revealed for several reasons (a Hunter enters that location, certain Event cards are played, etc.). When a Location card is revealed, it is immediately turned faceup. It remains faceup until returned to the Location deck.

Cards "Dropping Off" of Dracula's Trail
When Dracula's Trail is full (six cards long), each new card placed will cause the oldest (right-most) card to "drop off" the right end of the Trail. When this happens, the Dracula player simply takes that Location card and returns it to its proper place in the Location deck. If the Location card was still facedown, Dracula should not show it to the Hunters. Leave any encounter that was on top of the dropped Location card next to the Trail for now. It can be **matured** at the end of Dracula's Action Phase this turn (see "Maturing Encounters," on page 14).

Clearing Dracula's Trail
Some cards instruct the Dracula player to clear Dracula's Trail down to a certain number of cards. To do this, the Dracula player starts at the right-most card in his Trail and begins removing Location cards from his Trail, proceeding to the left until only the indicated number of cards is left. **Encounters on cards that are cleared in this fashion may not be matured.** They are always returned to Dracula's encounter pool. This means that *New Vampire* encounters cleared in this manner do **not** advance the Vampire Track.

Note: In addition to Location cards, one or more of Dracula's Power cards (see page 20) may be in his Trail. For purposes of clearing cards, the *Feed*, *Hide*, or *Dark Call* are removed or remain in the Trail, depending on their position in the Trail, just like Location cards. However, the *Wolf Form* or *Double Back* Power cards are played together with a

Location card. For purposes of clearing cards from Dracula's Trail, each of these these two Power cards, together with its attached Location card, counts as only one card, as shown in the Clearing Dracula's Trail" diagram.

Dracula's Catacombs
Instead of allowing a Location card to drop off the end of his Trail, Dracula may instead opt to place it in his **Catacombs**. When he does this, he moves the Location card (along with any encounter marker on it) to one of the three Catacomb spaces on the board. This allows him to leave up to three encounters in place on the board indefinitely. Dracula cannot add another location to the Catacombs if all three spaces are full (but he can always remove locations from the Catacombs at the start of his turn, see below).

In addition, when Dracula moves a Location card to the Catacombs, he may take an encounter marker from his encounter hand and place it facedown on the square above the Catacomb space, thus reinforcing the location. If a Hunter later enters that location, he will have to face both encounters (unless the first ends his turn prematurely). Dracula chooses the order in which the Hunter faces the encounters.

Dracula may remove any or all of the locations in the Catacombs at the start of his turn. He simply returns the Location cards to their proper places in the Location deck and places the encounters back in the encounter pool. **Encounters cannot be matured when removed from the Catacombs.**

Note: Power cards and sea zone Location cards can never be placed in the Catacombs.

Using the Catacombs

When a card falls off of his Trail, Dracula may choose to place it in his Catacombs. To do this he moves the card to an empty Catacombs space and then places an encounter from his encounter hand facedown in the box above the Catacombs space.

Crossing His Own Trail
Dracula may only move to a location if its card is available to him. Thus, he cannot normally move back into a location while its card remains in his Trail or Catacombs. The only exception to this rule is when he uses his *Double Back* Power card (see "Dracula's Powers," page 20). In the unlikely event that Dracula maneuvers himself into a position where he has no legal move, he is punished as though he were caught cheating (see "Cheating," on page 25) and then takes his turn as normal (assuming he didn't lose the game).

Sea Zone Cards
Dracula's sea zone cards all have different card backs identifying them as sea zone cards. Thus, even though they are played facedown, the Hunters still know whenever Dracula is at sea, just not exactly where.

Action Phase

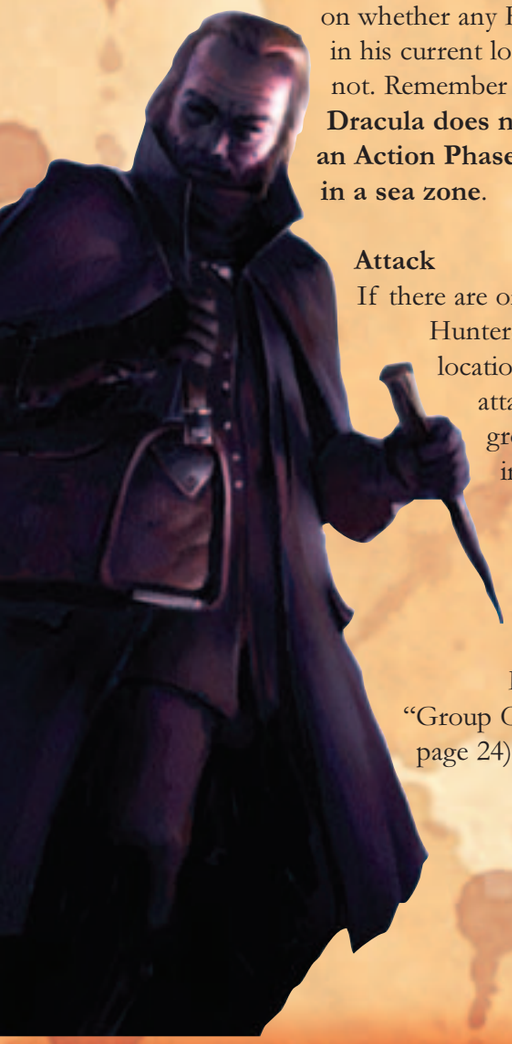
Again, both Dracula and the Hunters receive an Action Phase during their turn. However, unlike the Movement Phase, the Hunters and Dracula do entirely different things during their Action Phases.

Dracula's Action Phase

Dracula's Action Phase takes place in three steps:

1. Take an Action

First, Dracula must do one of two things during his Action Phase, depending on whether any Hunters are in his current location or not. Remember that **Dracula does not receive an Action Phase when he is in a sea zone**.



Attack

If there are one or more Hunters in Dracula's location, he must attack them as a group. Combat immediately begins (see "Combat" on page 15 and, if there are multiple Hunters, "Group Combat" on page 24).

Place Encounter

If there are no Hunters in Dracula's location, he **must** place an encounter there for them to possibly find later. The Dracula player selects one encounter marker from his hand of encounters and places it facedown on top of the Location card corresponding to his current location.

2. Maturing Encounters

Next, Dracula **may** decide to "mature" any encounter that was on a Location card that "dropped off" his Trail this turn. He simply reveals the encounter and enacts its "*Matured:*" effects as described on the back of this rule book. Assuming that maturing the encounter doesn't cause him to win (or if he chose not to mature the encounter), Dracula then returns the encounter to the encounter pool and continues with his turn.

Note: Dracula cannot both mature an encounter and send the Location card it was on to the Catacombs – he must choose one or the other.

3. Refill Encounter Hand

Finally, Dracula refills his encounter hand to its maximum by drawing encounter markers from the encounter pool. Normally, **Dracula's maximum encounter hand size is five markers**, but it is increased to seven while the *Dracula's Brides* Ally card is in play.

Note that the Dracula player's encounter hand is separate from the Event cards on his sheet.

Hunter's Action Phase

Hunters do the following during their Action Phase. Remember that **Hunters in a sea zone do not receive an Action Phase**.

1. Search

First, the Hunter announces his current location to the Dracula player. If the card corresponding to that location is in Dracula's Trail or Catacombs, it is immediately revealed. What happens next then depends on whether there are any encounters in the Hunter's current location or not.

If There Are Encounters

If there are any encounters in the Hunter's current location, they must be resolved. To do this, the Dracula player chooses one encounter in the location and reveals it. He then looks up its "*Encountered:*" effects on the back of this rule book and carries them out (including any Agent combat that might result, see "Combat," on page 15). Once the encounter has been resolved, it is returned to the encounter pool. If there are any more encounters left at the location (and the first encounter did not end the Hunter's turn), Dracula then chooses a new encounter and resolves it. If there are no further encounters in the Hunter's location, the Hunter's turn ends.

