



T H E O R D E R O F

VAMPIRE HUNTERS

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THE ORDER OF VAMPIRE HUNTERS

The Order of Vampire Hunters is a board game for one to four players. The players control the Hunters as they battle the AI controlled Vampires, clearing the Vampires' Den and gaining experience along the way.

The Order of Vampire Hunters is a dark atmospheric game. Think of classic moments from Vampire Mythology and you'll be recreating those scenes in the game. Staking Vampires through the heart? Check! Tearing down window coverings and burning the Vampire horde in the sun? Check! Losing control of your mind to a centuries-old undead creature? Check! Getting bitten and turning into a Vampire yourself? Check!

The Order of Vampire Hunters can be played in many different ways, with different numbers of Hunters. The game includes:

- Solo rules for one player.
- Scaling gameplay for 2-4 players.
- Standalone or campaign play.
- Cooperative or Competitive Modes.
- A few advanced rules that can be omitted for your first few games and introduced later when you are ready for a richer experience.

All options are described after the Cooperative Mode rules and can be found at the end of this book. We suggest you play a standalone 4 Hunter game in Cooperative Mode first, and start a more adventurous campaign once you are familiar with the rules.

The Order of Vampire Hunters can be played with many different options. Unless it is clearly stated, all examples are for a 4 Hunter, Standalone, Cooperative Mode game.

Additional rules for advanced play and any changes for Competitive Mode and Campaigns are found toward the end of the rule book

LOST IN HISTORY

People have always feared the night and with good reason. When the Night first appeared, its creatures came without warning, leaving a trail of death and destruction. Dark, foul monsters that not even the most twisted human minds could have imagined.

There was no defense. Only leaving their houses by day, people accepted that they were nothing but prey.

But the human spirit is resilient. At first, staunch heroes stepped out alone to defend their villages, later banding together for strength, and over time, actively hunting these vile beasts during the day. From this humble beginning, the Order of Vampire Hunters was born, trained to fight back against the Night. Sometimes winning, sometimes losing, the Hunters passed their secret abilities from generation to generation, always keeping the faith. Even in the years when the creatures of the Night gained ascendancy, the Hunters were strong of mind and did not buckle. For decades, then centuries, they fought until the creatures became fewer and then vanished completely. For some it felt like the final victory

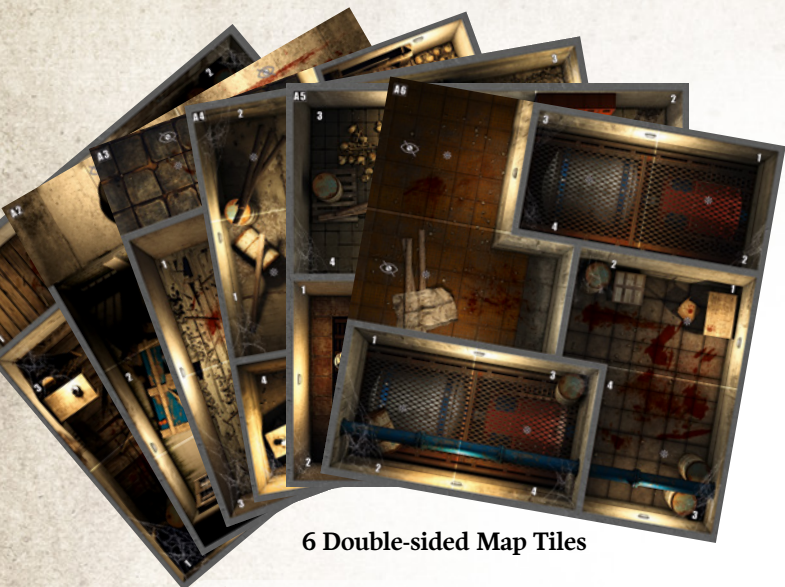
they had longed for, but for others, it was just a much needed rest before the Night returned. In these peaceful years, the importance of the Order began to wane and their brave men and women were all but forgotten.

All that remained were myths of evil creatures, bedtime stories to scare naughty children. These tales grew into legends and the enemy finally gained a name: Vampires.

There is a cycle to all things and the Night has begun to return. Ancient and powerful leaders are awakening, rousing the other creatures of the Night. Vampire dens are appearing in the backwaters of the world, and the Night is adding victims to the body count ... or to their ranks.

The Order still exists as a small and secret society, staffed by a few descendants of the founding members. Can the Order regain its former strength and once again defeat the tide of evil?

GAME COMPONENTS



6 Double-sided Map Tiles



2 Double-sided Tunnel and Small Room Tiles

HUNTERS



Stephan



Sarah



Joshua



Magenta



Pete and the Extractor

VAMPIRE MINIONS



6 Guardians



6 Giant Bats



10 Thralls



5 Burrowers



6 Upyrs



10 Warriors

ELDER VAMPIRES



Evaki



Theyr



Kophas



6 Blue Hunter Identification Rings



6 Red Turned Hunter Identification Rings

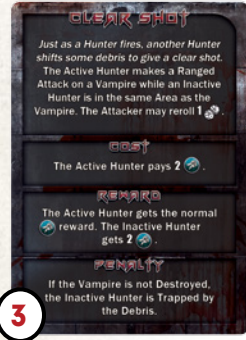


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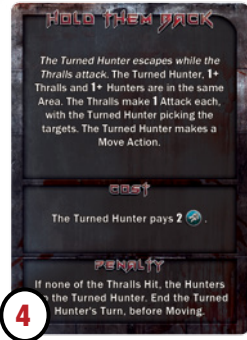


2

1. 4 Double-sided Hunter ID Cards
2. 9 Vampire ID Cards
3. 6 Combined Attack Reference Cards
4. 5 Turned Hunter Combined Attack Reference Cards
5. 4 Double-sided Basic Weapon Cards
6. 15 Encounter Cards
7. 20 Terror Event Cards
8. 25 Elder Influence Cards
9. 24 Special Ability Cards
10. 45 Item Cards
11. 24 Day and 24 Night Vampire Activation Cards
12. 29 Equipment Cards
13. 16 Relic Cards
14. 10 Compulsion Cards



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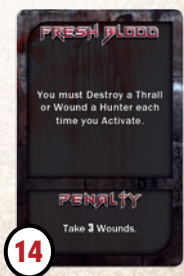
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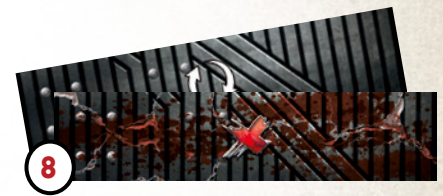


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14

1. 1 Clock
2. 1 Harpoon Card
3. 4 Tunnel Access Tokens
4. 4 Game Summary Cards
5. 4 Double-sided Lever Tokens
6. 6 Double-sided Window Tokens
7. 22 Double-sided Door Tokens, including Special/Locked Doors
8. 4 Double-sided Hunter Armor Tokens, Intact and Damaged
9. 4 Double-sided Dashboards
10. 14 Unexplored Room Tokens
11. 2 Crate Tokens
12. 2 Debris Tokens
13. 3 Clock Tokens
14. 2 Captives Tokens
15. 4 Objective Tokens
16. 42 Focus Tokens
17. 28 Wound Tokens
18. 9 Dice, including the Custom Breakage Die





1

1. **Dashboard**
2. ID Card Slot
3. Basic Weapon Card Slot
4. Inventory Slots for Items, Equipment and Relics
5. **Hunter ID Cards**
6. Name and Picture
7. Health Points. Also see the Hunter's Armor below
8. Faith: The number of dice rolled during Faith tests
9. Mind: The number of dice rolled during Mind tests
10. Agility: The number of dice rolled during Agility tests
11. Hunter's Special Ability



5



19

12. **Basic Weapon Cards**
13. Owner's Name
14. Range: Measured in Areas
15. Attack Dice: The number of dice to roll when Attacking
16. Accuracy: Score equal to or greater than the Accuracy to Hit
17. Additional Weapon Effect Icons
18. Weapon Special Effect: Activate by spending Focus before the dice roll



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19. **Item Cards**
20. Fragile Icon: Roll the Breakage die with the Attack Dice
21. Blast Icon: This weapon damages the whole Area and may cause Collateral Damage. See Attack
22. Noise Icon: The Equipment is noisy and will Wake all Sleeping Vampires in the room
23. Focus cost to create this weapon from the parts that are found



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24. **Equipment Cards**
25. One Time Use Icon: Discard card after use
26. Boarded Window Icon: Can destroy Window Barricades
27. Focus cost to buy the Equipment during Downtime

1. **Special Ability Cards**
2. Name and Card Effect
3. Focus Cost, paid when the Hunter uses the Ability during a Hunt
4. Focus Cost, paid when the Hunter buys the training for the Ability during Downtime

5. **Relic Cards**

6. Card Effect. A Relic Card may have Range, Attack Dice, Accuracy and a Special Effect

7. **Combined Attack Reference Cards**

8. Description and Card Effect
9. Cost: paid by the Hunters
10. Reward: for the Hunters
11. Penalty: applied to the Hunters

12. **Turned Hunter Combined Attack Reference Cards**

13. Cost: paid by the Turned Hunter
14. Penalty: applied to the Turned Hunter

15. **Compulsion Cards**

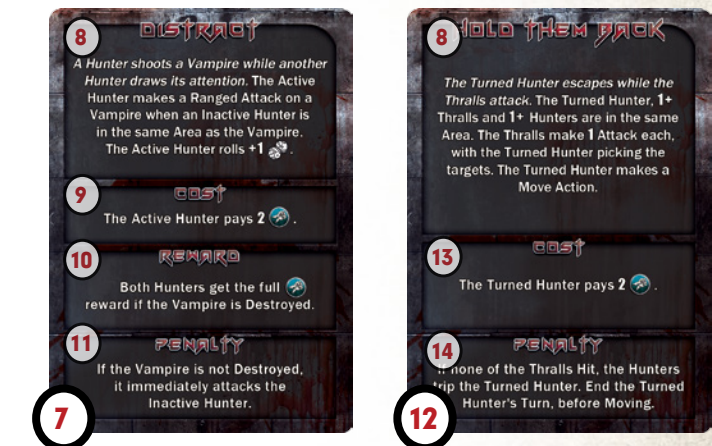
16. The Compulsion you must perform each Turn
17. The penalty for not performing your Compulsion

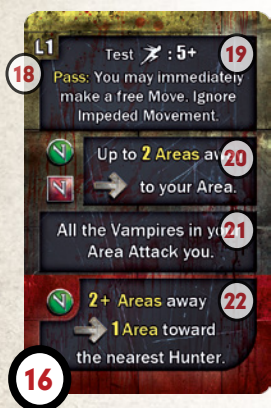
18. **Encounter Cards**

19. Card Level (Level 1, 2, 3)
20. Colored bars for scaling to the number of Players
21. Vampires or Cards that come into play
22. The Location for placing Miniatures

