

Fury of Dracula: The Night & The Hunt

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Version 31.2: Final proofread. Corrected spelling ("Creeping Madness") and formatting errors throughout the document.

Designer's Notes on The Night & The Hunt

0.1 Who is This Rulebook For?

This redesigned rulebook is for players who already enjoy complex, thematic board games and want to get to the strategic heart of *Fury of Dracula* as quickly as possible.

- **Target Audience:** Experienced board gamers who prefer learning a game's core strategy over memorizing every minor rule.
- **Purpose:** This is an *alternative* to the official rulebook, not a replacement. Its goal is to teach the game in a structured way that gets you playing and thinking strategically faster.
- **Approach:** We assume you are comfortable with modern board game concepts. This rulebook focuses on the core principles of the game, trusting you to understand the details as you play.

0.2 Our Design Philosophy

This revision is built on a single principle: **Less Teaching, More Playing**. Every change serves to reduce the time spent learning rules and increase the time spent making meaningful strategic decisions. Here is how we achieve this:

- **Learn as You Play:** The rules are structured to get you into the game quickly. You only need the **Core Rules** for your first session. The **Appendices** serve as a quick-reference guide during play, while the **Modules** offer new challenges once you've mastered the basics.
- **Streamlined for Strategy:** Core systems, especially combat and Dracula's turn, have been redesigned. We've minimized randomness and procedural overhead to emphasize what makes the game great: psychological deduction, tense moments, and long-term planning.
- **Rewarding Proactive Play:** We've refined the rules to eliminate "wasted" turns. For example, a Search action that reveals no traps now provides valuable information, ensuring every action moves the game forward and keeps players engaged.
- **A Curated Experience:** The optional Modules are more than just variants; they are tools to shape the game's identity. You can consciously shift the focus from atmospheric horror to a pure deductive thriller, tailoring the experience to your group's taste.

This document is a tool for players who wish to master a system, not merely learn it.

0.3 How This Version is Different

For players familiar with the original *Fury of Dracula (3rd Edition)*, this redesign streamlines the experience for faster, more strategic gameplay. Here are the most significant changes:

What Has Been Streamlined:

- **A Simpler, More Psychological Combat:** The original icon-matching and dice-rolling combat is replaced with a fast, deterministic card duel based on outwitting your opponent (see 4.1, Appendix G).
- **An Inverted, More Strategic Dracula Turn:** Dracula's turn sequence is now (1) Resolve the Past → (2) Plan the Future. This shifts his role from reactive trap-setter to long-term planner (see 3.3).
- **Integrated Subsystems:** Complex standalone rules for Rumours and Lairs have been streamlined into Dracula's core "Mature or Build a Lair" decision, reducing rules overhead (see 3.3).

What Has Been Added for Depth & Balance:

- **Grit for Hunters:** A new resource that gives the Hunter team tactical flexibility and a way to mitigate bad luck (see 3.2, Appendix B).
- **A "No Wasted Turns" Philosophy:** The Search action has been improved. If a search reveals nothing, Hunters are now rewarded with a crucial piece of information, ensuring every action moves the game forward (see 3.2).
- **Clear Timing Rules:** A formal protocol for resolving timing conflicts (see Appendix D) has been added to eliminate ambiguity.
- **Optional Modules for Replayability:** The game now includes optional modules that allow groups to tailor the experience, shifting the focus from atmospheric horror to pure deduction (see Part 4).

PART 1: INTRODUCTION (For All Players)

1.1 The Concept: The Hunters vs. Dracula

"We are dealing with a being that is not mortal..." • Abraham Van Helsing

Fury of Dracula is an asymmetrical game of deduction and movement. One player assumes the role of Dracula, moving in secret across Europe. The other players are the Hunters, tasked with locating and destroying him. The game's core is the psychological tension between Dracula's hidden information and the Hunters' deductive abilities.

1.2 Objective & Victory Conditions (Core)

IMPORTANT FOR THE FIRST GAME

The game concludes immediately when one side achieves its victory condition.

- **Hunter Victory:** The Hunters are victorious if they inflict 15 points of damage on Count Dracula.

- **Dracula Victory:** Dracula is victorious if the Influence marker reaches space 13 on the Influence track.

1.3 Component Overview

This rule set requires the components from the 3rd Edition of the game. A complete list is provided in **Appendix A**.

1.4 Game Components in Detail

- **Game Board:** A map of late 19th-century Europe, the theatre of the hunt.
- **Miniatures:** Represent Dracula and the four Hunters on the board.
- **Character Sheets:** Used by each player to track health, bites, and special abilities.
- **Location Cards:** Dracula's primary tool for secret movement; one card corresponds to each location on the board.
- **Event Cards:** Represent unforeseen circumstances that may aid either the Hunters or Dracula.
- **Item Cards:** Useful equipment and weaponry exclusively for the Hunters.
- **Encounter Cards:** Represent Dracula's traps and minions, which he leaves on his trail for the Hunters.
- **Combat Cards:** Specialised decks for both the Hunters and Dracula, used during direct confrontations.
- **Power Cards:** Represent Dracula's most potent abilities, allowing him to bend the rules of movement.
- **Markers & Tokens:** Used to track various game states, such as damage, influence, time, and more.