Exception: Van Helsing may rest, resupply, or trade even after having an encounter during his turn. However, if Van Helsing's encounter states that it causes his turn to end, or if he fails to kill his opponent in a combat encounter, then Van Helsing's turn ends immediately and he may not rest, resupply, or trade.

If There Are No Encounters

If there are no encounters in the Hunter's current location, he may do **one** of the following things:

A. Rest
Resting allows the Hunter to regain Health when he is in desperate straits. However, he does so at the risk of giving Event cards to Dracula. To rest, the Hunter draws two Event cards. Cards with **crosses** on their backs are discarded, while cards with **bats** on their backs are given to Dracula. Once these cards have been handed out (and resolved, if they are "Play Immediately" cards), the Hunter regains up to 2 Health.

Exception: Due to his "Physician" ability, Dr. Seward and any Hunter in the same city as him only draw one Event card when resting instead of two.

B. Resupply
Resupplying allows the Hunter to draw Item and Event cards. The exact cards that the Hunter can draw depend on his current location:

Small City: The Hunter can draw one Event card.

Large City: The Hunter can draw one Event card and/or one Item card.

Castle Dracula: The Hunter draws no cards.

Hospital of St. Joseph and St. Mary: The Hunter can draw one Event card or one Item card.

- **Sea Zone:** The Hunter receives no Action Phase while at sea and cannot resupply there.

Remember that when a Hunter draws an Event card, he must draw from the **bottom** of the Event deck and give the card to Dracula if it has a **bat** on its back. See "Event Cards" on page 20 for more information. Item cards are placed facedown at the bottom of the Hunter sheets (their backs match those shown at the bottom of Hunter sheets). Dr. Seward can normally hold up to four Item cards, while the other Hunters can hold only three. When a Hunter receives a card or cards that would cause him to exceed his limit, he must discard either the new card(s) or the ones already on his Hunter sheet so that he remains within his limit.

Event cards with the word "Keep" on them (see "Event Cards," page 20) are placed facedown at the top of the Hunter or Dracula sheet (their backs match those shown at the top of the Dracula and Hunter sheets). Count Dracula and Dr. Seward can normally hold up to four Event cards, while the other Hunters can hold only three. When Dracula or a Hunter receives a card or cards that would cause him to exceed his limit, he must discard either the new card(s) or the ones already on his sheet so that he remains within his limit.

Note: Dr. Seward can hold either four Event cards or four Item cards, but not four of both types.

C. Trade
Trading allows the Hunter to trade Item cards back and forth **with any one other Hunter in the same city** as him. The two Hunters can trade Item cards with each other in any way they see fit, as long as neither goes over their limit for Item cards. **Event cards, on the other hand, cannot be traded** with other Hunters.

Combat

Combat occurs between a Hunter and either Dracula or one of his Agents. It takes place as a series of combat rounds, ending only when one of the combatants is either killed, defeated, Bitten, or escapes.

Start of Combat

At the start of combat, there is an opportunity for **all** the players – not just the players with characters at the location of the combat – to play cards to affect it. This can include *Trap*, *Advanced Planning*, and other Event cards, however, only Hunters in the combat may play the *Garlic* Item card. Dracula gets the first chance to play a card, then each Hunter player around the table, going clockwise, can play one card each. This continues until all the players have played all the cards they want/can.

Example: Van Helsing enters combat with Dracula during the day. Dracula realizes that he's in trouble, so he plays a Trap *card, giving himself a +1 bonus to his combat rolls for the duration of this combat. None of the Hunters have any cards to play, and Dracula has nothing else to play, so the players move on to the next step.*

After all cards have been played, the Dracula player and **participating** Hunter player)the one with a character at the location of the combat) build their combat decks. This is done as follows:

Hunter Player: His combat deck consists of his three Tactics cards and any Item cards in his possession, other than a faceup *Dogs* card. Only those Item cards with an Initiative number in the upper left may be used in combat, but the Hunter player should take all his Item cards into his hand anyway. The Item cards

Combat

Dracula plays a *Trap* card at the start of the fight.

Round 1: Van Helsing plays a *Stake* card while Dracula plays a *Claws* card. Both players roll a 3, but Dracula has a +1 from his *Trap* card, so he wins this round. Looking at the *Claws* card, he finds that "Stake" is listed next to the symbol for 2 Wounds, so Van Helsing loses 2 Health, leaving him with 2 Health remaining. Since neither combatant was Killed, Bitten, or defeated, and there was no End result, combat continues.

The *Stake* and *Claws* card are left face-up on the table for Round 2 of the fight. If Van Helsing had another *Stake* card, he could play that, but he only has one, so he must choose another card.

Dracula

Van Helsing

At the start of this fight, both Van Helsing and Dracula have 4 Health/Blood remaining.

Van Helsing is battling Count Dracula during the day, so Dracula's combat deck consists of only three Tactics cards. At night, this battle would be very different!

Round 2: This round, Van Helsing and Dracula both play *Dodge* cards. Van Helsing rolls a 4, while Dracula rolls a 2 (which is increased to a 3 because of his *Trap* card). Van Helsing has the higher roll, so he looks on his *Dodge* card and finds that "Dodge" is listed next to the symbol for Continue, so the players set a Continue token near them and keep going. If they get two more Continue results in a row, the fight ends. Note that Van Helsing receives a +1 to his next roll because he played his *Dodge* card and won the combat roll.

The *Stake* and *Claws* card return to the players' hands, while the two *Dodge* cards are left in their place.

Round 3: Van Helsing plays a *Stake* card again and Dracula plays a *Claws* again. Both players roll a 4, but this time they each have a +1, so the roll is a tie. Looking at the initiative numbers in the upper left corners of the cards, *Stake* has a 3, while *Claws* has a 2, so Van Helsing wins this round. Looking at the *Stake* card, he finds that "Claws" is listed next to the symbol for Killed, so Dracula drops to his next red Blood space. Since he has no further red Blood spaces on his Blood track, he is destroyed once and for all and the Hunters win the game!

that cannot be used in combat serve as bluffs, so that the Dracula player cannot be sure exactly how many cards the Hunter player has at his disposal.

Dracula: If the Hunter is fighting Dracula personally, the Dracula player's combat deck consists of his Dracula Tactics cards. If it is currently night, he gets all eight cards. If it is day, he only gets the three cards that show a sun on them (*Claws*, *Dodge*, and *Escape as Man*). Since Dracula's best combat cards are only available at night, he is at a significant disadvantage when fighting during the day.

*Example: Continuing the previous example, Van Helsing takes his three Tactics cards (*Punch, Dodge, *and* Escape*) and the Item cards he has (*Stake *and* Fast Horse*) to build his combat deck. Dracula, on the other hand, just takes his three daytime Tactics cards (*Claws, Dodge, *and* Escape as Man*) to make his combat deck.*

Agent: If the Hunter is fighting one of Dracula's Agents, the Dracula player's combat deck consists of his Agent Tactics cards. His deck always includes the *Punch* and *Dodge* cards, but the other three (*Knife*, *Pistol*, and *Rifle*) are only available if the encounter says they can be used.

After the players have built their combat decks, it's time for the first round of combat to begin.

Combat Rounds

During each round of combat, the players involved each select one card from their combat deck and place it facedown in front of them to indicate what they will be doing that round.

Note: Hunter players can only select Item cards with an Initiative number on them. *Dogs*, *Fast Horse*, *Garlic*, and *Local Rumors* cannot be selected as a Hunter's tactic for the round.

After both players have chosen their card for the round, the cards are turned faceup, then each player rolls a black or white die, adding any modifiers from the chart below. This is referred to as a **combat roll**.

Hunter Modifiers

- +1 *Advance Planning* Event card played at start of combat.
- +1 Hunter chose a *Pistol* card this round of combat.
- +1 Hunter chose a *Dodge* card last round of combat and won the combat roll.

Agent Modifiers

- +1 Agent is a Minion and combat is taking place in Eastern Europe.
- +1 *Trap* Event card played at start of combat.
- +1 Agent chose a *Pistol* card this round of combat.
- +1 Agent chose a *Dodge* card last round of combat and won the combat roll.