23. **Terror Event Cards**

24. Card Description
25. Card Effect

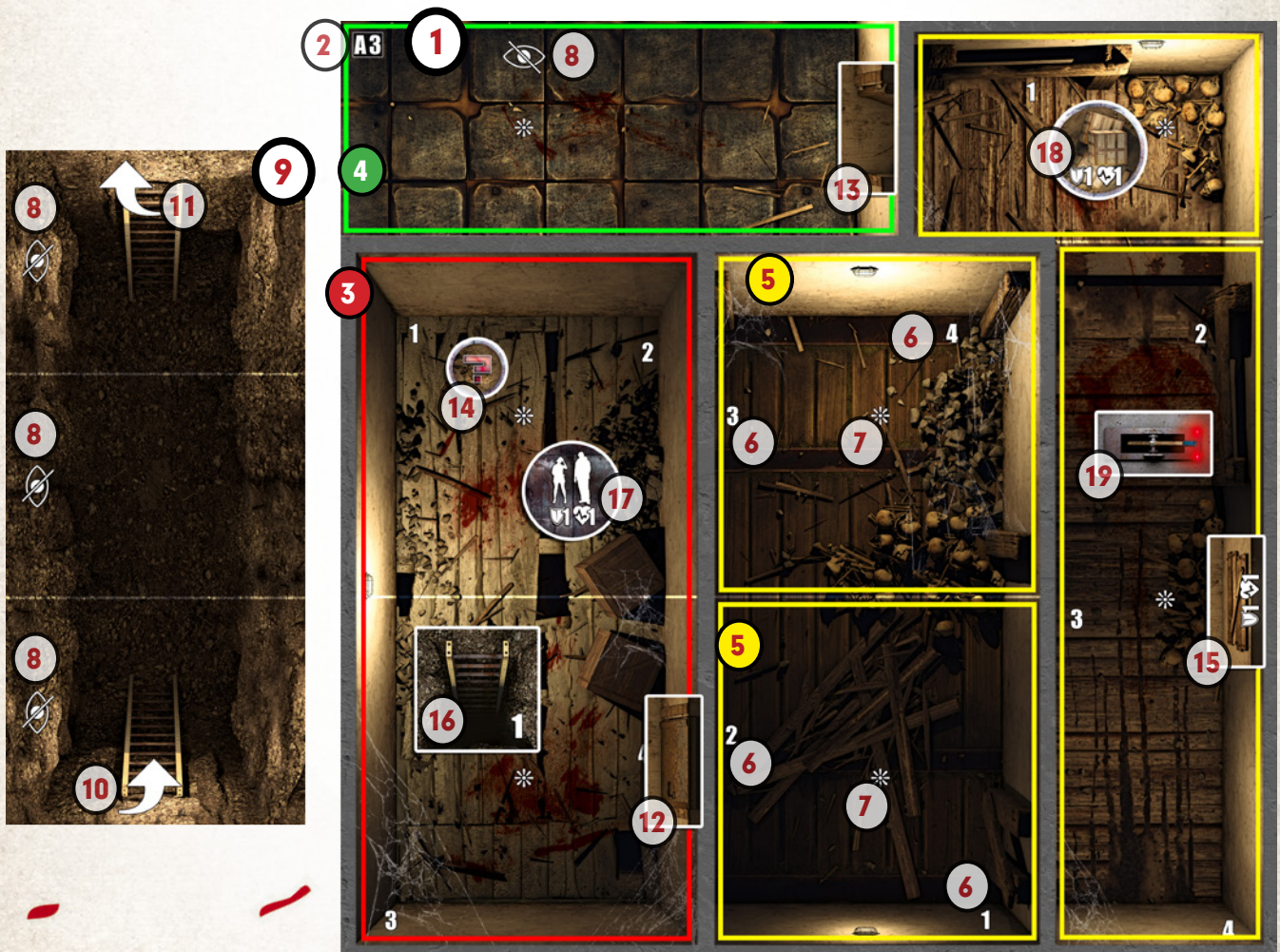




1. Vampire ID Cards (Day)
2. Name and Picture
3. Shields: Blocks this number of Hits
4. Health Points
5. Range: Measured in Areas
6. Initiative
7. Attack Dice: The number of dice to roll when Attacking
8. Accuracy: Score equal to or greater than the Accuracy to Hit
9. Focus Reward
10. Vampire ID Cards (Night)
11. The Vampire's Special Power
12. Elder Influence Cards
13. Attribute Test
14. Card Description
15. Pass and Fail Effects
16. Vampire Activation Cards (Day)
17. Vampire Activation Cards (Night)
18. Card Level (Level 1, 2, 3)
19. Spawn and Special Actions
20. Move toward the Active Hunter
21. Attack the Active Hunter
22. General Movement, possibly affecting all Vampires

Map Tiles and Related Components

1. Map Tile
2. Map Tile ID Number
3. Room. Note that Rooms have Spawn Locations
4. Corridor. Corridors do not have Spawn Locations, but are otherwise the same as Rooms
5. Area. Smaller regions inside Rooms and Corridors, defined by faint white lines
6. Numbered Spawn Locations
7. Line of Sight Icon
8. Never Search Icon
9. Tunnel Tile
10. In Area
11. Out Area
12. Closed Door Token. Special colored Door Tokens are described in Hunts
13. Open Door Token
14. Unexplored Room Token
15. Boarded Window Token
16. Tunnel Access Point Token. Some cards refer to these Tokens by number
17. Captives Token
18. Crate Token
19. Lever Token



SETUP

Follow the Hunt definition to create the Vampire Den:

- Place the double-sided Map Tiles as shown in the Hunt minimap. Each Map Tile has an ID number to help locate them.
- Place Tokens on the Map Tiles as shown. This includes tokens for Open and Closed Doors, Unexplored Rooms, Tunnel Access Points, Captives, Levers, etc.
- Create the Encounter, Day Vampire Activation and Night Vampire Activation Decks according to the instructions in the Hunt.

When you place the Tunnel Access Tokens, ensure you have Tokens numbered 1, 2 and 3. Place the Tokens randomly at the locations shown on the minimap, the numbers do not need to match. For example, Tunnel Access 1 can be placed in any of the 3 locations shown.

Set up each Hunter's playing area. Each Hunter should:

- Take a Dashboard to organize each Hunter's play area. Use the side with 2 Inventory Slots, unless instructed otherwise.
- Place the Hunter's ID Card and their Basic Weapons Card on the Dashboard, with the Hunter side face up. Add the Armor Token to the Hunter ID Card, with the Intact side showing.
- Place any Equipment Cards on the Dashboard. In a Campaign, Equipment may be carried over between Hunts. In a Standalone game, the Hunt definition will explain what to take.
- Place all your Special Ability Cards in your playing area, beside the Dashboard. In a Campaign, Abilities are carried over between Hunts. In a Standalone game, the Hunt definition will explain what Abilities you can choose from.
- If a Hunter has a Relic, stack the Relic cards and place them on the Dashboard.
- Take the miniature for the Hunter and place a Blue Identification Ring on its base.

Set the start and end times on the Clock as defined in the Hunt.

Separate the Elder Vampire ID Cards from the regular Vampire ID Cards and the Vampire Lord ID Card. Place the Vampire and Vampire Lord ID Cards where they can be easily seen. The Day side should be showing. Shuffle the remaining Elder Vampire ID Cards and place them face down within easy reach.

Shuffle the following decks separately and place them within easy reach:

- Encounter Deck.
- Night Vampire Activation Deck.
- Day Vampire Activation Deck.
- Elder Vampire Influence Deck.
- Terror Event Deck.
- Search Item Deck.
- Relic Deck.

Place these other cards within easy reach:

- Combined Attack Reference Cards.
- Turned Hunter Combined Attack Reference Cards.

Players position their Hunter outside an entrance, being careful to check for Hunt specific placement restrictions.

If you are playing with Pete and the Extractor:

- Agree on a position for Pete outside an entrance door or a window. Place the Extractor Harpoon Card near Pete - Hunters never start the game with Harpoons.

RULES SUMMARY

Turn Structure

The game is played over several rounds, with the starting and ending rounds marked on the clock. During each round, Hunters and Vampires activate alternately, until all Hunters have had a turn. The order between the Hunters and Vampires depends on whether it is Day or Night. Finally, there is a short End of Round phase.

- **Setup Phase:** Performed once at the start of the game.
- **Alternating Activation Phase – Day:** The current player activates their Hunter, then draws and resolves a Day Vampire Activation Card for the Vampires, or
- **Alternating Activation Phase – Night:** The current player draws and resolves a Night Vampire Activation Card for the Vampires, then activates their Hunter.
- **End of Round Phase:** Advance the Clock. Perform the Awakening, if necessary. Check if the game has ended.

Alternating Activation Phase

Players can discuss and choose the order they activate their Hunters. The order does not matter, so long as all Hunters are activated once.

In Cooperative Mode, deciding on the correct turn order will maximize how the players work together.

Hunter Activation

Each Hunter can take up to 3 Actions, in any combination, including taking the same Action multiple times. Here is a list of Actions. Full details with examples can be found later in the rule book.

Individual Actions cannot be interrupted. For example, you cannot take some of your Move, Attack and then complete the Move Action.

Move	Dig Free of Debris	Search	Trade
Attack	Activate Lever	Drop	Pick Up

Vampire Activation

Vampires are controlled by the instructions on Vampire Activation Cards. Any of the players can follow the instructions, but typically, the current player will activate both their Hunter and the Vampires.

Day and Night affects the Vampires' activation. Not only does it change the order, but there are two Vampire Activation Decks; Day and Night.

Complete instructions for resolving the cards, with examples, are given below.

End of Round Phase

Perform the Awakening at the end of round 6, including removing all remaining Unexplored Room Tokens and resolving Encounter Cards for them, Waking all Vampires and Opening all Doors. From now on, it is Night.

Advance the round marker on the Clock. If this was the Final Round specified in the Hunt, the game is over and the players have lost.

Winning the Game

The Hunt will specify objectives for the Hunter to achieve. The Hunters must achieve all Primary Objectives to win. The game ends immediately when the Hunters complete the final Primary Objective.

GAME MECHANICS AND TERMS

Movement

The Move Action gives the Hunter 2 Movement Points to spend on moving between Areas and/or Opening Doors.

Movement is only allowed between adjacent open Areas on the board. Movement is blocked by Closed Doors and walls. Hunters can move through Areas containing Sleeping Vampires normally, but movement is Impeded by Awake Vampires.

Movement: Hunters can spend 1 Movement Point to move to an adjacent Area, if the path is open.

Open Door: Hunters can spend 1 Movement Point to Open a Closed Door. Note that Opening a Door is not an Action and does not interrupt the Move Action. Doors can be opened from either side. Flip the Token to show the new state.

Impeded Movement: Awake Vampires slow the Hunters down. All movement costs are increased to 2 Movement Points when there are one or more Awake Vampires in the Area with a Hunter. This applies to moving out of the Area and Opening a Door in the Area.

Below the main level of the Vampire Den there is an intricate system of Tunnels, which are useful for making shortcuts. Areas with a Tunnel Access Token and the In/Out Areas on the Tunnel Tile are adjacent for movement. The Access Points are always open. Characters move from an Area with an Access Token to the In Tunnel Area. After moving through the Tunnel Areas, the Out Area connects to any other Access Token. Both Hunters and Vampires can use the Tunnels.

Move Actions cannot be interrupted to perform another Action and then resumed. If you stop moving to perform another Action before using all your Movement Points, any remaining Points are lost. You can choose not to spend both Movement Points for any reason, ending the Move Action early.



Figure 1: Stephan Moves through the Den.

In Figure 1, Stephan's first Action is to open a Door for Magenta and move 1 Area. Then he Moves into the Area with an Awake Guardian. He wants to Open the bottom Door, but because he is Impeded by the Guardian and only has 1 Movement Point remaining in his Action, he must take a third Move Action. Both Movement Points are used to Open the Door.