1.5 How to Use This Rulebook

- **PART 2: THE CORE RULES:** Contains all necessary rules for your first game.
- **PART 3: THE APPENDICES:** A reference guide for use during gameplay.
- **PART 4: THE MODULES:** Where experienced groups can find new challenges and depth.

PART 2: THE CORE RULES (Essential for All Players)

(This section contains all the rules required for your first game. You may ignore the Appendices and Modules initially.)

Chapter 2: Game Setup

2.1 Preparation

Place the game board in the centre of the play area. Set the Influence, Grit, and Time markers to their "0" or starting positions. Shuffle all card decks. The Dracula player should sort their Location cards numerically for ease of access.

2.2 Role Selection & Turn Order

One player is selected to be Dracula. The remaining players divide the four Hunter roles among themselves. The Hunter turn order is fixed: 1. Lord Godalming, 2. Dr. John Seward, 3. Dr. Van Helsing, 4. Mina Harker.

2.3 Starting Positions

- **Hunters:** In turn order, each Hunter places their figure on any city of their choice (excluding Castle Dracula and the Hospital).
- **Dracula:** Draws a starting hand of 5 Encounter cards. He then secretly selects a starting location (cannot be a sea zone, a Hunter-occupied city, or Castle Dracula) and places the corresponding Location card facedown on the first space of his trail.

2.4 Hand Limits

At no time may a player hold more cards in their hand than their specified limit. Excess cards must be discarded immediately.

- **Hunters:** 8 cards total (any combination of Items and Events). The 'Equipment' Item card increases the bearer's hand limit by 2.
- **Dracula:** 12 cards total (any combination of Encounters and Events).

Chapter 3: Gameplay Sequence

3.1 Round and Timing Overview

IMPORTANT FOR THE FIRST GAME

A complete game round is also referred to as a "week". A round consists of five phases. Dusk and Dawn are timing points at which the time marker is advanced and a combat check is performed. For detailed timing resolutions, see Appendix D and the comprehensive overview in Appendix L.

1. **Hunter Phase (Day)**
2. **Dusk** (Time marker advances from Day to Night)
3. **Hunter Phase (Night)**
4. **Dawn** (Time marker advances from Night to the next Day)
5. **Dracula Phase**

3.2 The Hunter Phase

In turn order, each Hunter performs **one action** per phase. A summary of actions is available in **Appendix F**.

- **Move (Day Only):** Travel by Road, Railway, or Sea. (*Example: From Paris, you could travel to Brussels by road, to Berlin by railway, or enter the English Channel by sea from a port like Le Havre.*)
- **Search:** Reveal and resolve an Encounter at your current location. If no Encounter or Rumour Token is revealed, you receive a **Reward for Investigation:** Dracula must secretly show you (and only you) one other facedown location card of his choice from

anywhere on his trail.

- **Supply:** In a large city, draw 1 Item & 1 Event card. In a small city, draw 1 Event card only.
- **Rest:** Heal 1 damage.
- **Trade:** Exchange Items and Tickets with another Hunter at the same location.
- **Leave a Message:** Place one of your Grit markers on an adjacent, unoccupied city. Any Hunter who later enters that city may immediately conduct a one-item trade with you at no cost. The marker is returned to you after the trade is completed, or at the start of your next turn if unused. If Dracula enters the location, the marker is removed without effect.
- **Use Grit:** At the start of your turn, *before declaring your action*, you may spend 1 Grit to perform a special action (see **Appendix B**). This special action does not replace your regular action for the phase.

3.3 The Dracula Phase

IMPORTANT FOR THE FIRST GAME

Dracula's turn is the strategic heart of the game. He does not merely plan his next move, but also manages the consequences of his past actions. This rigid sequence necessitates forward planning.

1. **Advance the Trail:** All cards on the trail move one space to the right.
Note: In Dracula's first turn of the game, his starting card moves to position 2. Step 2 is skipped.
2. **Resolve the Oldest Location:** The card leaving position 6 now takes effect. Dracula must choose: either **Mature** the Encounter (its primary effect triggers) or build a permanent **Lair**. To build a Lair, the Encounter card is placed face-up on its corresponding location on the game board. This location is now a Lair and remains on the board until defeated by a Hunter.
3. **Select New Position:** Only now, after resolving the past, does Dracula choose a new location adjacent to his *previous* position 1.
4. **Set Trap:** He places the new location card facedown at position 1 and places an Encounter or a **Rumour Token** on it.