Dracula Modifiers

- +1 A Bitten Hunter other than Mina Harker is participating in the combat.
- +1 The combat is taking place in Castle Dracula.
- +1 *Trap* Event card played at start of combat.
- +1 Dracula chose a *Dodge* card last round of combat and won the combat roll.

Exception: When Lord Godalming is involved in a combat against an Agent, he rolls two Hunter dice instead of one, using whichever of his two results are higher.

The player with the highest modified combat roll has won that round of combat, and looks on his card to find out the results of the round of combat. To do so, he looks at the right-hand side of his card until he finds the name of his opponent's card. Once he finds it, he examines the symbol to the left of the box that the name is in and looks it up below.

Combat Results

Wound (1 to 4) – The loser of the round loses 1 to 4 Health/Blood.

Continue – Nothing happens. If the players receive three Continue results in a row (use the Continue markers described below to track this), they get an End result instead.

Repel – Dracula can only play one of these cards next round: *Dodge*, *Escape as Bat*, *Escape as Man*, or *Escape as Mist*. Note that he can still only play *Escape as Bat* or *Escape as Mist* if it is night.

Bite – The Hunter is Bitten, and receives a Bite token to mark this. A Bite result also ends the combat. For more information on Bitten Hunters, see page 19.

Killed – If the Hunter is fighting an Agent, the Agent is mortally wounded and the fight ends. If the Hunter is fighting Dracula, Dracula's Blood immediately drops to the next red space on his Blood track (i.e., if Dracula currently has 11-15 Blood, he drops to 10 Blood, and if he has 6-10 Blood, he drops to 5 Blood). If Dracula has 5 Blood or less, he drops to 0 Blood and the Hunters win the game. If Dracula has any Blood remaing, the combat continues.

End – One of the combatants escapes the battle. The combat ends immediately, although it can be started again during the next turn.

Items Destroyed in Combat
If the name of his opponent's card is listed in ***bold and italics*** in the combat result, then the Hunter's Item card is destroyed (the opponent must discard that card into the Item discard pile).

Example: Continuing the previous example, Van Helsing selects his Stake *card and Dracula chooses his* Claws *card. They each place the card they've selected facedown in front of themselves. Once both players have chosen their card, both cards are turned faceup and each player rolls a die. Both Van Helsing and Dracula roll a 3, but Dracula receives a +1 bonus to his roll thanks to his* Trap *card, giving him a total of 4.*

Dracula wins the round of combat and looks on his Claws *card for the result. He finds the name of Van Helsing's card (*Stake*) in the box marked with the symbol for 2 Wounds. Therefore, Van Helsing loses 2 Health. In this instance, that drops him to 2 remaining Health. Neither combatant has been killed or defeated, and there was no End result, so a new round of combat begins.*

Ties and Initiative
If the players tie on their combat roll, each looks at the initiative number on their card. The player whose card has the highest initiative number wins.

Example: If Van Helsing had rolled a 4, he and Dracula would have tied on their combat roll. They would then look at the initiative values on their cards. Claws *has an initiative of 2, while* Stake *has an initiative of 3. Therefore, Van Helsing would have won.*

More Than One Hunter
If more than one Hunter is involved in a combat, then see the section for "Group Combat" on page 24.

Continue Markers
If the players receive a Continue result during combat, place one Continue marker near them. If the players receive any other result besides Continue, remove all previous Continue markers. If they manage to get three Continue results in a row, the combat immediately stops as though the third Continue result was an End result.

Further Rounds of Combat
If a combat doesn't end after the first round, the players will have to continue the battle. However, no player can choose the same card twice in a row. To ensure this, players leave the cards they chose last round faceup in front of them when selecting the next card. After cards are selected, combat proceeds as before. There is a combat roll, and the winner once more checks for the results, just like in the first round. If combat goes to yet another round, the players return the cards used two rounds ago to their hands, leaving only the cards from the last round on the table before selecting cards again.

Example: In the second round of combat, Van Helsing leaves his Stake *faceup on the table and Dracula does the same with his* Claws. *They then each choose a card from those remaining in their hand. Should the combat go to a third round, they may return the* Stake *and* Claws *to their hand before selecting a new card, leaving the cards from the second round faceup on the table.*

End of Combat

Combat always ends if an End result, or three consecutive Continue results, are produced. In either case, one of the combatants is considered to have escaped.

Combat also ends if a Hunter is Bitten or reduced to zero Health. If a Hunter is reduced to zero Health, he is **defeated**. See page 20 for more information on defeated Hunters.

Combat with an Agent ends immediately if the Agent is Killed. If there is another encounter at that location, it is immediately resolved, possibly initiating another battle. If there are no further encounters there and Dracula is at the same location, the Hunter begins a battle with Dracula (see "Battling to Reach Dracula," below).

In combat with Dracula, **achieving a Killed result against Dracula does not end the combat unless the Count is truly destroyed**. That is, if a Killed result drops Dracula down to the next red space on his Blood track, but still leaves him with some Blood, combat continues. If the Count is reduced to zero Blood, not only does combat end, but the Hunters immediately win the game as a group.

Battling to Reach Dracula
If a Hunter fights an Agent in the same location as Dracula and he defeats the Agent, he then begins a battle against Dracula. However, if the Hunter is defeated or flees from combat with the Agent (the combat finishes with an End result), his turn is over and he cannot face Dracula that turn.

Tracking Time in Combat
If a *Rage* or *Garlic* card is played at the start of combat, it is important for the players to keep track of how many rounds have passed during the combat. They can use the Timer markers for this purpose, placing one of them on the "1" on the given card's timer track, and then advancing it by one after each round of combat.

Winning the Game

The game continues until either the Hunters or Dracula wins.

Victory for the Hunters

The Hunters win as a group if they can reduce Dracula to 0 or less Blood. Note that Dracula cannot voluntarily reduce himself to 0 Blood. He can only be reduced to 0 Blood through combat with a Hunter, or use of the *Heroic Leap* card.

Victory for Dracula

Dracula wins if he can advance his Vampire track to 6. The ways he can advance his Vampire track include:

- +2 every time he matures a *New Vampire* encounter.
- +1 every time a new day dawns (i.e., each time the Day/Night marker moves from the Small Hours to Dawn).
- +2 every time he defeats a Hunter, either by reducing the Hunter's Health to 0, or giving the Hunter enough Bites to defeat him (one for Mina Harker, two for either Lord Godalming or Dr. Seward, and three for Dr. Van Helsing).

Other Rules

The following section of the rule book contains other rules that you'll need to know, but probably won't need to refer to as often.

Bitten Hunters

Whenever a Hunter has a Bite token on his Hunter sheet (or in Mina's case, all the time), he is considered to be Bitten. When Dracula bites a Hunter, it allows him to worm his way into the Hunter's mind, slowly taking it over. This causes the Hunter to suffer the following disadvantages:

- A Bitten Hunter must always have one Item and one Event card faceup (assuming he has at least one of the given card type; a faceup *Dogs* card does not count.). Dracula's mental link allows him to see what the Hunter is planning.
- Dracula can play certain Event cards on Bitten Hunters, such as *Vampiric Influence* and *Night Visit*.
- Dracula receives a +1 to his combat rolls when fighting a Bitten Hunter or a Group of Hunters with a Bitten Hunter among them.

Exception: Mina Harker has had time to grow used to her Bite, and she is able to partially shield her mind from Dracula, preventing him from receiving the +1 to his combat rolls against her. However, if she's in a Group with another Bitten Hunter, then Dracula gets his +1 bonus anyway.

On the other hand, there is one very significant advantage to being Bitten: A Bitten Hunter may be the target of a *Hypnosis* card, which can reveal Dracula's current location to the Hunters. Being Bitten is not necessarily a good thing, but at least there's a silver lining to it.

If a Hunter receives a Bite token and has no further empty Bite boxes, he is defeated (see page 20).