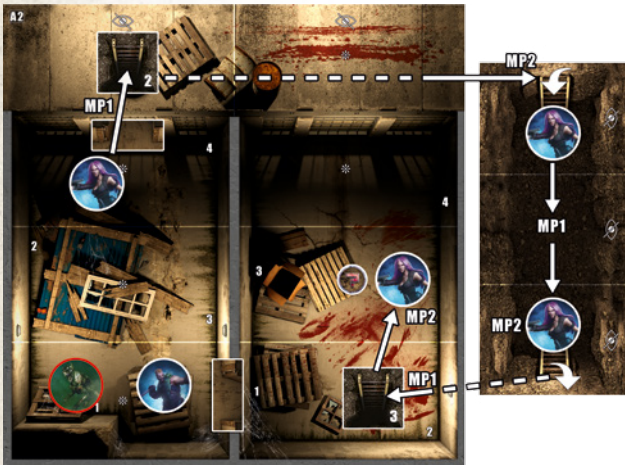


Figure 2: Magenta Moves through the Tunnels

In Figure 2 Magenta also performs 3 Move Actions. First she Moves to the next Area and enters the Tunnels, then she Moves to the other end of the Tunnel. Finally, she exits the Tunnels at a different Tunnel Access Point and Moves to the bottom Area of the Room.

Entrances and Exits

Entrance Doors are shown by Open Door Tokens placed on the outer wall of the Den. Hunters do not need to spend an Action to Open the Entrance and can simply Move into the Den.

Some Hunts require the Hunters to leave the Den. They can exit through any Door on an outer wall (including Entrance Doors) and through Unboarded Windows. Doors leading outside are normal Doors: if they are Closed, Hunters must Open them and they Open during the Awakening.

Note that Exit/Entrance Doors are heavily shrouded with curtains and do not let Sunlight into the Den when they are Open.

Locked Doors

In some Hunts, certain Doors marked by a blue colored Door Token, are Locked. When the Door is Locked, it cannot be Opened by the Hunters. The Hunt will also state how to Unlock the Door, for example by Activating 1 or more Levers. When this condition is met, the Door only Unlocks, it does not Open. However, the Hunters can now Open the Door normally.

Resolving Encounters

All closed Rooms are infested with Vampires and this is shown by placing Unexplored Room Tokens during Setup. When Hunters end a Move Action in any Area of a Room containing an Unexplored Room Token, interrupt their turn and immediately resolve the Encounter. This will spawn Sleeping Vampires in the Room. Once resolved, the Hunter can discard the Unexplored Room Token and continue their turn normally.

Looking back at Figure 2, you can see that Stephan opened a Door to an Unexplored Room. That does not trigger resolving the Encounter. Even though Magenta moved into the Room at the start of her third Action she was allowed to complete the Move Action. But at the end of her third Move Action, she must resolve the Encounter.

Don't forget, Rooms can be entered through Doors or Tunnels. Both methods will trigger the Encounter if it is the first time a Hunter has entered a Room.

Resolving the Encounter: Remove the Unexplored Room Token and draw an Encounter Card. You will see a list of Vampires that are placed on the numbered Spawn Locations in the Room. Each bar in the list is color-coded to scale the game for the number of Hunters.



Figure 3: Resolving an Encounter Card.

Place the Vampire near the Spawn Location shown by the number on the right of the bar, see Figure 3. Note that some areas have more than one Spawn Location. Try to place the Vampires near the Spawn Location, but so long as they are in the correct Area, the exact position does not matter.

Do not confuse the numbers on the Encounter Card with the number of Vampires to place. You always place one Vampire per bar in the list.

Each bar on the Encounter Card is color-coded to scale the game correctly for the number of players:

- 2 Hunters use all entries with a Green Bar.
- 3 Hunters use all entries with a Yellow Bar.
- 4 Hunters use all entries with a Red Bar.

So, if you were playing a game with 3 Hunters, you would place Vampires from bars that have any Yellow color in them. For the card shown in Figure 3, you would not place the Thrall at location 4.

When you resolve an Encounter Card, the new Vampires are placed on the board Asleep. Place Sleeping Vampires on their side and Awake Vampires upright. There are more details on spawning Elder Vampires below.

Finally, the Encounter Card may tell you to draw and resolve a Terror Event Card. There is more information for Terror Events below.



Figure 4: An Encounter Card that generates a Terror Event Card.

Terror Event Cards: All Terror Event Cards are unique. The text on the card describes an immediate and shocking situation that Hunters must deal with. When you are told to draw a Terror Event Card, interrupt the Hunter's turn, and follow the text on the card to resolve the Terror Event immediately. Unless specified on the card, resolving a Terror Event Card is not an Action. Once the card is resolved, continue the Hunter's turn normally.

Not Enough Miniatures: It is possible, but unlikely, that you will not have all the minion miniatures you need to place when resolving an Encounter or any other Card. If you cannot place a miniature for any reason, select an available miniature that has the next highest Initiative. For example, if you cannot place a Thrall (Initiative: 2), place a Giant Bat (Initiative: 3).

If you cannot place a minion Vampire with the highest initiative, start the search again, from the lowest Initiative, but place 2 miniatures. For example, if you are out of Upyrs (Initiative 7), you can place 2 Guardians instead.

These rules do not apply to unique Vampires like Elders and Lords. If all the unique Vampires are in play, simply do not place a miniature.

Attacking

All Attacks in *The Order of Vampire Hunters*, whether melee or ranged, made by Vampires or Hunters, with basic weapons, man-made or natural weapons follow a common system. At its core, you roll a pool of Attack Dice and cause damage for dice that are equal to or greater than the Accuracy value.

Of course, there is a little more to it than this. Start by checking the target is in Range and that there is Line of Sight.

Range: The target must be in Range. Melee weapons have a Range of 0, meaning the target must be in the same Area as the attacker. Ranged weapons specify a minimum and maximum distance to legal targets, measured in Areas. The minimum and maximum distance can be equal, in which case a single number is given. Do not count the Area containing the attacker.



Figure 5: Sarah has several Vampires in Range.

In Figure 5 Sarah is surrounded by Vampires. She has 2 weapons, the Wooden Stake with a Range of 0 and the Crossbow with a Range of 1-3. The Thrall is in the same area as Sarah, so the Range is 0: she can Attack it with her Stake. The Burrowers are at a Range of 1 and the Upyrs are at a Range of 2. All 4 Vampires are in Crossbow Range, but as we will see next, Sarah does not have Line of Sight to all of them.

Line of Sight (LOS): The attacker must be able to see the target. However, in the chaos of the Hunt, the Hunters and Vampires are in constant motion and it is hard to hide in the Den. Only the following objects block LOS:

- Walls
- Tunnel Access Points
- Closed Doors

No other objects block LOS, including other Miniatures and Tokens.

Melee weapons are the simplest case: LOS is always satisfied.

For Ranged weapons, draw a straight line between the LOS icons near the center of the Areas containing the Attacker and the Target. If that line crosses an object that blocks LOS, then there is no LOS and that target cannot be attacked. If the line is unbroken, the attacker has LOS.

Open Doors: Open Doors restrict LOS. LOS only extends to the Area immediately on the other side of an Open Door.

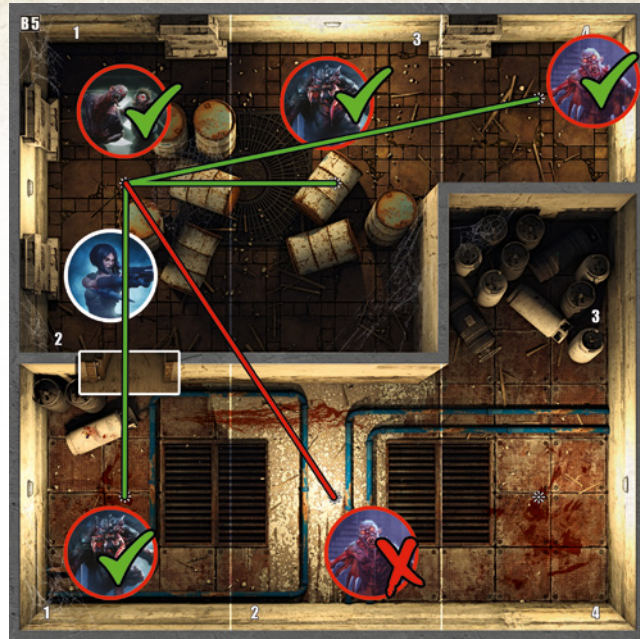


Figure 6: Line of Sight.

Figure 6 shows lines drawn between LOS markers for all Areas containing the Vampires that Sarah might want to Attack. The attacker always has LOS to Targets in their Area, so Sarah definitely has LOS to the Thrall beside her. Inside her Room, she also has LOS to the Burrower and Upyr. There are clearly no obstructions on the horizontal green lines drawn between the LOS Markers.

Sarah can shoot her Crossbow through the Open Door to the Burrower in the next Room. The vertical green line goes through the Open Door. However, the Upyr to the lower right cannot be targeted. The red line clearly crosses a wall.

Remember that LOS only extends to 1 Area immediately on the other side of an Open Door. Even if the line between LOS markers were unbroken, Sarah would not have LOS to the final Upyr because it is too far through the Door.

Door Tokens can move slightly during the game. Make sure the Token is centered on the wall section before checking LOS.

Special Effects: Even the most basic weapon may have a Special Effect. These are activated by paying the Focus cost before rolling the Attack Dice, and following the instructions on the Weapon Card.

Attack Dice and Accuracy: Every weapon/attack has a number of Attack Dice and an Accuracy value. The attacker rolls the number of dice specified and each dice that is equal to or greater than the Accuracy is a Hit.



Figure 7: Attack rolls by Joshua and a Thrall.

Figure 7 shows how similar Hunter and Vampire Attacks are. Joshua's Basic Weapon Card shows his Stake uses 2 dice and hits on a 4+. Joshua's roll of 3 and 4 scores 1 Hit. Alternatively, it could be the Thrall's turn in this position. The Thrall's Attack uses 3 dice and hits on a 5+. Its roll of 1, 2, and 6 also scores 1 Hit.

Wounds: If a Hit is not blocked by Armor, the Hit causes a Wound. Give the target one Wound Token per unblocked Hit, until they have as many Wound Tokens as their Health Points. If there are remaining Hits, they are wasted, unless this is a Blast Weapon, in which case they may be assigned to other targets (see the Blast Icon below).

For unique miniatures, such as the Hunters and Elders, you can place the Tokens on the ID Sheet. For non-unique miniatures, it is best to place the Wound Tokens beside the actual miniature.



Figure 8: Joshua's Attack causes 1 Wound.

Figure 8 shows the result of Joshua's Attack. Thralls have no Armor, so the roll of 4 that was a Hit causes 1 Wound. In this simple case, 1 Wound is enough to Destroy the Thrall and the miniature is removed from play. If the Vampire is not Destroyed by the Attack, place Wound Tokens beside the miniature to show it is wounded.

Armor blocks Hits and prevents them causing Wounds.

Hunter's Armor: Hunter's Armor prevents all damage from an Attack, but it quickly breaks and is lost. If your Armor is equipped and you take Hits, follow these instructions:

- When the Intact side is showing: If an Attack causes 1 or more Hits, you ignore them all and flip the Armor Token to the Damaged side.
- When the Damaged side is showing: If an Attack causes 1 or more Hits, you ignore them all and discard the Armor Token.



Figure 9: Hunter's Armor.

Figure 9 shows 2 Upyrs attacking Joshua. He starts with his Armor at full strength. The first Upyr's Attack causes 1 Hit. After ignoring this Hit, the Armor Token is flipped to the Damaged side. The second Upyr has a very lucky roll, causing 3 Hits. The Armor Token still prevents all Hits, then it is discarded. Although Joshua lost his Armor in one turn, it prevented him taking 4 Wounds.