EXPERT TIP

Experienced Hunters use the fixed sequence of Dracula's turn to their advantage. As Dracula selects his new move only after an old Encounter has Matured, the outcome of the Maturation (e.g., a sudden increase in Influence) can provide clues to his strategic priorities, allowing Hunters to better anticipate his next move. A detailed example is provided in Appendix H.

Chapter 4: Combat & Encounters

4.1 Combat Procedure

IMPORTANT FOR THE FIRST GAME

Combat is not a game of chance, but a psychological duel. The objective is to anticipate your opponent's action and play the appropriate counter.

Combat occurs if, at the beginning of Dusk or Dawn, a Hunter is at Dracula's current location.

1. **Preparation:** Hunters take their 3 basic combat cards. Dracula draws 5 combat cards.
2. **Round 1:** All participants select and place one combat card facedown. All cards are revealed simultaneously. The interaction is resolved. If one side wins, the effect is executed. In case of a tie, the card with the higher initiative value prevails.
3. **Subsequent Rounds:** Played cards remain revealed and are blocked for the next round. New cards are selected from those remaining.
4. **Conclusion:** Combat ends after 6 rounds, or if one side is defeated or escapes.

(Example: Van Helsing attacks with a 'Fist', but Dracula anticipates this and plays 'Dodge'. According to the matrix in Appendix G, this results in no effect. However, had Van Helsing played a 'Knife', Dracula's dodge would have failed, and he would have sustained damage.)

A technical reference for all combat interactions is located in **Appendix G**. A flow chart is in **Appendix D.4**.

4.2 Encounters & Vampires

Encounters are Dracula's primary method of interacting with the Hunters. A Vampire is a special encounter type that can Mature to increase Dracula's Influence.

4.3 Bites, Defeat & Healing

- **Bite:** A bitten Hunter becomes **Weakened**. A Weakened hunter must at all times keep one Item card and one Event card of their choice revealed in their play area.
- **Defeat:** Occurs at 0 health or upon exceeding a Hunter's bite limit. The defeated Hunter is moved to the Hospital, loses all equipment, and forfeits their next turn. Dracula gains +2 Influence (+1 per Despair marker).

Chapter 5: Special Locations & Systems

5.1 Castle Dracula & The Hospital

- **Castle Dracula:** If Dracula enters his castle, he is revealed and heals 2 damage.
- **The Hospital:** A safe location for defeated Hunters to recover.

5.2 Sea Travel & Power Cards

- **Sea Travel:** A strategic option with significant consequences. **COMMON ERROR:** Dracula suffers 2 damage upon embarking and 1 additional damage for each subsequent move at sea. The Dracula player must track this damage using a spare token on his character sheet; it is a key balancing mechanic.
- **Hunters:** While at sea, Hunters must always move to an adjacent zone during their move phase; they cannot remain stationary. They may not return to a sea zone they have previously occupied during the same continuous voyage.
- **Power Cards:** Dracula's special abilities (see **Appendix C**).

PART 3: THE APPENDICES

Appendix A: List of Components

- 1 Game Board, 5 Miniatures, 5 Character Sheets
- 70 Location Cards, 75 Event Cards, 41 Item Cards, 28 Encounter Cards
- 13 Dracula Combat Cards, 12 Hunter Combat Cards, 5 Power Cards
- Various markers (Damage, Influence, Time, Bite, Grit, Rumour, etc.)

Appendix B: Hunter Abilities & Limits

Character	Health	Bite Limit	Ability
Lord Godalming	10	2	Wealth: Once per week, take a train ticket from the discard pile.
Dr. John Seward	10	2	Physician: The Rest action heals 2 damage if taken in the same location.
Dr. Van Helsing	8	3	Leadership: Once per week, grant another Hunter an additional action.
Mina Harker	8	1	Psychic Bond: Once per game, at the start of her turn, Mina may ask Dracula one of the following questions about his current, hidden location: "Is the location's number odd or even?" OR "Are you in a port city?". Dracula must answer truthfully.

Grit:

- **Newspaper Reports:** Reveals the oldest location on Dracula's trail.
- **Urgent Telegram:** Allows the immediate trade of *one* item with any other Hunter.
- **Inner Strength:** Heals any Hunter for 1 point of damage.

Appendix C: Guide to Encounters & Powers

- **Encounters:** Minions (initiate combat), Obstacles (hinder movement), and Vampires (Dracula's main source of Influence).
- **Power Cards:** **Feed** heals Dracula. **Dark Call** provides new Encounters. **Wolf Form** allows for rapid movement. **Hide** allows him to remain stationary. **Misdirect** removes a location from his trail.
- **Important Items:** The '**Equipment**' card increases the bearer's hand limit by 2.

Appendix D: The Rules on Timing & Priority

This is the "Golden Rule" of the game and supersedes all other rules.

D.1 Timing Order (The Stack): Effects are resolved in a fixed sequence.