Lord Godalming and Dr. Seward are defeated when they take their second Bite. Helsing, with his more disciplined mind, is defeated after taking a third Bite. Mina, on the other hand, is already fighting off Dracula's influence, and is defeated if she receives a single additional Bite (which means that Mme. Harker would be wise to avoid Dracula at night in most instances).

Card Limits

Dracula and the Hunters are limited in how many Item and Event cards they can hold. This is shown on their respective sheets. When the players receive Item cards or "Keep" Event cards, they place them facedown on the indicated places on their sheets.

Each Hunter can hold up to three Item cards (counting any faceup *Dogs*) and up to three "Keep" Event cards. Dr. Seward may hold either a fourth Item card or a fourth Event card in the extra space on his Hunter sheet.

Dracula cannot hold any Item cards, but he can hold up to four "Keep" Event cards.

Remember that a player's Tactics cards do not count against his Item card limit. The Hunter's Tactics cards have the same back as Item cards, but are distinguished by the word "Basic" underneath their title. Tactics cards should be kept faceup next to the character sheets to distinguish them from Item cards, as shown in the "Game Setup" diagram on page 6.

Defeated Hunters

When a Hunter is reduced to 0 Health or suffers a Bite when he has no more empty Bite boxes on his Hunter sheet, he is defeated. The following events occur when a Hunter is defeated:

- Dracula advances his Vampire track by 2. If this brings it to 6 or more, the game immediately ends and Dracula wins.
- The Hunter is immediately moved to the Hospital of St. Joseph and St. Mary where the nuns nurse him back to health.
- The Hunter discards all of his Item and Event cards, leaving him with only his Tactics cards.
- The Hunter resets his Health to its maximum value and removes all Bite tokens from his Hunter sheet.
- The Hunter loses his next turn as he recuperates from the terrible injury he has suffered.

Event Cards

Event cards have an element of risk to them that adds an interesting twist to **Fury of Dracula**. Dracula cannot draw from the Event deck on his own (except through the use of a *Desecrated Soil* encounter) and must rely upon the Hunters to supply him with cards. Why would they do that? Because, each time a Hunter draws from the Event deck, he draws from the **bottom** of the deck. If he draws a card with a **cross** on its back, he gets to keep the card for himself. If he draws a card with a **bat** on its back, he has to give it to Dracula without looking at its front. Although this might make drawing from the Event deck seem like a foolish thing for the Hunters to do, there are twice as many Hunter cards as there are Dracula cards in the deck, and the Event deck contains many powerful information-gathering cards that the Hunters will want at their disposal.
If there is ever only one card left in the Event deck, do not draw it. Instead, shuffle that card together with the Event discard pile to form a new Event deck.

After receiving an Event card, the player looks at its card type down at the bottom of the card. There are three types: **Play Immediately**, **Keep**, and **Ally**. Each is described below.

Play Immediately Cards
A player who receives a "Play Immediately" card must play it immediately. If its effects are not useful at the moment, they are wasted. After being resolved, the "Play Immediately" card is placed in the discard pile of the Event deck.

Keep Cards
A player who receives a "Keep" card may keep it to play later. "Keep" cards explain the timing and circumstances under which they may be played.

Ally Cards
A player who receives an Ally card must play it immediately or else discard it. Once played, an Ally stays in play until it is replaced by another Ally. Note that **Dracula and the Hunters may each have one Ally in play at a time**. Hunter Allies that are played do not replace Dracula Allies, and vice versa.

Dracula's Powers

Dracula has five Powers that he can call upon over the course of the game. These are represented by Power cards, which are kept in his Location deck and played into his Trail during his Movement Phase in various ways. **Dracula cannot use a Power card currently in his Trail**. He must wait for it to "drop off" the Trail in the usual manner before it becomes available for his use once more.

Three of Dracula's Power cards (*Dark Call*, *Double Back*, and *Hide*) may be played any time, as indicated by the sun and moon symbols on them. The other two (*Feed* and *Wolf Form*) can only be used at night, as indicated by the two moon symbols. Full descriptions of each of Dracula's five Powers are listed below.

Dark Call
When this card is played, Dracula exerts himself to call his dark servants to him. The Dracula player plays it onto his Trail like (and instead of) a Location card, except that it is played **faceup** and **Dracula does not place an encounter marker on it**. The Count is considered to have remained in his previous location. As indicated by the two drops of blood pictured on the card, Dracula must **spend 2 Blood** to play *Dark Call* (and therefore must have at least 3 Blood remaining). When it is played, the Dracula player **draws 10 encounter markers** from the encounter pool, adds them to his hand of encounters, and then discards back down to his maximum

encounter hand size, keeping whichever encounters he wants.

If Dracula plays this card while in a location with a Hunter, he must battle the Hunter during his Action Phase.

Double Back
When this card is played, Dracula crosses his previous path, trying to lose the Hunters or double back to attack them. The Dracula player **must use this power if he wishes to cross his own Trail**. He plays *Double Back* **faceup** onto his Trail, then takes the Location card being crossed from his Trail or Catacombs and places it on top of the *Double Back* card. If the Location card was faceup, it stays faceup, and if it was facedown, it stays facedown. Finally, if he took the Location from his Trail, he slides the cards to the right to fill the empty spot in the Trail, and places his miniature on top of the newly placed cards.

Note that if Dracula crosses over a Location from his Trail (rather than his Catacombs), his Trail does not grow any longer this turn, and no card "drops off" this turn.

If the location had an encounter on it, he keeps the encounter on that location, but if the location came from the Catacombs, he may only keep one, not both, of the encounters. He chooses which encounter to keep, and the other is returned to his encounter pool. **Dracula does not does not place a new encounter on this location.**

The *Double Back* card stays with the moved card until it drops off the Trail later on. The Double Back card is then returned to the Dracula player's hand. The Location attached to it may then either be placed in the Catacombs, or the encounter on it may be matured.

Wolf Form Movement

Dracula is in Bordeux when he plays his *Wolf Form* Power card. First, he loses 1 Blood, then he places the *Wolf Form* card in his Trail along with a Location card. He can move up to 2 cities away, so he has several options available to him, as shown in the diagram. Special notes are listed below.

1. Dracula can use *Wolf Form* to attack or pass through a Hunter. Thus, he could move to Clermont-Ferrand and attack Van Helsing, or he could move through Van Helsing to Geneva or Marseilles, and Van Helsing wouldn't be the wiser.

2. Dracula cannot move through or into a city containing a Heavenly Host or Consecrated Ground marker. Thus, he could not move to Paris because of the Host there, nor could he move to Strasbourg, since he'd have to pass through Paris to get there.

Feed
This card is only playable at night. When it is played, Dracula moves out into the city to feed on innocents. The Dracula player plays it instead of a Location card, but Feed is played **faceup** in his Trail and **Dracula does not place an encounter marker on it**. The Count is considered to have remained in his previous location. Dracula then **regains 1 Blood** (up to his maximum of 15), as indicated by the drop of blood with a "+" pictured on the card.

If Dracula plays this card while in a location with a Hunter, he must battle the Hunter during his Action Phase.

Hide
This card is the only Power that is played **in secret**. It is played **facedown** instead of a Location card and an encounter is placed on top of it, just as though it were a Location card. However, it represents Dracula hiding in place (and therefore remaining in his last location) while reinforcing his servants there. If a Hunter moves to a location where Dracula has played the Hide card, **the Hide card and the Location card are both revealed, and the Hunter must face both encounters** there, just like a card in the Catacombs. If the location where Dracula played this card drops off the Track, this card is revealed and drops off with it. When this card drops off the Trail, it returns to the Dracula player's Location deck even if he placed the location it

Overview of the Game Board

1. Dracula's Trail: The last six locations that Dracula moved through are placed here. In cards and rules text, the "left" and "right" of Dracula's Trail are defined as being from the Dracula player's perspective. The space next to the Vampire track is Dracula's current location.