	Shield Icon		Blast Icon
	Noise Icon		Fragile Icon
	One Time Use Icon		Boarded Window Icon

Figure 10: Other Icons

Shield Icon: Vampires and other objects may be protected by Armor or be tough enough to absorb some damage. These items have a Shield Icon with a number, sometimes shown beside the Health Point Icon. The Shield Icon X means you ignore the first X Hits completely. If the Attack causes more than X Hits, the remaining Hits are converted to Wounds and applied normally. This Armor does not lose its effectiveness during the game.

Blast Icon: Blast weapons may Hit more than one target.

1. First apply all Hits to the target, until it has a number of Wounds equal to the number of Health Points.
2. The remaining Hits are then assigned to any other Hunters in the target's Area. Apply one Hit to each other Hunter, randomizing if necessary.
3. The remaining Hits are then assigned to any Vampires (and Turned Hunters) in the target's Area. The attacker can distribute the remaining Hits as they see fit.
4. If there are still any remaining Hits, they are lost.

Note that only weapons with the Blast Icon cause collateral damage and only the Attack Dice rolls that are Hits need to be considered. Misses always miss everyone.

Noise Icon: Noisy weapons always Wake all Vampires in the Room when they are used. If a Hunter is shooting through an Open Door, from one Room to another, Vampires in both Rooms are Woken.



Figure 11: The Custom Breakage Die.

Fragile Icon: If the object is Fragile, roll the Breakage Die when it is used. If the Broken Icon is rolled, use it normally, and then discard the card. For example, if this is a weapon and it breaks, you still apply any Hits rolled.

One Time Use Icon: One Time Use weapons must be discarded after making an Attack.

Boarded Window Icon: If a weapon has the Boarded Window Icon, it can be used to break the barricades on Windows, letting sunlight flood the Room, Destroying all Vampires.

If a Hunter's Attack reduces the Window Token to 0 Health Points, flip the token to the Sunlit side. During the Day, all Vampires in the Room are Destroyed by the Sunlight, simply remove them. The Hunter that uncovered the Window takes the Focus for the Vampires that were Destroyed.

Remember specific rules on cards override general rules in this book. Check the Upyr Vampire ID card: these Daywalkers ignore all effects of Sunlight.

Leave the Window Token on the map as there are ongoing effects: Vampires do not move into, or Spawn in, Sunlit Rooms. See Vampire Activation.

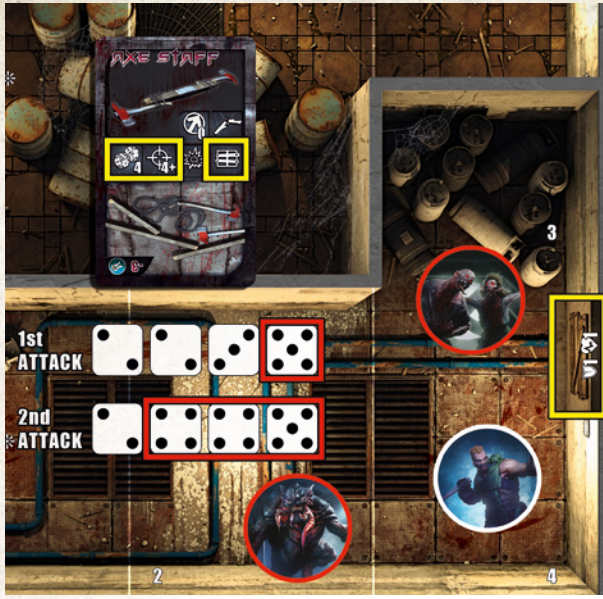


Figure 12: Stephan Attacks a Boarded Window.

In Figure 12, Stephan is in a Room with 2 Vampires, but he has a plan to Destroy them quickly. Stephan attacks the Boarded Window, using his Axe Staff. His roll is disastrous, just 1 Hit which is blocked by the 1 Shield of the Boarded Window. Stephan Attacks again, rolling 3 Hits this time. The 1 Shield still blocks 1 Hit, but the Attack causes 2 Wounds. Only 1 Wound is needed to break the boards, so the Token is flipped to show Sunlight streaming in. The Sunlight Destroys both Vampires in the Room immediately, so Stephan is safe and he collects 2 Focus, 1 from each Vampire.

Attacking Sleeping Vampires: Hunters have a great advantage if they can sneak up and Attack a Sleeping Vampire. After rolling the Attack Dice, the Hunter can reroll any Attack dice and/or the Breakage Die before scoring the Hits. A die may only be rerolled once and the second result must be accepted.

Attacking Elder Vampires: There is an extra step when Attacking Elder Vampires, see below.

Unconscious Hunters, Death and Destruction

Hunters: In the basic rules for The Order of Vampire Hunters, Hunters that are reduced to 0 Health Points are rendered unconscious. They take no further part in the game, but are rescued and revived at the end of the Hunt, if you are playing campaign games.

Optional rules (below) allow Hunters to be converted to Vampire-form and play on as Turned Hunters. See the Turned Hunters section for more information.

Vampires: Vampires at 0 Health are turned to dust! Remove the miniature from play. Hunters take the Focus Reward shown on the Vampire ID card.

Tokens: Some Tokens can be Attacked and destroyed. Boarded Windows are flipped, but the other Tokens, like Crates, are discarded. The reverse of the Token will show the Focus Reward, if there is one.

Attribute Tests

When Hunters are pushed to their limit, they will be required to make an Attribute Test. Hunters have 3 Attributes, Faith, Mind and Agility, and their ID Cards show the number of dice rolled for the related tests.

An Attribute Test is written as the Attribute Icon and a target number. Hunters roll the number of dice for their Attribute and pass if at least one die meets or exceeds the target. The Test will have Pass/Fail instructions that must be resolved immediately. Often one of the Pass or Fail instructions is omitted, meaning there is no special effect.

Taking an Attribute Test is not an Action, unless clearly stated on the card.

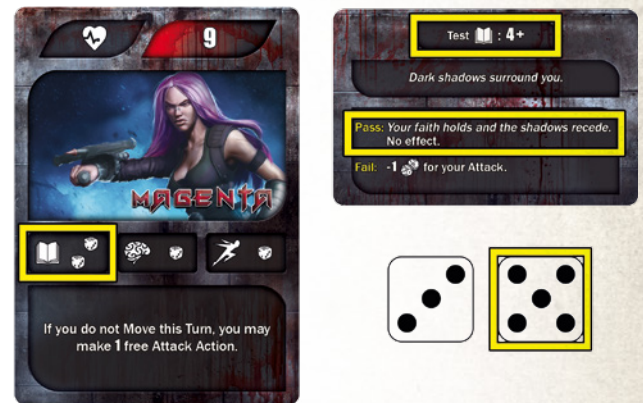


Figure 13: Sample Attribute Test

In Figure 13, Magenta draws an Elder Influence Card after declaring an Attack on an Elder. Her Faith Attribute shows that she rolls 2D6 and the Test says she must get 4 or more on at least one die. If she doesn't, she loses one die from her Attack Dice pool in the up-coming Attack due to the Fail effect on the Elder Influence Card. If she passes the Test, her attack proceeds with no penalty.

Special Abilities



Figure 14: Special Abilities

All Hunters start with a Special Ability printed on their ID Card and can spend Focus in the Downtime between Hunts to learn new Abilities.

All Abilities are unique and described on the cards. Unless clearly specified, using an Ability is not an Action. However, many Abilities cost Focus to use. Abilities that affect dice rolls, by adding dice to dice pools or allowing rerolls, etc, must be declared and paid for before rolling the dice.

Focus

During the game, Hunters will collect and spend Focus. Use Focus Tokens to track the Hunters' current total.

Hunters gain Focus when they complete specific Actions:

- When Hunters Destroy Vampires, they take the Focus Reward shown on the Vampire ID Card.
- Some Tokens have Focus Rewards printed on the flip side, for example Levers. When a Hunter interacts with the Token, flip it and take the reward specified.

Hunters use Focus to activate many special effects:

- To activate Hunter's Special Abilities.
- To activate weapon Special Effects.
- To build complex items and weapons from parts they have found.
- To buy Equipment and train new Abilities between Hunts, when playing a campaign.

Hunters may spend Focus during an Action, but it is never an Action to just spend Focus.

Interacting with Tokens

Crates: Crate Tokens are placed on the Map Tiles during Setup and offer Hunters the chance to take cover.

A Hunter in the same Area as a Crate can hide behind it. This is not an Action. Stand the miniature on the Token to indicate that the Hunter is in cover. Similarly, emerging from cover is not an Action.

When Vampires activate, they still move toward and target Hunters in cover. However, they must Destroy the Crate before Attacking the Hunter directly. They Attack the Crate as described above and the Token is removed from play when it has 0 Health Points, exposing the Hunter.

A Crate only provides cover for 1 Hunter. Vampires never take cover.

Levers: Levers are used in Hunts to control other objects in the game, for example, to unlock Doors. Levers are placed in the position shown in the Hunt minimap, with the red side uppermost.

Hunters in the same area as a Lever Token can spend an Action to activate the Lever. Flip the Token to show the green side and take the Focus Reward shown. Each Lever can only be activated once. Levers can be activated when there are Vampires in the Area with the Hunter.



Figure 15: A Debris Token.

Debris: Vampire Dens are old and crumbling structures that often collapse in the heat of battle. Resolving certain cards will tell you to place a Debris Token.

A Debris Token is placed under the Hunter resolving the card as a reminder they are trapped by the debris. When you place the Token, the Hunter takes 1 Hit, which may be blocked by, and may damage, the Hunter's Armor.

The Hunter will need to get free before they can take other Actions. They can either free themselves or another Hunter in the same Area can free them, using the Dig Free Action. Once free, the Token can be discarded.

If a Vampire Attacks a Hunter trapped by Debris, the Vampire can reroll one Attack die.

Searching

Hunters can spend an Action to Search an area to find useful items. There are a few restrictions:

- Awake Vampires: Hunters cannot Search a Room that contains Awake Vampires.

- **Never Search Icon:** This Room cannot be Searched under any circumstances.

If the Hunter can Search, they spend an Action and draw an Item Card from the Search Item Deck. This must be placed on an Inventory Slot or discarded. If their Inventory is currently full, Hunters may immediately discard a card from an Inventory Slot to make space for the new Item.

There are many different Item Cards, with different effects. Item Cards are often used or resolved while completing another Action, for example weapons are used when the Hunter Attacks. If using a card is an Action of its own, it will be stated clearly on the card. For example, discarding a Medkit to heal a Hunter is an Action, but accessing cards stored in the Old Bag is free.

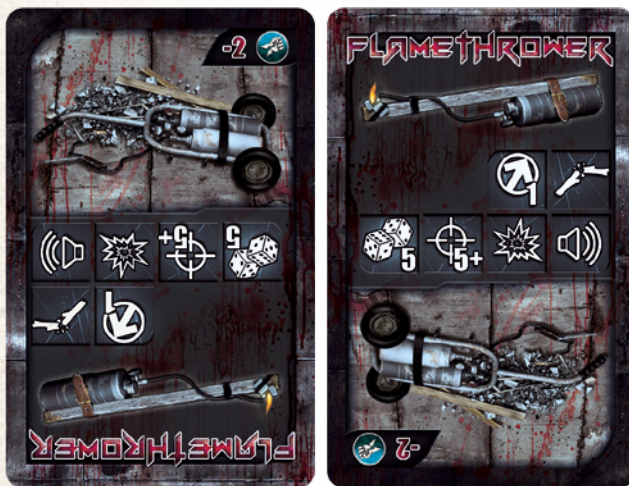


Figure 16: A Kit to build an Item and the completed result.