1. **The Active Action:** The action declared by a player is fully resolved.
2. **Reactions & Triggers:** Effects caused by the action are resolved next. The active player resolves their effects first, followed by the non-active player.
3. **End-of-Phase Effects:** Effects that trigger at the end of a phase are resolved last.

D.2 Cooldowns & Resets:

- "Once per week" abilities are reset at the end of Dracula's turn on Sunday night.
- A bonus action granted by an ability does not bypass an already-used weekly cooldown.

D.3 Priority in Combat: During the resolution of a combat step, effects are processed in this order:

1. Escape Effects
2. Defensive & Counter Effects
3. Damage & Bite Effects
4. All Other Effects

D.4 Combat Procedure Flow:

1. Start of Combat Round
2. **Card Choice:** All participants select a combat card and place it facedown.
3. **Reveal:** All cards are revealed simultaneously.
4. **Resolve Interaction (see Matrix in G):** Check for a direct counter. If one exists, its effect triggers. If not, the card with the higher initiative value wins.
5. **Resolve Effects (in priority order from D.3):** The winner resolves their card's effect.
6. **Block Cards:** Played cards are blocked for the subsequent round.

7. End of Combat Round

Appendix E: FAQ & Common Questions

- **No Legal Move:** What occurs if Dracula is unable to make a legal move?
 - He must reveal his current location and immediately suffers 5 damage. His turn ends immediately. The 'Select New Position' and 'Set Trap' steps are skipped.
- **Forced Movement:** What occurs if a Hunter is moved to a location they cannot legally enter?
 - The movement portion of the effect is cancelled.
- **Simultaneous Victory:** How is this resolved?
 - Effects are checked sequentially: 1. Damage. 2. Victory Check. 3. Other effects. The "Hunters win in a tie" rule has ultimate priority.
- **'Leave a Message' & Defeat:** What happens to the marker if the Hunter who placed it is defeated?
 - The marker is immediately removed from the board.
- **'Leave a Message' & Multiple Arrivals:** What occurs if multiple Hunters enter a messaged location simultaneously?
 - Only one trade may occur. The active player determines which Hunter may conduct the trade.
- **'Reward for Investigation' & Empty Trail:** What occurs if the effect triggers but Dracula has no valid cards to show?
 - The effect is nullified without compensation.

Typical Beginner's Mistakes:

- **COMMON ERROR:** Forgetting Dracula's Sea Damage.
- **COMMON ERROR:** Underestimating the power of 'Maturing' an Encounter (3.3).
- **COMMON ERROR:** Ignoring Dracula's Turn Sequence.

Appendix F: Hunter Actions at a Glance

Action	Condition	Effect Summary	Rule Ref.
Move	Day Only	Travel by Road, Railway, or Sea	3.2, 5.2
Search	Anytime	Reveal and resolve a local Encounter	3.2
Supply	Anytime	Draw cards (varies by city size)	3.2
Rest	Anytime	Heal 1 damage	3.2

Trade	Anytime	Swap with a Hunter at the same location	3.2
Leave a Message	Anytime	Place a marker for a remote trade	3.2
Use Grit	Start of turn	Spend 1 Grit for a special effect	3.2, B

Appendix G: The Combat Matrix

Core Principle: Combat is a psychological duel. This matrix is definitive. For any unlisted interactions, the higher initiative value wins. "Damage" refers to the value printed on the relevant card.

Dracula Plays	Hunter Plays	Outcome	Notes
Claw	Fist	Direct engagement. Both suffer damage. Initiative decides.	A risky but often necessary exchange of blows.
Claw	Dodge	Hunter evades. No damage to the Hunter.	The classic defensive counter to a standard attack.
Claw	Weapon (Knife, etc.)	Hunter prevails. Dracula suffers damage.	A proper weapon can bypass Dracula's guard.
Strength	Fist	Hunter suffers heavy damage.	A foolish attack is brutally punished.
Strength	Dodge	Dodge fails. Hunter suffers damage.	A blow of such power cannot be simply dodged.
Strength	Weapon (Knife, etc.)	Desperate clash. Both suffer heavy damage.	A heroic but costly act of defiance.

Fangs	Fist	Hunter is bitten. Combat ends immediately.	Dracula exploits the Hunter's reckless proximity.
Fangs	Dodge	Hunter evades. No effect.	The Hunter maintains a safe distance.
Fangs	Crucifix/Host	Attack is repelled. Dracula suffers 1 damage.	Holy relics can ward off the vampire's bite.
Mesmerise	Any Card	The Hunter's card is cancelled and discarded. No effect.	Dracula wins a round through sheer force of will.
Dodge	Fist/Weapon	Dracula evades. No damage to Dracula.	The Count's preternatural speed.
Escape	Any Card	Dracula or the Hunter escapes. Combat ends.	A tactical option to prevent defeat.

