

FURY OF DRACULA

Game Summary

The game takes place eight years after the events of the novel. Dracula has resurfaced in Europe and the four hunters have rejoined to search for and destroy him.

How to Win

The hunters win if they manage to catch and kill Dracula, by reducing him down to zero blood.

Dracula wins if he manages to get his vampire track up to 6 points. He gets 1 point each new day when the time track progresses from the small hours to dawn. He receives 2 points for maturing new vampires. He also receives 2 points for defeating hunters in combat.

Initial Setup

1. Hunter Setup

Give each hunter their player sheet, minifigure, three basic tactics cards (*Dodge*, *Punch*, *Escape*), and a health token to be placed on their card.

They then choose their character's starting position in Europe and place their minifigure at that location on the board. The hunters may not start at Castle Dracula, the Hospital of St. Joseph and St. Mary, or in a sea zone.

2. Dracula Setup

Give Dracula his player card, 15 blood tokens, minifigure, map reference card, minion tactics cards, dracula tactics cards, special powers, and the location deck. Dracula also draws five random encounter tiles and keeps them hidden face-down from the hunter players.

The *Hide* power card should be put into the location deck at a random spot so that the hunters will not be tipped off when Dracula uses it.

3. Board Setup

Place the vampire and hunter resolve counters on their respective tracks. The day/night counter is placed at dawn.

4. Card Decks

Shuffle all of the item cards together to form the item deck. Shuffle all of the event cards together to form the event deck. Then draw the *bottom* card of the event deck and place it on top of the deck.

5. Dracula's Starting Location

Dracula chooses his starting city and places it at the beginning of his trail. He is not allowed to place an encounter on this first city.

6. Starting Player and Turn Order

The game begins with Lord Godalming's turn, followed by Dr. Seward, Van Helsing, Mina Harker, and then Dracula.

General Rules

Various things to be aware of:

1. Holding Item and Event Cards

(a) Hunter Card Limits

Each player sheet indicates the number of event and item cards that the player may hold. Every hunter may hold 3 item cards and 3 event cards on their player sheet.

When a hunter goes over their item or event card limit, they must discard down until they are no longer over the limit.

The hunter's basic tactics cards (*Dodge*, *Punch*, *Escape*) do not count towards their hand limit and are set aside face-up separate from their other cards.

Dr. Seward's special power enables him to hold either a 4th item or a 4th event card in the indicated space on his player sheet.

(b) Dracula Card Limits

Dracula may normally hold up to four event cards on his sheet. If the Immanuel Hildesheim ally card is in play, this limit is increased to six event cards.

(c) Face-Up Cards

Held cards are generally kept face-down. However, hunters that are bitten must keep one item card and one event card in their possession face-up.

Mina Harker starts the game bitten by Dracula, and therefore she must *always* keep one item and one event card face-up.

2. Drawing Event Cards

Event cards must always be drawn from the *bottom* of the deck. This is done in order to hide whether or not the next event card is for the Hunters or for Dracula until after it has been drawn.

3. Secrecy (Or the Lack of It)

Hunters may show each other their cards without revealing them to Dracula. However all hunter discussion should take place at the table so that the Dracula player may listen and understand what is being planned.

Hunter Turns

The turn-order of the hunter players is always: Lord Godalming, Dr. Seward, Van Helsing, then Mina Harker. Each hunter's turn consists of a Movement Phase followed by an Action Phase. A hunter may also spend up to 1 resolve point at the beginning of their turn if there are any resolve points on the resolve track.

1. Use Resolve Power

Before movement, any hunter may choose to spend one resolve point from the resolve track to invoke exactly one of the following powers:

(a) Newspaper Reports

The oldest unrevealed card in Dracula's trail is revealed. However this power cannot be used to reveal Dracula's current location.

(b) Sense of Emergency

The hunter may effectively teleport to any location on the board. However the hunter will also lose points of health equal to the number of vampire points that Dracula still needs to win the game.

(c) Inner Strength

The hunter chooses any hunter, possibly him or herself, and that hunter is immediately healed of up to 4 points of health.

Only one resolve power may be used per turn.

2. Movement Phase

Hunters may move by road, rail, or sea. They *must* move only if they are at sea, otherwise they may choose to remain in their current city.