2. Dracula Ally: When Dracula has an Ally card in play, it is placed here..

3. Hunter Ally: When the Hunters have an Ally card in play, it is placed here..

4. Resolve Track: The Hunter Resolve marker is placed here to track the Hunters' current Resolve.

5. Vampire Track: The Vampire marker is placed here to track how many Vampires Dracula has created. Once this track reaches 6, Dracula wins the game!

6. Catacombs: Dracula may place up to three locations in his Catacombs as they drop off his Trail. Any location he places here has an extra encounter placed on it.

7. Day/Night Track: The Day/Night marker is placed here to track the time of day. The three spaces on top of the track all mean that it's day, while the three spaces below the track mean that it's night.

was associated with in the Catacomb. **Encounters placed on this card can never be matured or placed in the Catacomb** – they are always returned to the encounter pool.

If Dracula plays this card while in a location with a Hunter, it is placed faceup and he must battle the Hunter during his Action Phase.

Wolf Form

This card is only playable at night. It is perhaps Dracula's most devious power. *Wolf Form* allows him to turn into a wolf to race through the night, evading pursuit. It is played in Dracula's Trail **faceup**, along with a **facedown** Location card and an encounter marker for the location. As indicated by the drop of blood pictured on the card, Dracula must **spend 1 Blood** to play *Wolf Form* (and therefore must have at least 2 Blood remaining). Dracula is considered to have moved to the facedown location, which can be **up to two cities away by Road**. Instead of a Location card, the Dracula player may choose to play **the *Hide* card with the *Wolf Form* card**, if he wishes to bluff and stay in place. When using *Wolf Form*, Dracula can pass through a city containing a Hunter without stopping to fight that Hunter, although he still cannot pass through a city with a Heavenly Host or Consecrated Ground marker.

If Dracula moves two cities away, he leaves no trace of his passage in the first city he passes through – he only places an encounter in his final location. Thus, during his Action Phase, Dracula must attack a Hunter in his destination location, but may not attack a Hunter in a city that Dracula "passes through" in wolf form.

Heavenly Hosts and Consecrated Ground

Hunters may seal Dracula and his power out of certain locations through the use of the *Heavenly Host* Item cards or the *Consecrated Ground* Event card. A Heavenly Host marker must be placed at the current location of the Hunter playing the *Heavenly Host* card, while the Consecrated Ground marker may be placed in any city. In either case, **all encounters on that location are discarded**.

In the case of *Consecrated Ground*, if the Consecrated Ground marker is placed in a location in Dracula's Trail or Catacombs, that location is instantly revealed. If Dracula is at the location he must move away from that location at the start of his next turn.

Dracula may use a *Devilish Power* Event card to discard a Heavenly Host marker from the board (although it can be placed again later), but the Consecrated Ground marker stays in play for the duration of the game (although it may be moved by a later *Consecrated Ground* Event card).

Dracula cannot move through a location containing one of these markers. The Location card corresponding to it is removed from Dracula's Location deck or Catacombs and placed faceup next to the board as long as the marker remains in place.

If the location is in Dracula's Trail, it remains in his Trail until it drops off, then it is placed faceup on the table. Should the marker ever be removed from the city, the Location card may be returned to Dracula's Location deck.

Overview of the Character Sheet

1.Event Card Slots: A Hunter can place up to three "Keep" Event cards in these slots.

2.Bite Boxes: When a Hunter receives a Bite, the token must be placed in an empty Bite Box. If there are no more empty Bite Boxes, the Hunter is defeated.

3. Item Card Slots: A Hunter can place up to three Item cards in these slots.

4. Turn Order Number: This number indicates the order in which the Hunters take their turns. Dracula always goes first.

5. Special Abilities: The Hunter's special abilities are described here.

6. Health Track: A Health token is placed here to track the Hunter's current Health. If a Hunter is reduced to 0 Health, he is defeated.

Hunter Groups

Hunters may join forces to battle Dracula and his minions together. However, doing so reduces their ability to search for him. Two or more Hunters that start the round in the same location can opt to form a Group. They may not form or act as a Group if one of them has already moved this turn. Groups split up as soon as they are moved independently again.

Hunter Group Movement

A Group moves once per game round, during the Movement Phase of one of its members. Move all the Hunter miniatures at the same time. If a Group tries to catch a train, only one die roll is made (although Lord Godalming can use his re-roll if he's with the Group), with its result affecting the entire Group.

Group Action Phase
A Group only receives one Action Phase per game round, taking place immediately after it has moved. This means that the Group can only rest, resupply, or trade once a round. Only one member of the group may receive the rest or resupply benefit, although Group members can freely trade among themselves if the Group trades.

Group Encounters
Encounters affect the entire Group equally, although any member of a Group can reveal Item cards to reduce the effects of an encounter. Thus, for instance, a Group of all four Hunters that encounters Wolves would each lose 2 Health. However, this could be reduced by 1 if any Hunter in the Group revealed a *Pistol*, and by another 1 if any Hunter in the Group revealed a *Rifle*.

Group Combat
All of the Hunters in a Group must fight; no one can be held in reserve. The normal combat rules are used, but are slightly revised to take into account the fact that there are more than two people involved.

Each Hunter player in the Group chooses a card at the start of each combat round, while **the Dracula player must choose one Hunter to be his target** (he must always have a target, although he can change his target between rounds). The targeted player and Dracula then make the combat roll as usual (Remembering that the Hunter player rolls two Hunter dice if Lord Godalming is in the Group and they are facing an Agent). The Hunter player may also add any modifiers that would apply to any member of the Group. If Dracula wins the combat roll, he looks up his target's card on his card and applies the results only to the target. If the Hunters win, they may choose which of their cards to use when finding the results.

Example 1: Dracula is fighting all four Hunters as a group. He chooses Mina Harker as his target and plays Claws. *She plays* Stake. *Dracula wins the roll, so he looks up* Stake *on his* Claws *card and finds that Mina loses 2 Health.*

Example 2: As the example above, except that this time, Dracula loses the combat roll. The other three Hunters played Knife, Crucifix, *and* Heavenly Host. *They can choose any one of their four cards and look up Dracula's* Claws *on that card to get the results of combat.*
Group combat ends after any round of combat in which an End result is produced, or as soon as the **first Hunter** is Bitten, defeated, or escapes.

Resolve

Resolve represents the inner drive of the Hunters to defeat the evil that is Count Dracula. The Hunters gain one Resolve point every time they live to see a new day dawn on the Day/Night track (i.e., each time the Day/Night marker is moved from the Small Hours to Dawn). Track the Hunter's Resolve points using the Resolve track on the game board. When the Resolve track is at 1 or more, any Hunter (with or without group approval) may spend 1 point of Resolve at the start of his turn to do any one of the following. A Hunter can only use one of these effects each turn.

Newspaper Reports: Like the card of the same name, this effect causes the oldest unrevealed card in Dracula's Trail to be revealed. However, it will never reveal Dracula's current location.

Sense of Emergency: Like the card of the same name, this effect allows the Hunter to move to anywhere on the board in a single move. However, the Hunter must lose a number of Health equal to the number of Vampires Dracula still needs to win the game (So, if Dracula needs three more Vampires to win, the Hunter loses 3 Health to use this effect).

Inner Strength: The Hunter chooses any Hunter (including himself). The chosen Hunter is immediately healed of up to 4 points of Health.

Special Locations

Two of the locations on the board have special properties that are described below.

Castle Dracula
Dracula's dark seat of power is both a blessing and a curse for him. It is there that his power is greatest, but the accursed Hunters have set their spies to watch for his return there. This is represented by the following special rules:

- Dracula's Location card for Castle Dracula is double-sided, so Dracula automatically **reveals his location** whenever he moves there and **cannot place encounters** while there.
- However, Dracula has vast stores of blood hidden away safely within the Castle's depths. Each time he ends his Movement Phase in Castle Dracula, he gains 2 Blood (up to his maximum of 15).
- Although beneficial for Dracula, the Castle contains nothing for the Hunters. A Hunter cannot rest, resupply, or trade while in Castle Dracula.
- Finally, Dracula's dark strength is at its greatest inside the walls of his ancestral home. Whenever Dracula fights a battle while in Castle Dracula, he receives a +1 bonus to his combat rolls.