Appendix H: A Turn in the Life (Strategic Example)

- **Situation:** It is the start of Dracula's phase. His trail is full. At position 6 (which is now dropping off the trail), is the location "Galatz" with a "New Vampire" encounter. Dracula himself (position 1) is in Paris. The Hunters are positioned: Van Helsing is in Brussels, Mina Harker in Bordeaux. Dracula has 8 Influence.
- **1. Advance the Trail:** The cards shift. "Galatz" and its vampire leave the trail.
- **2. Resolve the Trail - The Decision:** Dracula must choose.
 - **Option A: Mature.** He lets the vampire mature. He immediately gains +2 Influence, bringing him to 10 and closer to victory. *Risk:* The Hunters now know a vampire was created in Galatz six turns ago. Van Helsing could take a train from Brussels and head east quickly.
 - **Option B: Build a Lair.** He turns Galatz into a permanent, reinforced Lair. His influence remains at 8. *Advantage:* He creates a long-term threat in the east, potentially luring the Hunters away from his current location.
- **Dracula's Choice:** He chooses **Option A (Mature)**. The immediate gain in influence is worth the risk. He wagers that he can outmanoeuvre the Hunters in the west before they can react in the east.

- **3. Select New Position:** Dracula is in Paris. Van Helsing is one move away in Brussels. Mina is two moves away in Bordeaux. He must evade Van Helsing.
 - Possible moves from Paris: Le Havre, Brussels, Strasbourg, Geneva, Clermont-Ferrand, Nantes.
 - Brussels is blocked. Le Havre or Nantes would lead him to a coastal corner. Strasbourg and Geneva keep him in the central continent where he is more easily trapped.
- **Dracula's Choice:** He selects **Clermont-Ferrand**. This move keeps his future options open (south to Marseilles, east to Geneva, west towards Bordeaux) and increases the distance to Van Helsing.
- **4. Set Trap:** He places the "Clermont-Ferrand" location card facedown at position 1 and places a "Fog" encounter on it to impede any pursuing Hunter.
- **Outcome:** Dracula has increased his influence and strategically repositioned himself to stay ahead of the hunt. This example illustrates how each step of Dracula's phase is a cascade of strategic considerations.

Appendix I: Index & Glossary

- **Adjacent (3.3):** Connected by a single, unbroken line (road/sea route).
- **Bite (4.3, B):** A status that weakens a Hunter.
- **Combat (4.1, D.3, G):** A psychological card duel.
- **Defeat (4.3):** A Hunter at 0 health or with too many bites.
- **Grit (3.2, B):** A resource for the Hunters.
- **Lair (3.3):** An Encounter that has been made permanent. Its token is placed on the game board at the corresponding location and remains there until defeated by a Hunter.
- **Mature (3.3):** The act of triggering an Encounter's primary effect.
- **Rumour Token (3.3):** A bluffing marker. If a Hunter performs a "Search" action at a location with a Rumour Token, the token is revealed, has no effect, and is returned to the supply. The Hunter's action is consumed.
- **Sea Travel (5.2):** A special form of movement with unique risks.
- **Weakened (4.3):** The state of a bitten Hunter. A Weakened hunter must at all times keep one Item card and one Event card of their choice revealed in their play area.
- **Week (3.1):** A complete game round, consisting of a Day Hunter Phase, Dusk, a Night Hunter Phase, Dawn, and a Dracula Phase.

Appendix J: Strategic Guide for Your First Game

A well-played game arises from the tension between the opposing objectives of the players. This guide outlines fundamental strategic principles to get you started.

For the Hunter Team (General Principles)

- **Coordination is Paramount:** Communicate your plans openly. Use the Leave a Message action to move equipment across the continent. A lone Hunter is vulnerable; a coordinated team is lethal.

- **Encirclement:** Attempt to cut off Dracula's probable escape routes. If he is at sea, blockade the ports. If he is on land, use the railway network to outpace him.
- **Acquire Resources Methodically:** Items are your most potent asset. Actively seek out large cities to Supply and equip yourselves with Crucifixes, Knives, and Sacred Wafers before seeking direct confrontation.

First Game Tips for Each Hunter

- **Lord Godalming (The Financer):**
 - **Your Role:** You are the team's engine of mobility and supply. Your wealth is your greatest weapon.
 - **Strategy:** Use your free train tickets to rapidly cross Europe. Prioritize visiting large cities with the Supply action to gather items, then use your speed to deliver crucial equipment (like weapons or the 'Equipment' card) to other Hunters. You are the quartermaster; keep the team armed and moving.
- **Dr. John Seward (The Medic):**
 - **Your Role:** You are the team's anchor, able to take risks others cannot.
 - **Strategy:** Your enhanced Rest action makes you the ideal front-line investigator. Don't be afraid to Search locations you suspect are dangerous; you can recover from ambushes more effectively than anyone else. Position yourself to support other Hunters, ready to move in and help them recover after a fight.
- **Dr. Van Helsing (The Leader):**
 - **Your Role:** You are the team's strategist and force multiplier.
 - **Strategy:** Your Leadership ability is one of the most powerful tools the Hunters have. Look for opportunities to create powerful combination turns, such as allowing another Hunter to Move and then immediately Search a critical location. With a higher bite limit, you are also a prime candidate for confronting Dracula directly.
- **Mina Harker (The Oracle):**
 - **Your Role:** You are the team's source of irreplaceable information, but you are also the most vulnerable.
 - **Strategy:** Your Psychic Bond is a game-changing ability—do not waste it. Save it for a critical moment when the team has narrowed Dracula's location to a few possibilities. A well-timed question can break the game open. Because of your low bite limit, play cautiously. Let other, more resilient Hunters take the lead in searching, while you focus on gathering supplies and cutting off escape routes.