(a) Moving by Road

If moving by **road**, they can move up to one city away connected by road.

(b) Moving by Rail

If moving by **rail**, they must roll the red train die. If the die lands on:

X They are held up over papers and their turn ends without movement or an action phase.

0 The train is delayed and they cannot take the rail lines out of the city, but they may choose to go by road instead.

1 They may move up to 1 city away by rail.

2 They may move up to 2 cities away by rail.

2/3 They may move up to 3 cities away by rail in Western Europe, but only up to 2 cities away by rail in Eastern Europe.

Lord Godalming's special power is that he may reroll the train die once.

(c) Moving by Sea

If moving by **sea**, the hunter must embark at one of the port cities and move into a sea region. It takes one turn to move between adjacent sea regions and another turn to disembark back to a port. Hunters are not allowed to backtrack while at sea nor may they disembark to the port city from which they set sail.

3. Action Phase

The hunter must first search their current location and deal with encounters if any. Afterwards they may be able to choose *one only* of the resupply, rest, or trade actions. Hunters who are sea must skip their action phase entirely.

(a) Search/Encounter

If the hunter moves to a city in Dracula's trail, then Dracula must reveal that city card and encounter token and the hunter must combat the encounter.

Normally the hunter's turn ends as soon as all encounters at this city have been dealt with. Van Helsing's special power is that he may resupply, heal, or trade after having an encounter.

(b) Resupply

After ending their turn in a city, a hunter may resupply if they wish. In a small city they may draw one event card. In a large city they may draw one event card and/or one item card. At the Hospital of St. Joseph and St. Mary they may draw either one event card or one item card. Hunters may not draw any cards at Castle Dracula.

Mina Harker's special power is that after resupplying, she may draw one extra card from her choice of decks.

The item cards are generally useful in combat against Dracula or his minions.

The event cards can be helpful or harmful. Most event cards are for the hunters and have a cross on the back. However some event cards are for Dracula and have a bat on the back. The event cards are always drawn from the bottom of the event deck and given to the appropriate player.

There are three types of event cards:

- i. **Play Immediately.** These cards are read aloud, resolved, and then discarded immediately after being drawn.
- ii. **Keep.** These cards are held by the player who drew them until they decide to use them for their effects.
- iii. **Ally.** These cards are either played immediately or discarded. Kept allies are placed in the indicated spot on the board and stay in play until replaced by another ally. Dracula and the Hunters may each keep only one ally in play at a time.

Three powerful event cards to be aware of: *Evasion, Good Luck, Hypnosis.*

When the hunters have closed in on Dracula, it is a good idea to stop drawing event cards to prevent Dracula from gaining any events. The only time that Dracula ever receives event cards is when a hunter draws one for him during their resupply action.

(c) **Rest/Heal**

The hunter may rest in a city to regain health. However while resting, the hunter must draw 2 event cards from the event deck. Any hunter events drawn this way are discarded. Any Dracula events are handed to the Dracula player. The hunter then restores 2 health *after* the drawn event cards have been resolved.

Dr. Seward's special power is that he (any any hunter in the same city with him) only needs to draw *one* event card while healing.

Hunters may not heal while at Castle Dracula.

(d) **Trade**

Hunters may trade *items* with other hunters in the same city. Event cards may not be traded.

Hunters may not trade at Castle Dracula.

Dracula's Turn

Dracula's turn consists of a Timekeeping Phase, and then a Movement Phase followed by an Action Phase.

1. Timekeeping Phase

If Dracula is currently located in a sea zone, time does not progress, and the timekeeping phase is skipped.

Otherwise, the Dracula player advances the Day/Night marker one space clockwise on the Day/Night track.

If the marker is advanced from the small hours to dawn, then a new day occurs, and both Dracula's Vampire Track and the Hunters' Resolve Track are increased by one. If this brings Dracula to a total of six points, the game immediately ends and Dracula wins.

2. Movement Phase

Dracula may choose to move by road or by sea. He *cannot* travel by rail (because he refuses to travel with commoners). Dracula is typically unable to backtrack while moving. During his movement phase, Dracula may choose to use one of his Power cards which alter his normal movement.