Some Item Cards represent a kit that must be used to build an Item, before that Item can be used. These cards can be recognized by their 2 part layout, where the 2 sections are rotated compared to each other. They are initially placed in the Inventory with the kit showing.

To build the Item, spend the Focus shown in the corner of the kit section, and rotate the card. This is not an Action, but the Hunter must be Active. Now, the Item can be used normally.

Trading

If the Active Hunter is in the same Area as another Hunter, they can spend an Action to Trade. There is a restriction:

- **Awake Vampires:** Hunters cannot Trade in a Room that contains Awake Vampires.

Only cards in Dashboard Inventory Slots can be Traded, including the Extractor Harpoon Card. Any number of objects can be Traded in either direction. Either player can discard cards so that they have free Inventory Slots.

Note that the complete stack of Relic Cards can be Traded, but that stack of Cards cannot be changed in any way.

Spending one Action to Trade is limited to Trade between the Active Hunter and only one other Hunter in the same Area. If the Active Hunter wants to Trade with a second Hunter, they must use another Trade Action.

Drop

The Active Hunter can Drop any number of cards from their Inventory Item Slots. These cards are placed in the same Area as the Active Hunter and can be Picked Up later.

Note that some game effects force Hunters to Drop objects in their Inventory, for example, Turning.

Pick Up

If the Active Hunter is in the same Area as cards that have been dropped by another Hunter, they can spend an Action to Pick Up 1 card and add it to their Inventory. There is a restriction:

- **Awake Vampires:** Hunters cannot Pick Up in a Room that contains Awake Vampires.

The player can discard cards so that they have free Inventory Slots. This applies to cards in the Dashboard Inventory Slots only, including the Extractor Harpoon Card.

Note that the complete stack of Relic Cards is picked up for 1 Action, and that stack of Cards cannot be changed in any way.

Sunset and the Awakening



Figure 17: The Clock, part way through a game.

Time is an important concept in The Order of Vampire Hunters and it is tracked on the Clock.

- It shows whether it is currently Day or Night, which affects many aspects of the game. See Night and Day, below.
- It also shows the Awakening, when all Vampires rouse from their slumber. See the Awakening, below.

Sleeping Vampires: During the Day, Vampires sleep and are much less of a threat to the Hunters. To show that a Vampire is asleep, place the miniature on its side. When the Vampire awakens, stand the miniature upright. Here is a quick summary of the game effects:

- Sleeping Vampires do not Impede Hunters' movement.
- Attackers may reroll any of the Attack Dice once when attacking Sleeping Vampires.
- Do not draw Elder Influence Cards when Attacking Sleeping Elders, see Attacking an Elder below.
- Sleeping Vampires do not Move or Attack for any reason.

Only Encounter Cards spawn Sleeping Vampires. When all other cards spawn Vampires, they are always spawned Awake.

Vampires can be woken up if there is noise in the Room:

- If an Attack fails to Destroy a Vampire, all the Vampires in the Room with the target are woken up.

- If a Hunter Attacks with a Noisy weapon or uses a Noisy item, all the Vampires in the Room with the Hunter are woken up.
- If a non-Encounter Card spawns a Vampire, or a Vampire Moves into a Room, it will Wake all the Sleeping Vampires in the Room.

The Awakening: Vampires are attuned to the sun and rise with an intense blood lust when it sets.

Follow these steps in order at the end of round 6:

- Resolve Encounter Cards for all Unexplored Rooms. Ignore all Terror Events generated by these Encounter Cards.
- Wake all Vampires. Stand all Vampire miniatures upright.
- Open all the normal Doors.
- Flip all the Vampire ID Cards from the Day side to the Night side, revealing their nighttime statistics and special powers.

After the Awakening, all Vampires will be Awake until the end of the game. Once a Vampire is Awake, it does not go back to Sleep.

Remember when the game continues, the turn order inverts so that Vampires activate before the Hunters.

Special Doors: Some Hunts have special Doors, marked by a blue colored Door Token. If the Awakening happens while these special Doors are Closed, resolve the Encounter for the Room, but do not Open the Door, regardless of whether the Door is Locked or not. Also see Vampires in Closed Rooms, below.

Vampire Activation

The Vampires are controlled by Vampire Activation Cards. A card is drawn each time a Hunter activates. There are 2 decks, one for use during the Day and one for the Night. Both sets of cards are the same format with similar instructions.



Figure 18: 1 Day and 2 Night Activation Cards, with different difficulty levels.

Since these decks control the Vampires, they play a part in setting the difficulty of the game. Each card is marked with a difficulty level in the top left corner. The Hunt will state how many Level 1, 2 and 3 cards to add to each deck. Make sure you shuffle the decks thoroughly.

The current player draws a card at a specific time during their turn:

- **Day:** Activate your Hunter and then draw and resolve a yellow Day Vampire Activation Card.
- **Night:** Draw and resolve a blue Night Vampire Activation Card and then activate your Hunter.

The Current Player then resolves all sections of the card in order, from top to bottom. These instructions are only applied to Vampires that are Awake, but if Vampires wake up while the card is being resolved, they will follow the remaining Actions on the card.

The instructions must be followed closely, but if there are equally valid interpretations, the current player decides what happens.

Vampire Activation Card icons: All Vampire Activation Cards use these three icons:




	Stalking Vampires. Select Vampires that are not in an area with a Hunter (any Hunter, not just the Active Hunter). These Vampires are stalking a Target and the Activation Cards will move them more often.
	Fighting Vampires. Select Vampires that are in an area with one or more Hunters. These Vampires are already in position to Attack a Target, so the Activation Cards will move them less often.
	This icon means move Vampires.



Figure 19: Vampire Activation Card Sections.

Generally, each Vampire Activation Card is divided into 4 sections, although on some Cards a section may be empty, meaning nothing happens. The first 3 sections are normally related to the Active Hunter. The last section is normally related to all Hunters. The last section is highlighted in red to remind you of this difference. The cards are resolved as follows:

- Spawn Vampires or perform a special task.
- Move Vampires toward the Active Hunter.
- All Vampires in the Area Attack the Active Hunter.
- Move more distant Vampires closer to any/all of the Hunters.

Section 1: This section often has instructions for spawning new Vampires. Place the Vampire in the Area specified, for example the same Area as the Active Hunter, beside a numbered Tunnel Access Point, etc. These spawned Vampires are always Awake and Wake up any Sleeping Vampires in the whole Room.

Some Cards have unique effects, sometimes associated with an Attribute Test.

Section 2: This section says which Vampires will Move to the same Area as the Active Hunter.

- Start by using the red and green icons to select the Vampires. Either Fighting or Stalking Vampires, or both groups, may be selected.
- The text will specify a maximum distance along the shortest Path to the Active Hunter. When counting the distance, do not count the Area containing the Hunter, i.e. if the Vampire is in an adjacent Area, the distance is 1.

Now move the Vampires that satisfy all the selection conditions to the same Area as the Active Hunter.

Vampires do not have a Move or Speed attribute. If Vampires are selected by the icons and distance limit, they will always Move to the Area with the Active Hunter.

Section 3: All Vampires in the Area Attack the Active Hunter, in Initiative order (lowest Initiative goes first).

Vampire Attacks are made as normal using the Attack Dice pools and Accuracy values shown on the Vampire ID Cards. Don't forget Attacks may gain Special Effects at Night.

Section 4: Finally, Vampires stalk the Hunters. All Vampires far enough from the Hunters will close in. This section is a little different from the first 3, because it applies to Vampires anywhere on the board, not just near the Active Hunter. The selection procedure is similar to section 2:

- The green icons mean select the Stalking Vampires.
- Trace the shortest path from the Vampire to the closest Hunter.

- Unlike Section 2, the text gives a minimum distance from the Vampire to the closest Hunter. Check the Vampire is at least this distance away.
- Finally, move the Vampires that satisfy these conditions the given distance along the shortest path toward the closest Hunter.

If all these conditions are satisfied, the Vampire will move along the shortest path to the closest Hunter. The card says how far the Vampire moves.

Shortest Path: When checking the distance from a Vampire to a Hunter, select the shortest path through Open Doors and the Tunnels. Vampires do not open Closed Doors. Vampires may move toward Hunters in Sunlit Rooms, they will stop in the last dark Area and not actually enter the Sunlit Rooms.

Closest Hunter: This always means “closest along the shortest path”. Note that there may be multiple Hunters that all count as the “closest Hunter”. Select one of them using the following rules:

- Select the Hunter with the most Wounds.
- If there is still a tie, select the Hunter with the least Focus.
- If there is still a tie, select at random.

Although it sounds like there are many steps to follow, you will find that this becomes quicker with practice.

Remember, the instructions only apply to Vampires that are Awake.



Figure 20: Magenta draws a Vampire Activation Card.

Let’s work through a complete example. Magenta draws a Vampire Activation Card from the Day deck. She is ambushed by a Guardian. Not only does the Guardian appear right next to her, but the other Vampire in the room Wakes up.



Figure 21: Section 1 has been resolved. Things look worse for Magenta.



Figure 22: Section 2 only affects the Thrall.

The second section says to move Stalking Vampires up to 2 Areas to get to Magenta.

The Burrower on the left is Stalking, but it does not move through the Closed Door, so the shortest path is far too long. It is much more than 2 Areas away, as measured along the shortest, legal path. The Burrower on the right is 3 Areas away, above the limit. So none of the Burrowers Move.

The Upyr is not Stalking, it’s with Joshua, and the Guardian is already in the area with Magenta, so these 2 Vampires do not Move.

That leaves the Thrall. It is 2 Areas from Magenta, just in range, so it does Move to the Area with Magenta.



Figure 23: The Vampires Attack!

Magenta now has 2 Vampires with her and the third section says that they attack her! We'll skip the dice rolls, but the Guardian goes first and gets a lucky Hit! The Thrall also gets a Hit! Magenta has already lost her Armor, so she takes 2 Wound Tokens.

Like Sections 1 and 2, Section 3 is only applied to the Active Hunter. There is an Upyr in the Area with Joshua, but he is not the Active Hunter, so he is not Attacked this turn.

Some Vampires can be dismissed very quickly. The Upyr, Guardian and Thrall are in Areas with Hunters and are not Stalking new targets. They are not selected.

The Burrower on the left finds Sarah as the closest Hunter. It is 2 Areas from Sarah, so it moves 1 Area closer to her.

Just looking at the layout of the Areas, Magenta is the closest Hunter to the Burrower, but the distance must be traced along the shortest valid path. The Burrower does not Open the Closed Door, so the path to Magenta is much longer than the path to Sarah. Sarah is indeed the closest Hunter.

This only leaves the Stalking Burrower on the right, which is 3 Areas from Magenta. We pick Magenta not because she is the Active Hunter, but because she is the closest Hunter to this Burrower. The Burrower steps forward 1 Area too.



Figure 25: The Final Result.



Figure 24: Vampires all across the board creep forwards.

Finally, the general move section may cause the Vampires to approach any Hunter. Here, Stalking Vampires that are 2 or more Areas from the closest Hunter move 1 Area toward that Hunter.

This one Vampire Activation Card caused a lot of change. More Vampires are Awake. Magenta has been swarmed and taken some Hits and a Burrower is closer to Sarah. If Sarah draws an Activation Card now, there is a good chance it will Move to her. Fortunately, it's Day, so Sarah will Activate before the Vampires.