First Game Tips for Dracula

- **Your Trail is a Story:** Don't just flee randomly. Think about the trail you are leaving behind. A path of all coastal cities suggests you might be heading out to sea. A trail that doubles back might confuse the Hunters. Your goal is to tell a misleading story.
- **Bluff with Rumours:** Especially in the early game, Rumour Tokens are your best friend. They look identical to real encounters. Using a Rumour forces a Hunter to waste an entire action to investigate it, buying you precious time.
- **Mature vs. Lair:** Deciding whether to Mature an encounter or build a Lair is a key

decision.

- **Mature:** Best for immediate impact, like gaining Influence from a Vampire. The downside is that it confirms an old location, giving the Hunters a solid clue.
- **Build a Lair:** A better long-term strategy. A Lair in a remote corner of the map is a problem the Hunters *must* deal with eventually, potentially pulling them away from your current location.
- **Use Powers Wisely:** Your Power Cards are your trump cards. Use Hide to let the Hunters move right past you. Use Misdirect to erase a key location from your trail just when you think they've figured it out. Save Feed for when you are safely hidden, not when a fight is imminent.
- **Psychological Warfare:** Pay attention to the Hunters' movements. If they are all gathering in Western Europe, it's the perfect time to slip east. Your goal is not just to avoid them, but to make them waste their actions on fruitless journeys. Keep them spread out and guessing.

Appendix K: Dracula's Phase - Step by Step

1. **Start of Dracula's Phase**
2. **Advance the Trail:** All cards (Pos 1-5) move to the right (Pos 2-6).
3. **Check Position 6:** Is a card present?
 - **Yes:** Dracula must make a critical decision: **Mature** OR **Build Lair**.
 - **No:** Proceed to step 4.
4. **Select New Position:** Dracula chooses a new location adjacent to his old position 1.
5. **Place Location/Power Card:** The corresponding card is placed at position 1.
6. **Set Trap:** If applicable, an Encounter or Rumour is placed at position 1.
7. **End of Dracula's Phase**

Appendix L: The Full Order of a Round & Its Phases

This appendix serves as a technical reference for the precise sequence of game events.

L.1: Detailed Round Structure

A complete game round ("week") follows this exact sequence:

HUNTER PHASE (DAY)

1. **Start of Hunter 1's Turn (Godalming):**
 - Window for "Start of Turn" effects.
 - Hunter 1 may spend Grit.
2. **Hunter 1's Action:** Hunter 1 declares and resolves 1 action.
3. **End of Hunter 1's Turn:** Window for "After the Action" effects.
(Repeat for Hunters 2, 3, and 4 in sequence)

TIMING POINT: DUSK

- The Time marker advances from a Day space to a Night space.

- **Combat Check:** Is any Hunter at Dracula's current location?
 - **Yes:** Initiate Combat (see L.3).
 - **No:** Proceed.

HUNTER PHASE (NIGHT)

(Identical sequence to the Day Phase, but the "Move" action is not permitted)

TIMING POINT: DAWN

- The Time marker advances from a Night space to a Day space.
- **"New Day" Effects:**
 - If the marker moves to "Monday": Cooldowns are reset (D.2).
- **Combat Check:** Is any Hunter at Dracula's current location?
 - **Yes:** Initiate Combat (see L.3).
 - **No:** Proceed.

DRACULA PHASE

- See the detailed procedure in L.2.

L.2: Detailed Dracula Phase Procedure

1. **Start of Phase:** Window for "Start of Dracula's Phase" effects.
2. **Advance the Trail:** All cards on the trail (positions 1-5) move one space to the right (to positions 2-6).
3. **Resolve the Trail:**
 - **Check:** Is there a card at position 6?
 - **Yes:** Dracula MUST make a choice:
 - **Option A: Mature:** The "Mature" effect of the Encounter is triggered and fully resolved.
 - **Option B: Build Lair:** The location becomes a permanent Lair.
 - **No:** This step is skipped (occurs during the first 5 rounds).
4. **Select New Position:**
 - Dracula secretly chooses a new, valid location adjacent to his *old* position 1.
5. **Update the Trail:**
 - Dracula takes the corresponding location card (or a Power Card) and places it facedown at position 1 on the trail.
6. **Set a Trap:**
 - **Check:** Does the card just played permit a trap (e.g., it is not a Power Card like "Feed")?
 - **Yes:** Dracula MUST make a choice:
 - **Option A:** Place an Encounter card from his hand facedown on the card at position 1.
 - **Option B:** Place a Rumour Token on the card at position 1.
 - **No:** This step is skipped.
7. **Replenish Hand:** Dracula draws Encounter cards up to his hand limit.
8. **End of Phase:** Window for "End of Dracula's Phase" effects.