Dracula's movement is hidden from the hunters. During his movement phase, after deciding where he will move, Dracula finds the location card for his destination in his location deck and places it face-down on Dracula's trail, sliding any previous location cards to the right to make room and placing his minifigure on top of the current location card.

If there are any location cards in the Catacombs, Dracula may choose to return them to the location deck before moving. Any encounters on these cards are returned to the encounter pool and do not mature.

(a) Moving by Road

If moving by road, Dracula may move up to one city away connected by road. Dracula may not move through a location which contains the Heavenly Hosts marker or the Consecrated Grounds marker.

(b) Moving by Sea

If moving by sea, Dracula must embark at one of the port cities and move into a sea region. It takes one turn to move between adjacent sea regions and one turn to disembark from sea to a port city. Dracula may not backtrack while at sea, he may not disembark to the port city he embarked from, and he may not use any of his special powers. Furthermore, the time marker will not move while Dracula is at sea.

When embarking, Dracula must pay 1 blood. The spent blood token is removed from the Dracula sheet and placed in between the port city card and the sea zone card in Dracula's trail to show that he has paid the blood cost for embarking.

Dracula must also pay 1 blood every *other* turn that he moves between sea zones, starting with his second sailing turn after embarking to sea. The spent blood tokens are placed between the sea zone cards on Dracula's trail to show that he has paid the blood cost for sailing. If sailing again would reduce Dracula to zero blood, he must disembark instead.

Dracula never pays blood to disembark.

3. Action Phase

Dracula's action phase consists of three parts.

(a) Attack/Place Encounter

Dracula must skip this part of his action phase entirely when at sea. Otherwise Dracula will either attack or place encounters depending on whether or not there are hunters at his current location.

If there are one or more hunters at Dracula's location, he *must* immediately attack them as a group.

If there are no hunters at Dracula's location, he *must* place an encounter there. Dracula does this by taking one encounter marker from his hand of encounters and placing it face-down on the location card corresponding to his current location.

(b) Mature Encounters

Dracula may choose to mature any encounters which were on a location card that dropped off of his trail this turn. Dracula reveals the encounter marker and resolves its "Matured" effects. The encounter marker is then returned to the encounter pool. Dracula may mature encounters even when he is at sea.

(c) Refill Encounter Hand

Dracula must skip this part of his action phase when at sea. Otherwise, Dracula refills his encounter hand to its maximum by drawing new encounter markers from the encounter pool. Dracula's normal encounter hand size is five markers (however his hand-size is increased to seven while the Dracula's Bride ally card is in play)

Managing Dracula's Trail

Dracula *must* play either a location or power card on his trail during every turn. If Dracula moves into a city containing a hunter, he must place the location card for that city *face-up*. Sea zone cards are always played face-down regardless of whether a hunter is there or not. Hunters may not search for or combat Dracula while at sea.

When Dracula's trail is six cards long, the next new location card placed in his trail will cause the oldest location card to drop off his trail. Dracula may either:

- (a) **Take Back the Location & Mature Encounters**
Return the card that dropped off to the location deck. Dracula is not required to reveal this card to the Hunters if the card was still face-down. If there was an encounter marker on the location card, it can be matured during Dracula's action phase this turn.
- (b) **Store the Location in Catacombs**
Place the location card and any encounter marker on it into an empty Catacomb space on the board. Dracula may also reinforce this location by placing an additional encounter marker from his encounter hand face-down onto this Catacomb space. Sea zone location cards and power cards may not be placed into the catacombs. Encounters in the Catacombs will never mature.

Dracula may normally only move to a location if its location card is not already in his trail or in the catacombs. However, certain of his power cards provide exceptions to this rule.

If Dracula ever puts himself into a position where he has no legal move, or discovers that he has made an illegal move on a previous turn, then he is penalized:

- Dracula's trail is cleared down to one card and his current location is revealed.
- Dracula loses blood as if he had been killed in combat, down to a minimum of 1 blood.

Dracula's Powers

Dracula has five power cards which should be kept hidden in his location deck. The power cards are played into Dracula's trail during his movement phase. Dracula may not reuse a power until its card has fallen off the trail. None of these powers may be used while Dracula is at sea.