The Hospital of St. Joseph and St. Mary
This is a sanctuary for the Hunters – a place they can go to rest and recuperate from their injuries when they are pushed beyond the limits of their endurance. It's also a place where they can go for spiritual rejuvenation as they pursue the Prince of Darkness. As a result, the following special rules apply to the Hospital of St. Joseph and St. Mary.

- Dracula can never enter this location (he doesn't even have a card in his Location deck corresponding to it), nor may any encounters ever be targeted here (such as through a matured Ambush encounter).
- When resupplying at the Hospital, a Hunter draws one Event card or one Item card.
- Finally, the nuns of the Hospital have a blessed font with which they can attempt to purify Bites (other than Mina's). As with using *Holy Water* to remove a Bite, the Hunter rolls a die at the start of his Movement Phase. On a 1, he loses 2 Health. On a 2-3, nothing happens. On a 4-6, the Bite is successfully removed.

Odds and Ends

These rules are included to deal with some issues that can pop up at the table occasionally when playing **Fury of Dracula**.

Cheating

Hopefully, the Dracula player will never cheat on purpose. But if he makes a move and later finds out that he accidentally moved along a rail route or made a similarly illegal move, it's important to undo the damage and get the game underway again. However, Dracula also needs to suffer a penalty to make up for the Hunters' lost time. We suggest the following penalty for a Dracula player who catches himself (or is caught) cheating. Although it may seem severe, the hope is that the Dracula player will quickly learn to be more careful in the future.

- Dracula immediately clears his Trail down to one card and reveals his current location.
- Additionally, Dracula loses Blood as though he had just suffered a "Killed" result in combat. However, if this would reduce him to 0 Blood, it only reduces him to 1 Blood instead.

Secrecy at the Table

The Hunters are free to talk among themselves and show each other their cards as they see fit. However, leaving the room to discuss their strategy in secret or making plans ahead of time is against the spirit of the game. All conversations should be held in such a way that the Dracula player can hear and understand what is being said. Of course, the Hunters are free to remain silent on any move they'd rather Dracula not overhear.

Variants

Game groups vary. Some groups will have a fiendishly clever Dracula player, while others will have a determined and organized group of Hunters. To allow your group to adjust **Fury of Dracula** to meet your needs, we've included the following suggestions to increase the difficulty for Dracula or the Hunters.

Making the Game Harder for Dracula

There are several ways to make the game harder for Dracula. Some of the easiest include the following:

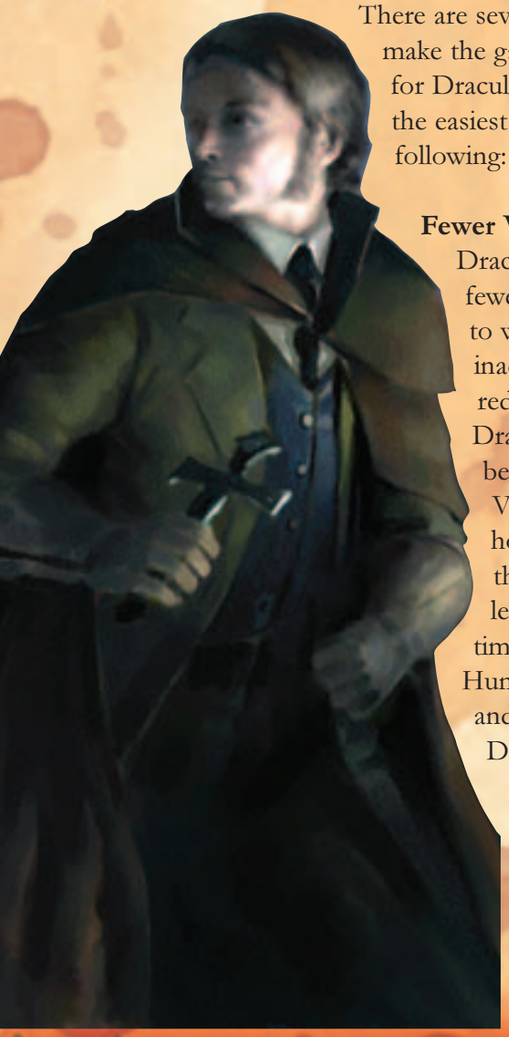
More Vampires
Dracula needs more Vampires to win. Playing to 8 vampires makes the game much harder for Dracula, but groups with a particularly skilled Dracula player might wish to play to 10 or even 12 Vampires.

Fewer Powers
Remove one or more of Dracula's Powers from the game. Taking away Dracula's Powers reduces his ability to lose the Hunters once they've found his Trail.

Extra Resolve
Give the Hunters 2 Resolve every time a new day dawns, or allow them to start the game with 1 or 2 Resolve.

Other Suggestions
Other variants include making *Newspaper Reports* more potent – perhaps it reveals the two oldest cards in Dracula's Trail instead of just the oldest, or maybe it can even reveal Dracula's current location. Likewise, you could remove or adjust other cards in the Event deck, such as the dreaded *Evasion* card. Simply be aware that tampering with the game too much could have unexpected results, and be prepared to tweak things over the course of a couple of games until you have the results you want.

Making the Game Easier for Dracula



There are several ways to make the game easier for Dracula. Some of the easiest include the following:

Fewer Vampires
Dracula needs fewer Vampires to win. It is inadvisable to reduce Dracula's goal below four Vampires, however, as that doesn't leave enough time for the Hunters to find and defeat Dracula.

Less or No Resolve
Reduce the amount of Resolve the Hunters receive to 1 every 2 days, or just eliminate it altogether. This forces the Hunters to really think on their feet instead of just relying on their Resolve abilities.

Other Suggestions
Other tweaks include removing one or more *Newspaper Reports*, *Telegraph Ahead*, or *Hypnosis* cards from the Event deck. Hunters will find their challenge greatly increased as the number of information-gathering cards in the Event deck is reduced. Be aware, however, that removing too many good cards from the Event deck will make Hunters very reluctant to draw from it at all.

Valor Points

Optionally, the Hunters can keep score of their heroic deeds throughout the game to see which Hunter did the best. In this case, if the Hunters win the game, only the Hunter with the most Valor Points is the winner. The Hunters will need to track their Valor Points with beads, coins, or using pen and paper.

+1	Surviving a *Rats* encounter unwounded.
+1	Surviving a *Wolves* encounter unwounded.
+2	Defeating a *Minion* in combat.
+3	Defeating an *Assassin* in combat.
+3	Entering Castle Dracula (once per game).
+3	Playing a *Heroic Leap* card, whether the Hunter survives or not.
+4	Destroying a *New Vampire* encounter.
+5	Each time the Hunter attacked Count Dracula (being attacked does not count).
+5	Each Blood the Hunter caused Count Dracula to lose in combat.
+10	Dealing the *final* killing blow to Dracula.

Cast of Characters

This section describes the main characters of **Fury of Dracula** and what has happened to them since the events that took place at the end of Bram Stoker's novel, *Dracula*. These descriptions are written from an 1898 perspective, the year in which the game is set.

Count Dracula

A monstrous creature of supernatural power and bestial urges, Count Dracula set out to create an empire of the Un-Dead eight years ago. To aid him in his move from Transylvania to London, he engaged the services of a young solicitor named Jonathan Harker. From the moment he arrived in Transylvania, Harker had a strong feeling that there was something wrong with the Count. The villagers were terrified of the man in a way that went past mere superstition, and Harker came to suspect that the unseen "servants" in Castle Dracula were actually the Count himself, trying to hide the fact that peasants refused to enter his home. Eventually, Harker's fears about the Count's true nature were realized, and he only barely escaped from that place with his life.

In the meantime, the Count moved to London, where he began to establish his empire, leaving a trail of slaughter and blood behind him. It was when he chose young Lucy Westenra as a victim that he unwittingly brought together the people who would ultimately destroy him, but not before Lucy was slain and rose as a Vampire who had to be destroyed at the hands of her own fiancée. Later, Helsing was able to use hypnosis to turn an unholy blood link that Dracula had forged with Mina Harker, Jonathan's young wife, against the Count, allowing her to see what Dracula saw and ultimately tracking the Count down in time to destroy him in the shadow of his own castle. Or so they thought.