L.3: Detailed Combat Procedure

1. **Start of Combat:**
 - Hunters draw their 3 basic combat cards into their hands.
 - Dracula draws 5 combat cards.
2. **Combat Round (Repeat up to 6 times or until combat ends):**
 1. **Card Selection:** Both sides secretly select a combat card and place it facedown.
 2. **Reveal:** All chosen cards are revealed simultaneously.
 3. **Resolve Interaction:**
 - **Check:** Is there a direct counter according to the Combat Matrix (Appendix G)?
 - **Yes:** The counter's effect triggers. Proceed to step 5.
 - **No:** Proceed to step 4.
 4. **Resolve Initiative:**
 - The side with the higher initiative value on their played card wins the round.
 5. **Resolve Effects:**
 - The effects of the winning card (or the counter) are resolved according to the priority list in D.3.
 - **Check:** Does an effect immediately end combat (e.g., Escape, Defeat)?
 - **Yes:** Proceed to step 7.
 - **No:** Proceed to step 6.
 6. **Block Cards:** All cards played in this round are blocked for the next one.
3. **End of Combat:**
 - All combat cards are returned to their respective supplies. The game continues.

PART 4: THE MODULES (For Veterans Only)

Designer's Notes on the Modules

The Modules fundamentally alter gameplay and are intended for experienced groups who have mastered the core experience and seek new strategic challenges. **Modules should be chosen by the group after role selection but before starting positions are placed.** Each module introduces a new layer of rules and strategic considerations that significantly increases the cognitive load and shifts the game's balance.

Warning on Complexity: Players should be aware that combining modules increases the game's complexity exponentially. Interactions between different module rules can create highly complex game states that require a deep understanding of the entire system.

It is therefore **strongly recommended** that groups master each module individually before attempting to combine them. The "Grand Conspiracy" (Module C) and "Creeping Madness" (Module D) in particular represent the highest level of complexity and should only be attempted by veteran players.

Module A: The Pact with the Night

(For an atmospheric horror experience)

- **A.1 Introduction:** This module enhances the thematic and mechanical asymmetry of day and night. Night becomes a period of genuine risk for the Hunters, while Dracula's power grows in the darkness.
- **A.2 Dracula's Bonus Action:** Dracula receives an additional action at the end of the Night Phase, immediately preceding Dawn. This may be any standard action he could perform in his regular phase, with the exception that he does not advance his trail again.
 - *Design Intent:* To increase Dracula's tempo and force the Hunters into a more reactive posture at night, heightening the thematic threat.
- **A.3 Night-time Risks:** All Hunter actions during the Night Phase carry additional risks.
 - **Resting:** If a Hunter chooses the "Rest" action at night, they must discard one card of their choice (Item or Event) from their hand after healing.
 - **Supplying:** If a Hunter chooses the "Supply" action at night, any drawn Event cards with a Dracula symbol must be revealed and their effects triggered immediately, rather than being passed to Dracula's hand.
 - *Design Intent:* To make the night a resource-intensive and perilous time for the Hunters, emphasising the day/night asymmetry.
- **A.4 Adjusted Combat:** Combat initiative is influenced by the time of day.
 - **Combat by Day:** The Hunters reveal their selected combat card first. Dracula may choose his card after observing the Hunter's selection.
 - **Combat by Night:** Dracula reveals his selected combat card first. The Hunter may choose their card after observing Dracula's selection.

- *Design Intent:* To reinforce the thematic power dynamic – the Hunters possess the initiative and knowledge by day, Dracula by night.
- **A.5 Optional Hardcore Rule: Nightmares**
 - For groups seeking a more intense psychological horror experience. At the end of each Hunter's Night Phase, a "Nightmare Check" occurs: the Hunter player asks the Dracula player if an unrevealed Encounter or Lair is present at their current location. Dracula must answer truthfully ("Yes" or "No"). On a "Yes", the Hunter receives a "Nightmare" marker. For each Nightmare marker a Hunter possesses, their hand limit is reduced by 1. These markers can only be removed by taking the "Rest" action at a Hospital (1 marker per action).
 - *Design Intent:* To simulate the wearing psychological strain of the hunt and make mere proximity to Dracula's influence a tangible threat.