The following powers may be played at any time of day:

(a) **Dark Call**

This power enables Dracula to search the encounter pool for encounters.

Dracula must pay two blood to use this power. Its card is placed face-up without adding any encounter markers into Dracula's trail. When Dracula uses Dark Call, he remains in the previous location on his trail.

Dracula then randomly draws 10 encounter markers from the encounter pool, adds them to his encounter hand, and then discards down to the current maximum encounter hand size (normally five).

If Dracula uses Dark Call while in a location with a hunter, he must battle the hunter during his action phase.

(b) **Double Back**

This power enables Dracula to cross his own trail.

The Double Back card is placed face-up into Dracula's trail. The location card for the city that Dracula is crossing is then removed from either his trail or the catacombs and is placed on top of the Double Back card. The location card remains face-down if it was face-down, or face-up if it was face-up. Dracula must be able to legally move from his current location to the location that he is crossing. If the location card was taken from his trail, the remaining location cards in his trail slide over to fill the gap.

If the location had an encounter on it, this encounter stays on the card. If the location card came from the Catacombs, then Dracula must choose only one of the encounter markers to keep on the card. No new encounter is placed on the card.

(c) **Hide**

This power enables Dracula to secretly hide in his previous location, while making it appear to the hunters as if he has moved on to a new city.

The Hide card is placed *face-down* into Dracula's trail just as if it were a location card. Any encounter placed onto this card reinforces the encounter on the previous location card. Encounters placed on the Hide card can never mature or be placed in the

Catacombs. If the location where Dracula hid falls off the trail, then the Hide card is revealed and any encounters still on it are returned to the encounter pool. If a hunter moves to the location where Dracula hid, then both the Hide card and the location card are revealed and the Hunter must face the encounters on both cards.

If Dracula plays the Hide card while in a location with a hunter, then the card is played face-up, and Dracula must battle the hunter during his action phase.

The remaining powers may only be played at night:

(a) **Feed**

This power enables Dracula to regain lost blood.

The Feed card is placed face-up into Dracula's trail without adding any encounter markers. When Dracula uses Feed, he remains in the previous location on his trail. Dracula then regains 1 blood, but may not exceed his maximum blood of 15.

If Dracula uses Feed while in a location with a hunter, he must battle the hunter during his action phase.

(b) **Wolf Form**

This power enables Dracula to move up to two cities away from his current location by road.

Dracula must pay one blood to use this power. Its card is placed face-up into his trail, and then the location card for the city that Dracula has moved to is placed face-down on top of it.

The face-down location card may be up to two cities away by road from Dracula's current location. However it can also be only one city away or Dracula can choose to play the Hide card face-down on top of the Wolf Form card and thus remain in his current location. Dracula may pass through cities containing hunters without stopping to fight. However Dracula may not use Wolf Form to pass through cities containing a Heavenly Host or Consecrated Ground marker.

Dracula plays an encounter marker on top of his new location card as usual. If Dracula moves two cities away, nothing is left in the city that he passes through, nor does Dracula play the location card of this city into his trail. Therefore Dracula may use Wolf Form to cross his own trail.

Combat

Combat occurs whenever a hunter is at a location (in Dracula's trail or the Catacombs) which contains an encounter marker representing one of Dracula's agents or when the hunter and Dracula are at the same location.

1. Start of Combat

Players can play event cards and then build their combat decks.

(a) Play Event Cards / Garlic

Before combat begins, all players, even those not at the location of the combat, may play event cards to affect the combat. Dracula gets first chance to play a card, then each hunter in order may play one card each. This continues around the table, with all players playing additional cards in turn, until no one has any cards left that they wish to play. Only the Hunter involved in the combat may play the Garlic item card.

(b) Build Hunter Combat Deck

The hunter at the location of the combat builds a combat deck consisting of their three Tactics cards (*Dodge*, *Escape*, *Punch*) and any item cards in their possession. The hunter may only use item cards having an initiative number in the upper left corner during combat. However the hunter player should take all items into his hand anyway in order to bluff.

(c) Build Dracula/Agent Combat Deck

If the hunter is fighting one of Dracula's agents, then Dracula builds a combat deck consisting of his Agent Tactics cards (*Punch*, *Dodge*, and whatever other weapons the Agent has).