Now, Dracula has risen once again, reviving his dreams of an Un-Dead empire with him. But this time, mere conquest is not enough. Dracula wants to see his enemies suffer before he destroys them. So, to begin his revenge, the Count has re-awakened the long-dormant blood link he had forged with Mina Harker, forcing her to attack her own child through it. He knows that he will claim her as one of his brides in the end, after he destroys those who still dare to stand in his way after all these years. After all, he is Dracula, Prince of Darkness.

The Hunters

Professor Abraham Van Helsing M.D., D. Ph., D. Litt., etc. etc.
This aged expert in numerous fields is the leader and primary tactician of the Hunters. It was he who first detected the presence of Vampirism, and it was he who, with his friend Arminius, researched the background and history of Dracula and learned of the Count's weaknesses.

While being too old to be of much use in purely physical combat, the professor was more than a match for Dracula in cunning and strategy. Helsing provided most of the materials used by the Hunters to protect themselves and is also an expert in hypnotism, which later proved invaluable in the chase, when Helsing discovered the bond between Dracula and Mina Harker.

At the end of their first clash, the professor valiantly entered the castle alone where he placed Heavenly Hosts in Dracula's tomb, destroyed three of his Vampires, and sealed the entrances, so that even were he not destroyed, the Prince of Darkness could not re-enter his home and take refuge in the maze-like catacombs beneath the castle. Now in his eighties, Van Helsing is determined to finally put an end to the Count, his great nemesis; even if it is the last thing that God grants him the strength to do.

Madam Wilhelmina Harker
A friend and confidante of Lucy Westenra, Mina Harker (then Miss "Mina" Murray) was at first only peripherally involved in the events of eight years ago. However, as the conflict between Dracula and the Hunters grew more intense, Mina was targeted for the monster's revenge – he forced her to drink his unholy blood. Once Dracula had mixed his blood with hers, forming a special bond between them, Helsing discovered that Mina could see, hear, smell, and feel everything that the Count could while under hypnosis, and she could relate these things to the professor. Thus, the Hunters were able to make guesses as to Dracula's position as he fled back to his abode.

The curse that Dracula had placed on her served to motivate the other Hunters, who felt a strong urge to protect Mina where they had failed Lucy Westenra earlier. Her husband, Jonathan, fought particularly hard to bring down the monster that threatened his young wife's life. Eventually, through the efforts of all the Hunters and Mina's link with Dracula, the Count was caught and killed right outside his own castle. At least, that's what Mina believed for eight years, while she and Jonathan returned to their normal lives and had a child (named Quincey Harker, after the man who helped Jonathan slay Dracula).

Recently, Dracula has been revived and has re-awakened the ties that bind Mina to him. A passenger in her own body, Mina watched in horror as Dracula used his powers to force her to attack her young son. Quincey was badly injured before her husband could stop her and bring her back to her senses. Knowing then that Dracula was active once more, and believing herself to be a threat to her family, Mina left Jonathan to watch over their son while she went to track the beast down once again with the band of Hunters who had defeated him last time. Although torn, Jonathan was forced to admit that it was best that Mina go instead of him, since she would be in Van Helsing's and Dr. Seward's excellent care, and possessed the blood link that was used to locate Dracula before.

Lord Godalming
A close friend of Dr. Seward and Quincey Morris, Arthur Holmwood suffered great losses in 1890. First, his father died naturally, allowing him to take the title of Lord Godalming, and second, Lucy Westenra was his fiancée. When she so tragically became a Vampire, it was Holmwood who, under Van Helsing's firm guidance, dispatched her with stake and mallet.

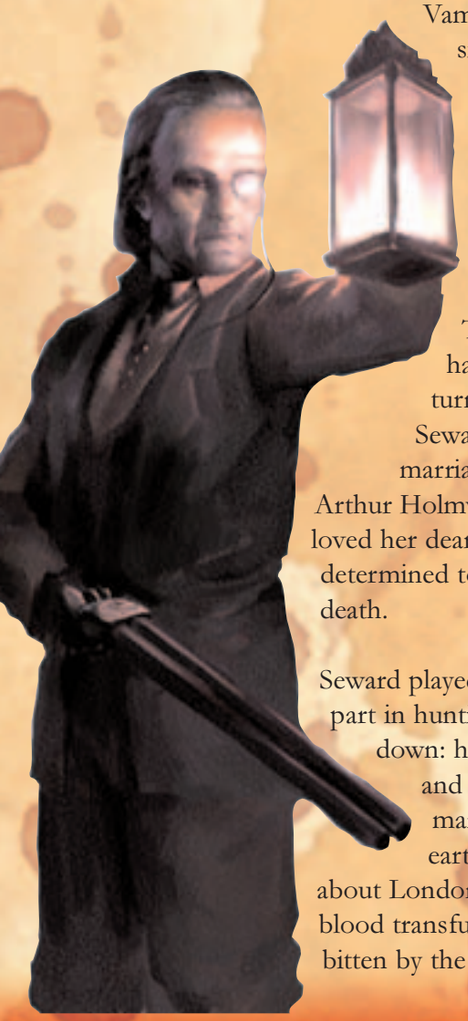
Lord Godalming, though helpful in many ways, was most useful to the group because of his title and his wealth. He was able to use both to obtain many privileges for the Hunters, without which Dracula would easily have eluded them. He used his influence to persuade a locksmith into opening the locked door to Dracula's main London residence in Piccadilly; he had *Lloyd's* (who kept track of shipping large and small) notify him by telegraph of the progress of the ship *Czarina Catherine* on which Dracula traveled to Varna; and abroad, generally, he used his title to secure assistance from the various English Embassies, gaining foreign currency, traveling papers, and so on at short notice.

In the final struggle against Dracula, it was Lord Godalming and Dr. Seward who kept the Count's gypsy underlings covered with their trusty Winchesters, allowing Harker and Morris to deal with the Count unmolested – though the latter died soon afterwards because of wounds previously sustained.

Now married and living a comfortable, but by no means idle, life, Holmwood is compelled to destroy the fiend who claimed his first true love and blighted the lives of so many others eight years ago.

Dr. John Seward
In 1890, John Seward was in charge of an asylum near Purfleet, which overlooked the grounds of Carfax Abbey. It was at that Abbey that Dracula at one point hid in one of the many boxes containing his native soil that he had had shipped to England.

Seward first drew Van Helsing into the story by asking him to look at a friend suffering from a mysterious illness. The professor rightly deduced that a Vampire was responsible, yet his protective measures failed to save Lucy Westenra and she died, only to rise once more as an Un-Dead. Though Lucy had recently turned down Seward's offer of marriage in favor of Arthur Holmwood, he still loved her dearly and was determined to avenge her death.



Seward played an important part in hunting the Count down: helping to find and destroy the many boxes of earth scattered about London; providing blood transfusions for those bitten by the Count; and performing ably in combat against Dracula and his many servants. Seward was also able to learn much about Dracula's evil plans from one of his own lunatic patients – the insect-eating Renfield, who was another of Dracula's slaves, yet who suffered torments of guilt for his wicked subservience.

In 1898 the Doctor is happily married and has achieved quite a reputation in medical circles, yet he is willing to risk it all so that he may fulfill his moral obligations in defeating the creature who had caused his friends and himself so much misery.

The Hunters' Allies

Jonathan Harker
After their son was injured due to Dracula's dark influence over Mina, the Harkers decided that Jonathan would stay with the boy at home while Mina attempted to use her unique link with the Count to aid the others in destroying Dracula once and for all. Although forced to stay home to tend to young Quincey, Jonathan spends every spare moment researching Dracula's movements and passing the information on to the Hunters through telegrams.