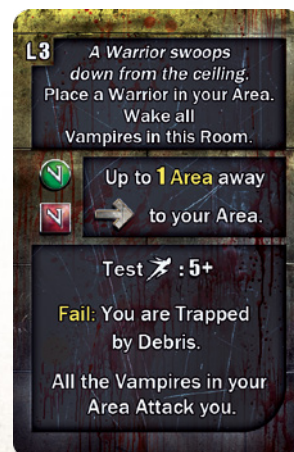


Figure 26: A non-standard Vampire Activation Card.

Not all Vampire Activation Cards have all 4 sections, but you will easily recognize and understand the occasional non-standard card. Figure 26 shows a card with just 3 sections. From the missing red highlight and the card text, you can see that sections 1-3 are present and section 4 has been omitted. There is an extra Attribute Test to be resolved in section 3 before Vampires attack as usual.

Vampires in Closed Rooms

In some situations, you may see Vampires in closed Rooms completely cut off from the Hunters. When resolving cards, for example Vampire Activation Cards, completely ignore all Vampires in closed Rooms. If the Room has a Tunnel Access Point, or once a Door to the Room has been Opened, Vampires in that Room will Activate normally.

Elder Vampires

Elder Vampires are unique individuals that have existed for many centuries. Each Elder has unique abilities and statistics and is represented by a unique miniature. Their ID cards are not double-sided because these powerful adversaries are less affected by Day or Night and always have access to their special powers.

During Setup, the Elder Vampire ID Cards are shuffled into a small deck and a random Elder ID Card is drawn whenever an Elder spawns. Place the appropriate miniature on the board and leave the ID Card where it can be easily seen by all players.

If the Elder Vampire is Destroyed, discard the ID Card. If the Elder ID Card deck is empty, shuffle the discarded Elder ID Cards to restock the deck.

Attacking an Elder: Elder Vampires are terrifying foes that dominate the minds of their enemies. The Elder Influence Cards show how these mental attacks affect the Hunters.

When a Hunter Attacks an Awake Elder, they must specify the weapon they are using and then interrupt the Attack, draw and resolve an Elder Influence Card, and then complete the Attack with that weapon. The Attack may continue normally or at a disadvantage, or it may not happen at all. In all cases, the Hunter has used an Action. This process must be followed for each Attack Action, if the Hunter makes multiple Attack Actions in a turn.



Figure 27: An Elder Influence Card.

To resolve the Elder Influence card, the Hunter takes the Attribute Test given at the top of the card (1), reads the flavor text (2) and follows the instructions in the Pass or Fail section (3), depending on the result.

Sleeping Elders do not get the opportunity to influence their attackers. Make the Attack as if attacking any Sleeping Vampire.

The Vampire Lord: The Vampire Lord is an especially powerful Elder and is reserved for special narrative moments and the climactic final battle. It is not spawned at random with the other Elders, so do not shuffle its card into the Elder Deck.

Vampire Lord ID Cards are double-sided. They do not have Day and Night sides because the Lords are powerful enough to access their powers during the Day. Instead, there is a full strength and weakened side. If the Vampire Lord is in play, begin with the full strength side showing, which is the side with the highest Health Points.

Relics

In ages past, ancient Relics were used to do great harm to the Night, eventually forcing it underground. In this cycle of resurgence, Creatures of the Night have been secretly collecting and destroying as many Relics as they can find, before the Order can use them again.

When you play a Campaign, you must collect any broken Relic parts you can find, as well as other powerful objects the Night have hidden away in their Dens. The Night has done too good a job of scattering the fragments for you to collect all the pieces of one old Relic. Instead, you will take the parts you can find back to the Order, where they will carve, reshape, forge and assemble the pieces into something new, but equally powerful. You will be wielding Relics never seen before.

When you are playing a Campaign, you may receive a Relic Card as a reward when you successfully complete certain Hunts. This represents a part of an ancient Relic that you have found. The Order can create a new Relic from several of these cards. All Relics must have at least 3 parts:

- Shaft: handle, grip, etc.
- Weapon: sword or dagger blade, mace or hammer head, etc.
- Holy Item: Saint's clothing, body part, etc.

You can use up to 5 cards because it is sometimes possible to have 2 Weapons and/or 2 Holy Items:

- Shaft + Weapon + Holy Item 3 cards
- Shaft + 2 Weapons + Holy Item 4 cards
- Shaft + Weapon + 2 Holy Items 4 cards
- Shaft + 2 Weapons + 2 Holy Items 5 cards

Each card will say clearly whether multiple cards can be used, but you can use at most 5 cards to make a Relic.

When you combine them, each card contributes to the overall statistics of the Relic:

- Shaft: Range.
- Weapon: Dice and Accuracy. For multiple cards: Add the number of dice but use the worst Accuracy.
- Holy Item: Special power. For multiple cards: All special powers can be activated, if you can pay the Focus cost for them. Although the Relic is a weapon, these powers may be unrelated to Attacking.

When combined, the parts create a weapon with a powerful unique property, the ability to Destroy Vampire Lords. This is described further below.

Drawing Relic Cards: Many Hunts will tell you to draw a Relic Card if you complete them successfully. Occasionally, there will be special rules such as starting in the Den with the Relic and trying to get out. Fate is on your side and will aid you in your fight against the Night: your first 3 draws from the Relic Deck are not completely random. Use these rules to ensure you can build a Relic from your first 3 Relic Cards. If you draw a card you cannot use, simply discard it. It will be shuffled into the Relic Deck when you set up the next Hunt.

- First draw: keep the first Shaft that you draw.
- Second draw: keep the first Weapon that is compatible with your Shaft.
- Third draw: keep the first Holy Item that is compatible with your Shaft and Weapon.

It is possible that you will have the cards to assemble a complete Relic part way through the campaign. If you gain more than 3 Relic rewards, simply keep your first draw from the Relic Deck. You may be able to use this Card to enhance your Relic.

Assembling the Relic: The Order will only have the time and resources to assemble a Relic at specific points during the Campaign. This will often be just before the final Hunt. In the Hunt definition, it will tell you that you can assemble your Relic.

The number of Relics you can create will be limited by the number of Relic Cards you have since each Relic needs between 3 and 5 parts. For example with 5 cards, you can only create one Relic, but if you have 6 cards you can choose between making 1 or 2 Relics. The Campaign will control how many Relic Cards you can collect. Once created, you cannot disassemble a Relic to use the Relic Cards a different way.

When you create a Relic, select the Relic Cards you want to use. Check the instructions on each card, to be certain the combination is legal. Then, at the start of the Hunt, overlap the Relic Cards and place the stack on one Hunter's Dashboard in an Inventory Slot. When you overlap the cards, you only need to be able to see the stats at the bottom.



Figure 28: Relic Cards.

The 3 cards shown in Figure 28 can be used to create a Relic. All 3 required parts are present and the restriction on Pangu's Axe Head is satisfied by Ascalon's Shaft. They will build the Relic shown in Figure 29.



Figure 29: A stack of Relic Cards for a completed Relic.

During Setup, you will need to agree who carries the Relic into the Den. Place this stack of Cards in one of that Hunter's Inventory Slots.



Figure 30: A Relic card that can be used 2 ways.

Some cards give you more options. Figure 30 shows a Relic part that the Order can carve and shape in two different ways when they make the new Relic. It's your choice if you use it as a short or long shaft. Simply rotate the card when you stack it so you can read the text for the option you want.



Figure 31: A Relic made from 4 Cards.

As described above, you can use more than 3 Relic Cards in some circumstances. Figure 31 shows a new Holy Item Relic Card that may always be added to the stack as the second Holy Item, regardless of the restrictions on the Cards you are using. This can be used with the previous 3 Cards to create a Relic from 4 cards. The Relic now has 2 Special Abilities.

Longer Campaigns will give you more options. Depending on the cards you draw, you may not be able to incorporate them all in to a powerful Relic, but if your luck holds, you may be able to create just the weapon you need to rid the world of the Vampire Lord.

Trade, Drop, Pick Up: You can pass a Relic between Hunters once the Hunt has begun using these Actions. If the Hunter carrying the Relic is killed, the Relic is dropped in their Area and can be Picked Up later.

Turned Hunters: Turned Hunters cannot wield a Relic, or any other objects. If the Hunter carrying the Relic is Turned, the Relic is dropped in their Area. As above, another Hunter can spend an Action to Pick Up the Relic.

Note that you cannot change the Cards in the stack when you transfer it by any of these Actions.

Destroying Vampire Lords: Relics can be used as regular weapons, or as items that generate special powers. However, the real purpose of creating a Relic is to battle Vampire Lords. Only a Relic can deliver the final blow that will destroy a Vampire Lord, as described in the Vampire Lord section.

Vampire Lords

Vampire Lords are the most powerful of the Elder Vampires. They are extremely rare and there is seldom more than one Lord active at once. Kophas is the Vampire Lord in the core game.

Kophas does not appear in all Hunts. The Vampire Lord is reserved for special narrative moments and the climactic final battle. It is not spawned at random with the other Elders, so do not shuffle its card into the Elder Deck. Instead special rules in some Hunts control when Kophas appears.

All the rules for Elders apply to Vampire Lords, for example they use Elder Influence Cards. In addition:

- Although they dislike sunlight and rarely walk in the day, it has no effect on them. They are cloaked in the Night everywhere.
- Their cards are double-sided but this is not related to Day and Night. Always start with the full strength side (the side with the highest number of Health Points).
- They are too large to be affected by the Extractor.
- Lords cannot be Destroyed by normal weapons. When using the first side of the Lord ID Card, the Lord will take damage normally. But when the Lord reaches 0 Health Points, consult the Hunt description for what happens. The Lord may escape and regenerate to fight the Hunters again.



Figure 32: Double-Sided Vampire Lord ID Cards.

Figure 32 shows a double-sided Vampire Lord ID Card. The full strength side, on the left, is the side that is used at the start of most Hunts. The Vulnerable side, on the right, is used when there is a change and you can Destroy the Lord. You may reveal this side part way through a battle.

Destroying a Vampire Lord: Flip the Vampire ID Card when the Lord reaches 0 Health Points and then continue the fight. When this happens:

- Complete the Hunter's Attack.
- If there are Wounds from this Attack that were not applied, they are lost.
- Remove all Wound Tokens currently applied to the Lord.
- Flip the ID Card to show the Vulnerable side.

The Lord can fight on in this weakened state, using the stats now revealed on the reverse of the card. The crucial difference is that the Lord is now immune to normal Weapons and the effects of normal Objects and Hunter Special Effects. The only way to Destroy the Lord is to Attack with a Relic. Apply Wounds from Attacks with Relics normally. If the Lord is reduced to 0 Health a second time, it is Destroyed.

Turned Hunters: Turned Hunters cannot use Relics, but in their unnatural state, their melee Attacks can Wound the Vulnerable Lord and even Destroy it.

Miscellaneous Rules

Rerolls: Whenever a special effect allows dice to be rerolled, all the dice being rerolled must be rerolled together just once and the new result must be accepted.

Stealing: When a card says Steal X resources, such as Health or Focus, resolve this like stealing X coins in real life. The target loses X resources, the “thief” gains X resources. If fewer than X resources are available, transfer as many as possible. If the thief meets a resource limit, for example their maximum Health, the target still loses as much as possible.

Vampires Move and Attack: Vampire Activation Cards are not the only cards that cause Vampires to Attack. If other cards, such as Terror Events, make the Vampire Attack a target, but the Vampire is not in position to make the Attack, move the Vampire to a position where the Attack is legal before making the Attack roll. Typically, move the Vampire to the same Area as the Target.