If the hunter is fighting Dracula himself, then Dracula builds a combat deck consisting of his Dracula Tactics cards. During the day, Dracula gets to use only three cards: *Claws*, *Dodge*, and *Escape as Man*. During the night, Dracula gets to use all eight of his tactics cards.

2. Combat Rounds

(a) Select Combat Cards

Each combatant selects a combat card from their hand and places it face-down in front of them. They cannot choose the same physical card that they used in the previous combat round. However if they have two of the same type of card, they may use one card after the other. The hunter must choose a card with an initiative number in the upper left corner. After both players have placed their chosen combat cards in front of them, the cards are turned face-up.

(b) Hunter Rolls White Combat Die

The Hunter rolls the white die and adds any modifiers from below to the roll.

Hunter Modifiers	
+1	<i>Advanced Planning</i> played before combat
+1	Hunter chose <i>Pistol</i>
+1	Hunter won last round with <i>Dodge</i>

Lord Godalming's special power is that he rolls *two* white dice during combat against an Agent and uses the highest roll.

(c) Dracula Rolls Black Combat Die

Dracula rolls the black die and adds any modifiers to it that he may receive. If he is rolling for an Agent, he adds the following Agent modifiers:

Agent Modifiers	
+1	Minion fighting in Eastern Europe
+1	<i>Trap</i> played before combat
+1	Agent chose <i>Pistol</i>
+1	Agent won last round with <i>Dodge</i>

If he is rolling for himself, he adds the following Dracula modifiers:

Dracula Modifiers	
+1	Dracula fighting a bitten hunter (other than Mina Harker)
+1	Dracula fighting in Castle Dracula
+1	<i>Trap</i> played before combat
+1	Dracula won last round with <i>Dodge</i>

(d) Determine Winner of Round

The player with the highest modified combat roll wins the round. If both players had the same combat roll, then the player with the higher initiative number on their combat card wins the round.

(e) **Determine Combat Result**

The winner of this combat round looks on the right side of their tactics card, finds the name of the losing player's card, and looks up the result symbol associated with it.

**Wound** (may say 1, 2, 3, or 4)

The loser of this combat round loses the indicated number of health/blood.

**Continue**

Nothing happens this round. If players receive three continue results in a row, then combat ends. Place Continue Markers next to combatants to keep track of the number of consecutive continue results.

**Repel**

The only cards Dracula may play next round are *Dodge*, *Escape as Bat*, *Escape as Man*, or *Escape as Mist*.

**Bite**

The Hunter player is bitten, receives a bite token, and combat ends. After being bitten, the hunter must always have one item and one event card face-up. Additionally, in future combats against this hunter, Dracula will receive a +1 bonus to his combat rolls.

**Killed**

If fighting an Agent, then the Agent is killed and combat ends. If fighting Dracula, then Dracula's blood drops to the next red space on his blood track. If this reduces Dracula to zero blood, then he is destroyed and the Hunters win the game. Otherwise combat continues.

**End**

Combat ends immediately.

(f) **Destroy Items**

If the opponent's card is listed in ***bold italics*** on the winning combat card, then the *Hunter's* card is discarded. The combat cards of Dracula and his Agents are never discarded.

3. **Continuing Combat**

If combat did not end this round, then another round of combat occurs as before. Players may not select the same combat card twice in a row. In order to ensure this, players leave their previously used combat card out face-up in front of them until the end of the next round when it returns to their hand.

4. **End of Combat**

Combat ends if one of the following events happen.

(a) **An End Result Occurs**, or . . .(b) **3 Continue Results Occur in a Row**

One of the combatants escapes. If an Agent is not killed, its encounter marker remains at its location.

(c) **A Hunter Is Bitten**

The hunter immediately receives a bite token, to be placed in an empty slot on their hunter sheet. If the hunter has no more empty bite slots on their sheet, then the hunter is defeated and suffers the same consequences as if they were reduced to zero health below.

A bitten hunter must always have one event and one item card face-up. Dracula also receives a +1 combat bonus in future combats with this hunter. However, Mina Harker's pre-existing bite does not give Dracula a +1 bonus.