Sister Agatha
Sister Agatha originally met Jonathan Harker when he was just a shell of a man. Jonathan had just escaped from Castle Dracula, and he spent several weeks in a fever under her care. She came to learn of Dracula through Harker's demented ravings and has since supplemented this information with her own research. Her strong faith and pure heart are powerful weapons against Dracula, driving him before her like the creature of darkness he is.

Rufus Smith
Originally employed by *Lloyd's* of London, Rufus was a shipping agent whose aid proved vital in tracking down Dracula's movements by sea. He has since risen to a position of great influence, with many contacts in the shipping industry, and Lord Godalming was instrumental in his rise. Now, Mr. Smith is only too glad to use his connections to help his patron hound Dracula's every move upon the waves.

Dracula's Allies

Dracula's Brides
Although Dracula's original trio of brides were killed, he has since gathered a new set of brides to do his evil bidding. They act as both messengers and marshals for the Count, allowing him to direct his minions more easily. Ultimately, he plans to add Mina Harker to their number, overwhelming her with his darkness forever.

Immanuel Hildesheim
Used once before as the Count's unsuspecting agent, Hildesheim has again been retained by Dracula – this time having his loyalty enforced by fear. Immanuel's impressive organizational talents allow the Count to hatch his sinister plots with an ease that may prove to be the Hunters' undoing unless they can convince Hildesheim to turn against his dark master.

Quincey P. Morris
Perhaps the cruelest joke of all is the fate of the man whose knife originally brought Count Dracula down. Wounded by a gypsy's blade, Quincey, Dr. John Seward's American hunting partner, managed to assist Jonathan Harker in apparently killing the Count before succumbing to his own wounds. Now, Dracula has raised Quincey up as an Un-Dead killer, stalking the night to find and slay his former comrades. Only Dracula's final destruction can allow this poor, heroic soul to finally rest in peace.

Credits

Designer: Stephen Hand
Second Edition Development: Kevin Wilson
Rules: Kevin Wilson
Editing: James Torr
Graphic Design: Andrew Navaro, Scott Nicely
Art Direction: Kevin Wilson, Andrew Navaro
Flavor Text: Dan Clark
Lead Playtester for this Edition: Tony Doepner
Playtesting for this Edition: Rodger Bernstein, Matthew B. Cary, Pat Harrigan, Evan Kinne, Thyme Ludwig, Devin Nordberg, Laura Robeson, Daniel Scheppard, John Skogerboe, Jason Allan Lee Smith, Tim Uren, Thor Wright, and FFG staff.
Executive Developer: Greg Benage
Publisher: Christian T. Petersen
Special Thanks to: Games Workshop, John Grams, and everyone who worked so hard to "bring this game back from the grave."

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Dracula's Encounter Markers

Ambush (3)
Encountered: Dracula may draw 1 encounter from the encounter pool, and then he must discard back down to his hand limit.
Matured: Dracula may play any one encounter from his encounter hand directly on any one Hunter who is not in a sea zone or the Hospital of St. Joseph and St. Mary. The Hunter must immediately resolve the encounter as though he had encountered it. Then, Dracula's Trail is cleared down to 3 cards.

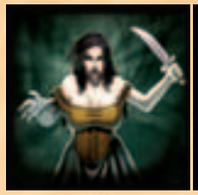
Assassin (1)
Encountered: The Hunter is attacked by an Agent who has all 5 Agent Tactics cards at his disposal. If the Hunter escapes from this combat, his turn immediately ends (no further encounters, including Dracula).
Matured: No effect.

Bats (3)
Encountered: The Hunter's turn immediately ends (no further encounters, including Dracula) and he places this encounter in front of him. On his next turn, he returns this encounter to Dracula, who then controls the Hunter's movement that turn (but must move the Hunter by Road, not Sea or Rail), returning this encounter to the encounter pool afterwards.
Matured: No effect.

Desecrated Soil (3)
Encountered: Dracula draws 1 Event card. If the card is a Hunter event, it is discarded. Otherwise, Dracula gets it.
Matured: Dracula draws Event cards until he draws a total of 2 Dracula events. Any Hunter events drawn are looked at and discarded. Then, Dracula's trail is cleared down to 3 cards.

Fog (4)
Encountered: The Hunter's turn immediately ends (no further encounters, including Dracula) and he places this encounter in front of him. While it remains in front of the Hunter, no other Hunter may enter or leave the city he is in, although Dracula can move through it freely. Hunters in a space with fog may still rest, resupply, or trade as normal (although not on the turn the fog is first encountered). At the end of the Hunter's next turn, the token is discarded to the encounter pool.
Matured: No effect.

Minion (3 with Knife, 2 with Knife and Pistol, 2 with Knife and Rifle)
Encountered: The Hunter is attacked by an Agent who has *Fist*, *Dodge*, and any Tactics cards as indicated by the encounter illustrations, below. If encountered in Eastern Europe, the Agent gets a +1 to all combat rolls.
Matured: No effect.


Knife

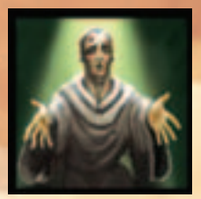
Knife and Rifle

Knife and Pistol

Hoax (2)
Encountered: If encountered in Western Europe, the Hunter immediately discards all Event cards from his hand. If encountered in Eastern Europe, the Hunter immediately discards 1 Event card of his choice from his hand (assuming he has any).
Matured: No effect.

Lightning (2)
Encountered: If the Hunter shows Dracula that he has a *Crucifix* or *Heavenly Host* card, this encounter is discarded without effect. Otherwise, the Hunter loses 2 Health and must discard 1 Item card of his choice.
Matured: No effect.

Peasants (2)
Encountered: If encountered in Western Europe, the Hunter discards 1 Item card of his choice from his hand and draws a new one at random. If encountered in Eastern Europe, the Hunter discards all of his Item cards from his hand and draws an equal number at random.
Matured: No effect.



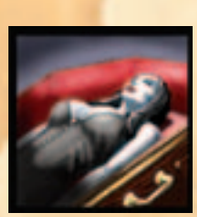
Plague (1)
Encountered: The Hunter loses 2 Health.
Matured: No effect.

Rats (2)
Encountered: If the Hunter has *Dogs* (faceup only), this encounter is discarded without effect. Otherwise, the Hunter rolls 4 dice and loses 1 Health for each 4-6 rolled.
Matured: No effect.

Saboteur (2)
Encountered: If the Hunter has *Dogs* (faceup only), this encounter is discarded without effect. Otherwise, the Hunter's turn immediately ends (no further encounters, including Dracula) and he must discard 1 item or Event card of his choice.
Matured: No effect.

Spy (2)
Encountered: Dracula may immediately look at all of the Hunter's Item and Event cards, and the Hunter must tell Dracula his next move.
Matured: No effect.

Thief (2)
Encountered: If the Hunter has *Dogs* (faceup only), this encounter is discarded without effect. Otherwise, Dracula takes one random item or Event card (his choice which) from the Hunter, looks at it, and discards it.
Matured: No effect.



New Vampire (6)
Encountered: If it is Day, the Hunter kills the Vampire and this encounter is discarded without effect. If it is Night, roll a die. On a 1-3, the Hunter is Bitten unless he shows Dracula that he has a *Crucifix* or *Heavenly Host*. On a 4-6, the Vampire escapes unless the Hunter discards a *Knife* or *Stake* from his hand. Unless the Vampire escapes, the encounter is returned to the encounter pool (even if the Hunter is defeated). If the Vampire escapes, the encounter remains where it is and the Hunter's turn immediately ends (no further encounters, including Dracula). Next turn, the Hunter may remain in the city to encounter the Vampire again.
Matured: Dracula's advances his Vampire track by 2, and then Dracula's Trail is cleared down to 1 card.

Wolves (3)
Encountered: The Hunter loses 2 Health. The Hunter loses only 1 Health if he shows Dracula that he has a *Pistol* **or** a *Rifle*, and he loses no Health if he shows Dracula that he has both a *Pistol* **and** a *Rifle*.
Matured: No effect.