OBJECTIVES AND WINNING

Objectives and Ending a Hunt

Each Hunt has objectives for the Players. Some end the Hunt, some simply give extra rewards:

Primary Objective: Achieving the Primary Objective is the main goal for the Hunt and normally ends the Hunt immediately. It may give you important rewards, such as a Relic Card. It is up to the player that completes the last part of the Primary Objective to decide how to use or how to share these rewards.

Secondary Objectives: A Hunt may or may not have Secondary Objectives. They are optional and do not end the Hunt if they are completed.

Rewards for completing the Secondary Objectives are awarded to the player completing the Objective. It may be possible for multiple Hunters to obtain the same Secondary Objective. This will be clearly stated in the Hunt definition. Regardless of the Hunt outcome, if a Hunter fulfills the conditions of the Secondary Objective, they will be given the reward at the end of the Hunt.

There are different objectives for the Hunters or Turned Hunters. This is described further in the Turned Hunter advanced rules. When playing without Turned Hunters, ignore the Turned Hunter Objectives.

Accumulated Focus: Focus is awarded during the Hunt for some tasks, for example, Destroying Vampires and activating Levers. This Focus can be spent during the Hunt or kept for use in the Downtime. Like Secondary Objective Rewards, all players that are awarded Focus can keep it after the Hunt ends. It is not necessary to complete the Primary Objective. Even players that end the game unconscious get their Focus and Secondary Objective Rewards.

Rewards and Standalone Games: In standalone Cooperative and Competitive Mode games, you can ignore assigning the rewards, as they are not important when playing these options. The rewards are only used in Campaign games, where you gain skills and gear, as you progress from Hunt to Hunt.

A Hunt also ends when time runs out. All players lose.

Winning and Losing

First, you can't win if you lose:

Time Runs Out: If the game reaches the end of the last turn and a Primary Objective is not completed, then all Players lose immediately. Even if you are playing with your most competitive friends, it is critical that you work together to complete the Primary Objective in time.

If you did not lose, perhaps you won! Winning is simple in Cooperative Mode:

Cooperative Mode: If the Hunters complete the Primary Objective, all Hunters win the game.

The various optional rules described below change the win conditions slightly.

GAME OPTIONS

Introduction

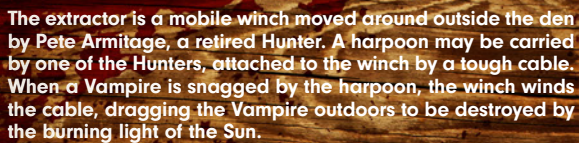
This section describes The Order of Vampire Hunters Rules options.

We start with some Advanced Rules. These are part of the core Cooperative Mode, but can be skipped while you learn your actions and how to activate the Vampires during your first few games. You will quickly learn the basics and once you try the advanced rules, we are sure you will always play with them.

Then there are various options for playing with different numbers of people, Competitive Mode, standalone/campaign play and adding Turned Hunters. This is all based on the core rules.

Advanced Rules

The Extractor



The extractor is a mobile winch moved around outside the den by Pete Armitage, a retired Hunter. A harpoon may be carried by one of the Hunters, attached to the winch by a tough cable. When a Vampire is snagged by the harpoon, the winch winds the cable, dragging the Vampire outdoors to be destroyed by the burning light of the Sun.

Although the Extractor Destroys powerful Vampires easily, there are many restrictions that must be followed before it can be used:

- The Extractor can only be used during the Day. Discard the Harpoon Card during the Awakening.
- The Hunter must have the Harpoon equipped.
- The Harpoon is a melee weapon, so the Vampire must be in the same Area as the Hunter.
- The cable is only 5 Areas long. The Vampire must

be, at most, 5 Areas from the entrance with the Extractor. If a Hunter moves 6 or more Areas from the entrance, they must discard their Harpoon Card. Place it beside Pete, to show that the Hunters can come and take it.

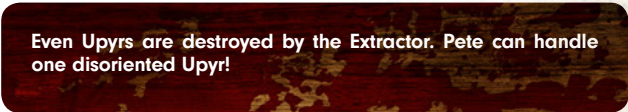
Pete can move between the entrances, again with restrictions:

- Pete can be positioned at any Open Entrance/Exit or at any Unboarded Window.
- Pete can only move when no Hunter is equipped with the Harpoon. The cable between Pete and the Hunters prevents him moving.

There is a new Action specific to using the Extractor:

Activate Extractor: If a Hunter satisfies all the restrictions above, they can use an Action to snag a Vampire with the Harpoon and call Pete to drag the Vampire outside. The Vampire is immediately Destroyed in the Sunlight and the Hunter takes the Focus Reward on the Vampire ID Card. Place the Harpoon Card beside Pete to show that any Hunter can come and take it.

The Extractor is a Noisy weapon. The screaming Vampire will Wake all Sleeping Vampires in the starting Area and every Area that it passes through on the way to the exit.



Even Upyrs are destroyed by the Extractor. Pete can handle one disoriented Upyr!

There are also 2 tasks that the Hunters can perform as free Actions:

Relocate Pete: If no Hunters are carrying Harpoons, a Hunter can relocate Pete to any entrance or Unboarded Window.

Take a Harpoon: When a Hunter is in an Area adjacent to Pete at an entrance, the Hunter can take a Harpoon, so long as no other Hunter has the Harpoon. This may often be done at the start of the game, as Hunters do not start with a Harpoon equipped. Only 1 Hunter can carry the Harpoon. Place the Harpoon Card on your Dashboard in an Inventory Slot to show that the Harpoon is equipped.

Note that Hunters can take the Harpoon from each other as part of the normal Trade Action.

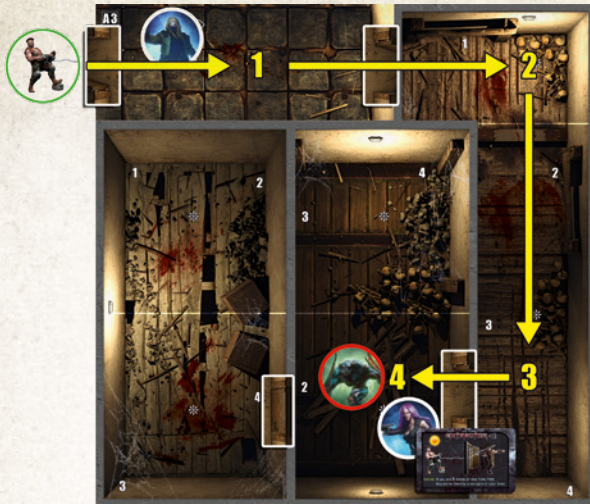


Figure 33: The Extractor – start of turn.

Figure 33 shows 2 Hunters interacting with Pete during 1 round. Only the Extractor related Actions are discussed.

Magenta is in a perfect position to use the Extractor. She has a Harpoon, is only 4 Areas from Pete and is in the same Area as a powerful Elder that would normally be hard to kill. She spends an Action to jab the Harpoon into its fleshy thigh and calls to Pete to drag it outside to a fiery death. If there were any Sleeping Vampires in the yellow path, this noisy Action would Wake them up.

Joshua goes last in this example. He started the turn without a Harpoon Card, but is in position to take one from Pete. He grabs a Harpoon and is now ready to run back into the Den. Since taking a Harpoon from Pete is a free Action, Joshua still has 3 Actions available.



Figure 34: The Extractor – After the Actions described above.

Combined Attacks



Multiple Hunters can work together to attack a Vampire. There are many unique Combined Attack Reference Cards, which describe exactly how the Hunters can gang up on the Vampires. Here are the common elements:

1. The description will specify the arrangement of the Hunters and the Target. For example, all may need to be in the same Area for some Combined Attacks, but for others, the Hunters need to be separated. There may be other more specific conditions. If the conditions are not satisfied, the Combined Attack cannot be used.

The Active Hunter spends an Action to initiate the Combined Attack following all the rules in the Attack section and including any bonuses on this card. The description may restrict the type of Attack, melee or ranged.

Obviously, one or more of the Hunters will not be the Active Hunter. They must be able to participate, for example, they must not be trapped by Debris. They must also agree to participate. These Hunters do not spend an Action to take part in the Attack.

2. There will also be a Focus cost. The card will say who pays and how much. Again, if the cost cannot be paid, the Combined Attack cannot be used.
3. Combined Attacks give a better reward than Destroying a Vampire with a normal Attack. This is described in the Reward section of the card.
4. Finally, there is some risk. Combined Attacks often require one of the Hunters to get close to the Vampire. If the Vampire is not Destroyed by the Combined Attack, they may be able to counterattack immediately. This is described in the Penalty section of the card.

Playing Turned Hunters

Playing as a Turned Hunter is the biggest change made by an optional rule. It can be included in Cooperative and Competitive Mode games, as well as when playing Stand-alone and Campaign games. However, since it is a significant change, make sure you understand both the base game and this extension well before you try it.

No good vampire story is without a central character being turned into a Vampire. When your Health Points first reach 0, instead of being unconscious, you will begin to turn into a Vampire and continue to play as a Turned Hunter with new Objectives and Compulsions. Think of this as a last opportunity to play on and win. The game will be hard, but at least you have not lost yet.

We will explain the general changes and how this affects the various game modes:

Turning: When you are reduced to 0 Health Points, interrupt the game while you turn into a Vampire. Your Hunter ID and Basic Weapon Cards are double-sided, flip them to the Vampire side. Switch your Blue Hunter Identification Ring to the Red one, so that all players can clearly see you have Turned. Place all Item, Equipment and Relic cards in the Area with the Turned Hunter. As a Turned Hunter, you will not be able to use Weapons or other objects. Other Hunters can use the Pick Up Action to retrieve these later. If you have any Special Ability Cards in play, place them to one side. You can use them in a later Hunt once you are cured. Remove all Wound Tokens, but keep your Focus Tokens. Draw a Compulsion Card, see below. If a Vampire is currently Attacking you, stop the Attack and take no further Wounds from it. If you are the Active Player, play out your remaining Actions as a Turned Hunter.



Figure 35: Joshua in Vampire Form!

Play as a Vampire: You are now a Vampire, although you control your own actions rather than being controlled by a Vampire Activation Card. Your Action list is much smaller:

- **Move:** You still get two Movement Points and can Open Doors. You are still Impeded by Vampires.
- **Attack:** You can now Attack Hunters. You cannot attack Vampires, or other Turned Hunters, unless suffering a Compulsion.
- **Bite Captives:** As an Action, you can Bite Captives. Using the stats on the Token, the Turned Hunter must make a successful Attack against the Captives. Flip the Captive Token, take the Focus Reward on the reverse and discard the Token. The Captives are dead!
- **Activate Lever:** This is exactly the same as the Hunter Action. If the Lever is linked to special effects in the game, such as unlocking a Door, the effects take place regardless of who activates the Lever.

You do not draw a Vampire Activation Card, as Vampires no longer react to your presence. When other Hunters resolve Vampire Activation Cards, the Vampires completely ignore all Turned Hunters. Play the Vampire Actions as if the Turned Hunters were not even on the game board.

Since you are a Vampire, Hunters cannot Search, Trade, Pick Up items, etc, when you are in their Room. Hunters can Attack Turned Hunters, like any other Vampire.



Figure 36: A Compulsion Card.

Compulsion: As your mind warps, you must give in to strange new compulsions. Are these remnants of your human mind or bloody cravings from your new dark side? Your unique compulsion is described on your Compulsion Card. Each card describes the tasks you must complete every turn and the penalty you suffer at the end of your Activation, if you do not complete them.