Module B: The Whispering Trail

(For a pure deductive puzzle)

- **B.1 Introduction:** This module reduces randomness and direct confrontation in favour of bluffing, deception, and pure deduction. The game becomes an intellectual duel.
- **B.2 Dynamic Encounter Placement:** Dracula is no longer required to place an Encounter on his new location (position 1) immediately. Instead, at the start of his phase, he may place one Encounter card from his hand facedown onto any other facedown location card on his trail (positions 2-6). Only one Encounter may be placed this way per turn.
 - *Design Intent:* To grant Dracula greater flexibility and increase the deductive challenge for the Hunters, as the timing of a trap's placement no longer correlates with his presence.
- **B.3 Power Cards as Manoeuvres:** Power Cards are no longer placed on the trail for movement. Instead, once per week (resetting on Monday), at the start of his phase (before advancing the trail), Dracula may play one Power Card from his supply for its immediate effect. The card returns to his supply and is subject to the weekly cooldown.
 - *Design Intent:* To decouple Power Cards from the trail, transforming them into swift, surprising tactical plays rather than predictable movement options.

Module C: The Grand Conspiracy

(For hardcore players: combines A & B)

- **C.1 Introduction:** This module combines the atmospheric horror of Module A with the deductive duel of Module B to create the ultimate, most demanding gameplay experience.
- **C.2 Altered Victory Conditions:**
 - **Hunters:** Win if they inflict 15 damage to Dracula AND there are no Matured Vampires on the board.
 - **Dracula:** Wins at 13 Influence OR if, at the start of his phase, the number of Matured Vampires on the board is greater than the number of undefeated Hunters.

- **"Matured Vampire" Defined:** A Vampire Encounter that has successfully resolved its "Mature" effect. The Encounter token is flipped face-up and remains on the location until it is defeated by a Hunter via a successful "Search" action and is *removed from the game*.
- **C.3 Synergies:** The bonus night action from Module A can be used to place a dynamic encounter from Module B.
- **C.4 Module Interactions:**
 - **Timing:** Dracula's bonus night action (from Module A) occurs after all regular Hunter actions in the Night Phase, but before Dawn. It can be used to place a dynamic encounter (from Module B) or use a Power Card as a manoeuvre (from Module B) if its weekly cooldown is available.
 - **Conflicts:** The core **Reward for Investigation** rule (see 3.2) takes precedence over "Night-time Risks" (A.3). If a Hunter searches at night and finds an empty location, they receive their reward first, before any risk is resolved.
- **C.5 Strategic Notes:** This module increases the pressure on both sides. **Hunters** must be more aggressive in hunting down vampire nests and cannot afford to only pursue Dracula. **Dracula** should leverage the synergies of his bonus action (if Module A is active) to place vampires in unexpected locations and divide the Hunters' efforts.
- **C.6 General Module Interaction Principles:** When combining modules, the following principles apply in addition to specific interaction notes:
 - **No Retroactive Triggers:** An action or event can only trigger an effect based on the state of the game at the moment the action or event resolves. Effects cannot be triggered retroactively by changes to the game state that occur later in the same phase. For example, if Dracula's Bonus Action (Module A) places a threat in a city after a Hunter has already completed their Night Phase there, this does not retroactively trigger a Nightmare Check (Module D) for that Hunter.

Module D: The Creeping Madness

- **D.1 Introduction:** This module adds a new victory condition for Dracula: triumphing through the psychological collapse of the Hunters. It can be combined with Module A and/or B.
- **D.2 The Madness Track:** A new track is placed beside the board (e.g., using the reverse side of the Grit tracker), numbered from 0 to 10. It begins at 0.
- **D.3 Generating Nightmares:** The optional rule A.5 ("Nightmares") is modified and always active in this module. Each time a Hunter resolves a "Nightmare Check" at the end of their night phase and is present at a location with an unrevealed threat, the **shared Madness Track** advances by 1. The Hunter does not receive an individual marker.
- **D.4 Combating the Madness:** The Hunters gain a new **Day Action: Compose Oneself**.
 - **Condition:** The Hunter must be in a city that has been verified as safe (no Encounter or Rumour was revealed after a successful "Search" action).
 - **Effect:** The Hunter spends 1 Grit. In return, the Madness Track may be moved back by 1 space. This action may only be performed once per Hunter, per week (per game round).

- **D.5 Victory Through Madness:** Dracula wins the game immediately if the Madness Track reaches 10.
- **D.6 Strategic Notes:**
 - *Design Intent:* To create a new strategic layer where Dracula exerts not only physical but also psychological pressure. The Hunters must now actively balance the hunt against the need to maintain their own sanity.
 - **For Hunters:** Do not ignore this track. It is critical to periodically clear locations and keep the track low.
 - **For Dracula:** Use Rumours and Encounters to keep the Hunters in a constant state of tension, forcing them to expend valuable actions on mental recuperation.