Bites may be healed using the *Holy Water* item card or by visiting the Hospital of St. Joseph and St. Mary.

(d) **A Hunter is Reduced to Zero Health**

The hunter is defeated. The following events then occur:

i. Dracula gains +2 vampire points on his vampire track. If this causes Dracula to have 6 or more vampire points, then Dracula immediately wins the game.

ii. The defeated hunter is moved to the Hospital of St. Joseph and St. Mary.

iii. The defeated hunter discards all item and event cards, keeping only their basic tactics cards (*Dodge*, *Escape*, *Punch*).

iv. The defeated hunter's health is reset to its maximum value and all bite tokens are removed from their hunter sheet.

v. The defeated hunter skips their next turn.

(e) **An Agent Is Killed**

Combat with the defeated Agent ends immediately. If there is another encounter at this location then it is now resolved, possibly starting another combat. If all encounters have been resolved and Dracula is at this location, then the Hunter must now fight Dracula.

(f) **Dracula is Destroyed** (not just killed)

If Dracula is reduced to zero blood, then all Hunters collectively win the game.

Hunter Groups

When two or more hunters are in the same location, they may choose to form a group. Groups are split up as soon as the hunters decide to move independently again.

1. Group Movement Phase

Hunters may move as a group if they start in the same location and no hunter in the group has already moved this turn. The group moves once per round during the movement phase of one of its members.

If the group travels by rail, only one train die roll is made for the entire group. If Lord Godalming is a member of the group, then the group may use his special power to re-roll the train die once.

2. Group Action Phase

Hunters may act as a group if they start in the same location and no hunter in the group has already moved independently this turn. The group receives only one Action phase per round, occurring after the group's movement phase.

If the group chooses to rest or resupply, only one member of the group receives the benefit of this action. If the group chooses to trade items, all members of the group may trade with each other.

If Van Helsing is in a group, he is the only member of the group who may resupply or rest after resolving an encounter.

3. Group Encounters

Encounters affect all members of the group equally. Any member of the group may use item cards to reduce the effects of the encounter for all members of the group.

4. Group Combat

All hunters in the group must fight. Combat is performed as usual with the following additions:

(a) Select Combat Cards

Every hunter in the group chooses a combat card and places it face-down in a pile.

(b) Dracula Chooses a Target

Each round, Dracula must choose *one* hunter in the group to be the target.

(c) Roll Combat Dice

The targeted hunter and Dracula both roll their combat dice. The targeted hunter may add any modifiers that would apply to any member of the group. If Lord Godalming is a member of the group, the targeted hunter uses Lord Godalming's special power to roll two dice when facing an Agent.

(d) Determine Combat Result

If Dracula wins the combat roll, the combat results are applied only to his chosen target.

If the targeted hunter wins the combat roll, then the hunters may choose to use any of the combat cards selected by the group at the beginning of the round.

(e) End of Combat

Combat ends in the usual way. Additionally, group combat ends immediately when at least one of the hunters in the group is bitten, defeated, or escapes.

Special Locations

There are two special locations on the board which have additional rules.

1. Castle Dracula

The following rules apply to this location:

- (a) When Dracula moves to Castle Dracula, his location is automatically revealed to the hunters. The location card for Castle Dracula is double-sided to enforce this rule.
- (b) Dracula may not place encounters at Castle Dracula.
- (c) After ending his movement phase in Castle Dracula, Dracula regains 2 blood points, up to his maximum of 15.
- (d) Hunters may not resupply, rest, or trade at Castle Dracula.
- (e) Dracula receives a +1 bonus to his combat rolls when fighting hunters at Castle Dracula.

2. The Hospital of St. Joseph and St. Mary

The following rules apply to this location:

- (a) Dracula may never enter this location or place encounters here. In order to enforce this rule, there is no location card for the Hospital in his location deck.
- (b) When resupplying here, hunters draw either one event card or one item card.
- (c) A hunter starting at this location may attempt to cure their vampire bites at the hospital, similar to using the *Holy Water* item card. At the start of their movement phase, the hunter rolls a die to determine the effects of the holy water. If the die lands on:

1	The hunter loses 2 health points.
2-3	Nothing happens.
4-6	The bite is successfully removed.