Your Compulsion may force you to Attack Vampires. If this is the case, you only act to satisfy your Compulsion. If your Compulsion is to Destroy Thralls, you cannot Attack Warriors. If your Compulsion is to Wound a Vampire, once you Wound a Vampire you cannot Attack another, etc.

Since your Compulsion may force you to Attack Vampires, Turned Hunters may need to Attack Elder Vampires. This is especially dangerous as Elders exert a strong control over the Vampires in their Den, including the newly Turned Hunters. During the Attack, follow all steps as normal but when you resolve the Elder Influence Card, always follow the “Fail” instructions.

Turned Hunter Combined Attacks: These are similar to Hunter Combined Attacks, except Turned Hunters get the Vampires to do their bidding. There is no Reward section, the benefit is simply the boosted Attack.

New Team with New Objectives: You are now playing as one of the Turned Hunters. You may be the first Turned Hunter in the game, or you may be joining other Hunters who have already been Turned.

As a Turned Hunter, you will be trying to achieve the Turned Hunter Objectives in the Hunt. There may be some overlap between both sets of Objectives. For example, the Hunters may be trying to unlock the Door to an Elder in order to get in to Destroy it. The Turned Hunters may be trying to unlock the Door to release the Elder. In these cases, it does not matter which team performs an Action to complete part of the objective, it counts as completed for both teams.

A Turned Hunter will be rewarded for any Hunter Secondary Objectives they achieved before Turning.

Turn Order: During the Day, Hunters activate before the Turned Hunters. At Night, Turned Hunters activate before the Hunters.

Focus: Turned Hunters keep the Focus they earned as Hunters and can continue to gain more Focus. However, Turned Hunters gain Focus for different tasks:

- Turned Hunters gain 3 Focus for killing Hunters.
- In addition, when Attacking Hunters, a Turned Hunter gains 1 Focus for each natural 6 rolled on the attack dice.
- Turned Hunters gain Focus for Biting Captives and Activating Levers.
- Turned Hunters gain Focus for Destroying Vampires, as normal.

Remember, Turned Hunters cannot generally Attack Vampires. They can only do this if their Compulsion forces them to do so.

0 Health Points: If the Turned Hunter is reduced to 0 Health Points, they are knocked unconscious and are out of the game. If you are playing a Campaign, they are taken back to the Order and can pay for the cure as normal, at the end of the Hunt.

Winning: As before, you cannot win unless you achieve your Primary Objective. Therefore, with 2 teams having 2 different Primary Objectives, only 1 team will win. Of course, if time runs out without either team completing their Primary Objective, both teams will lose.

These new rules are used in all game modes. Here are some clarifications:

Cooperative Mode: Follow the normal Cooperative Mode turn order rules with each team. The Hunters decide in which order the Hunters play. The Turned Hunters decide in which order the Turned Hunters play. But one group goes before the other, depending on whether it is Day or Night.

Hunters and Turned Hunters play as different teams, but the Hunters still cooperate fully with each other and the Turned Hunters cooperate fully with any other Turned Hunters.

The players win or lose as a Team. The team that actively completes their Primary Objective wins. If time runs out, both teams lose.

Competitive Mode: Details for Competitive Mode can be found below. Follow the normal Competitive Mode turn order rules with each team. Start at the First Player Marker and move clockwise round the table. You will need to make 2 sweeps round the table so that Hunters and Turned Hunters all get to activate.

The winning player must be on the team that completes its Primary Objective. For example, a game ends when Joshua completes the Turned Hunter Primary Objective.

- Joshua (Turned) – 4 Focus
- Sarah (Hunter) – 4 Focus
- Stephan (Turned) – 3 Focus
- Magenta (Hunter) – 6 Focus

Note that Magenta has the highest Focus and the Hunters have more Focus in total than the Turned Hunters. All this is irrelevant in determining the winner. The Turned Hunters completed their Primary Objective and Joshua is the Turned Hunter with the most Focus. He is the winner.

Campaign: At the end of the Hunt, Turned Hunters are captured, returned home and treated with blood transfusions, UV lamps and silver nitrate tablets. Humanity can be restored to Turned Hunters as it takes time for Vampirism to take full hold of its victims. Next Hunt, they are ready to play as normal Hunters again.

Number of Players

Playing with 2-4 Players

Each player should select 1 Hunter and follow the rules above for scaling the number of Vampires spawned to match the number of players. See the Resolving Encounters section.

Alternatively, 2 experienced game players can control 2 Hunters each and start each Hunt with 4 Hunters. This option will work best for Cooperative Mode.

Solo

Solo play is where just 1 player controls all the Hunters. Decide whether you want 2-4 Hunters in the game. The more experienced you are, the easier you will find it to control a larger number of characters at one time. Again, this works best with Cooperative Mode.

Game Modes

Cooperative Mode

With a team of Hunters entering the Vampire Den, The Order of Vampire Hunters is naturally a cooperative game. In Cooperative Mode, the Hunters should plan their turn together, make Combined Attacks and Trade inventory during the Hunt or the Downtime of a campaign.

Competitive Mode

Do you want an even greater challenge? Let's find out who is the best Hunter!

Competitive Mode is not as different as it may sound. You are still a band of Hunters trying to rid the world of the Vampires, so there are no Hunter vs. Hunter Attacks. The difference is that you gain a way to score the games, so

there is an individual winner. It also sets the expectation for the Hunters to play more for themselves, for example with less Trading.

However, there is still a need for some level of cooperation. As badly as you may want the bragging rights for a win, everyone loses if you cannot complete the Primary Objective. If Joshua and Stephan are third and fourth place in Focus, they can quickly catch up if they make a few Combined Attacks. If you hoard all the Equipment you gain during downtime, the team will not be able to complete later Hunts. So you may see some Trading, even in Competitive Mode.

Rule Change: In Competitive Mode play starts with the First Player and proceeds clockwise. During Setup, give the First Player Token to the player who gained the most Focus in the previous game (resolve draws with a dice roll). In turn order, place your Hunters at the entrances. The First Player places Pete, if the Extractor is being used.

During the End Phase, advance the First Player Marker clockwise to the next Player.

Rule Change: Once the game is completed, the player with the most Focus wins, if their Primary Objective was completed. This will change your playing style, as you will not want to use all your Focus to power up Attacks and Abilities.

Gameplay in Standalone Games vs Campaigns

Standalone Games

Simply select a Hunt and play it. In Cooperative Mode, there is absolutely no need to carry Focus or items forward, or save fragile weapons for the next game. So use all of your Focus to power up your Attacks and use your best weapons with abandon.

Even in Competitive Mode, there's no benefit to ending with a huge amount of Focus, as you will not be buying Equipment and Training. Spend some of your Focus to power up and defeat the Vampires and aim to win the game by 1 Focus point!

Campaigns

Campaigns add another level of strategy. Not only do you want to work toward a victory during this Hunt, but you want to gain enough Focus and gear to help with the next.

In Cooperative Mode campaigns, you may Trade inventory and share taking Focus Rewards during the Hunt, but don't forget that you can Trade Equipment during downtime.

The opposite may be true in Competitive Mode, where you may want to hoard the best Equipment. Remember, you may have to give some to the other Hunters, to ensure you can get through the harder Hunts.

Campaign play is described in the next section as it introduces a whole new phase to the game, Downtime.

Adjusting Difficulty

You can adjust the difficulty to suit your group:

Change Decks: When constructing the Vampire Activation and Encounter Decks, add more of the lower level cards to make the game easier, or more of the higher level cards to make it harder.

Change Day/Night Times: Move the Start and End Tokens on the Clock to change the number of rounds in the Day and Night. Shift the Start and End Token 1 round earlier to make the game easier or 1 round later to make the game harder. If you exhaust a Vampire Activation Deck, shuffle the discarded cards to form a new deck.

Spawn More Vampires: Place double the number of Vampires shown on the green bar of the Encounter Card to make the game harder.

CAMPAIGN RULES

Overview

Campaigns are a set of linked Hunts of increasing difficulty. Hunters earn Focus during each Hunt and buy Equipment and Abilities before setting out for the next Hunt.

Campaign Structure: Think of the campaign like a larger game. It has its own turn structure:

1. Select the Campaign.
2. Play a Hunt.
3. Improve the team. Use the Focus gained in the previous Hunt to get your team ready to fight again. If there are more normal Hunts, go to step 2, if not, continue to step 4.
4. Play the Final Battle. There may be some special conditions to enter this Hunt.

Select the Campaign

At the start of a new Campaign, players should select a Campaign Map.

Campaign Map: Many Hunts are described in the Hunt booklet which can be played standalone or strung together to form a campaign. The core game contains 2 Campaign Maps, indicating which Hunts should be played and in which order.

Playing the Hunts

Start at the first Hunt and play through them all in sequence. For the first Hunt, you start with the smaller Hunter Dashboard. You will have no Equipment Cards either.

As the Campaign progresses, you may use Focus to buy Equipment for use on the Hunt and you may learn more Abilities. If you successfully completed the last Hunt, you may use the larger Dashboard. Use your Inventory Slots to hold the Equipment Cards and place the Special Ability Cards nearby in your playing Area.

Downtime

After the Hunt, the Hunters have a chance to spend their Focus to improve their capabilities before the next Hunt starts. Once the Hunt is over, the Hunters complete the following steps in order:

1. Discard all Item Cards, but keep the remaining Equipment, Relic and Special Ability Cards.
2. If a Hunter has been Turned, they must be cured. They must spend their own Focus to pay the Transformation Cost, which is given in the definition of the Hunt just completed. If you do not have enough Focus, the cost is all the Focus you have. You will always be cured.
3. Purchase Equipment and Learn Special Abilities. Each Hunter randomly draws a total of 4 cards from the Equipment and Special Ability Decks, in any combination – 4 Equipment or 4 Special Abilities or something in between. However, the Hunt may restrict what you can buy, so construct this deck accordingly. You can buy any or all of these 4 Cards, so long as you meet the Hunt restrictions and you can pay the Focus cost.
4. Discard unspent Focus.
5. Share any Equipment between the Hunters.
6. Discard any Equipment Cards that do not fit on your Dashboard.

Note that these steps are the same for Competitive and Cooperative games. In both cases, cards must be purchased by individual Hunters, with no sharing of Focus. Also, the Equipment can be traded freely. However, it is expected that there will be more discussion about the purchases and more trading in Cooperative games. In Competitive games, discussion and trading may be limited to brokering deals and ensuring there is some minimum level of balance in the team.

Special Abilities represent learned skills. They cannot be traded and the Hunts may place restrictions on learning Special Abilities.

Playing the Final Battle

The Final Battle is the last Hunt in the Campaign. The setup and game play are exactly the same as other Hunts, but the final objective will be to kill a powerful creature. There will often be a restriction, such as having a Relic. If you do not meet the restriction, you cannot play the Final Battle and you have lost the Campaign.

CAMPAIGN 1

Training within the Order of Vampire Hunter's grounds will only take you so far. At some point, you have to go out on your first hunt. New Hunters both relish and dread this moment. Will your first hunt be your last? Or will it be the first step to becoming a legend in the Order?

There is only one way to find out...

This Campaign Map shows how to organize the individual Hunts into Campaign 1. Follow the arrows to form a path from Hunt 1 to Hunt 6.



- You may not repeat a Hunt. You can complete the final battle against Kophas without winning every Hunt, but if you lose too many, you lose the Campaign.
- You will either play Hunt 3 or Hunt 4, not both.
- Hunt 10 will be mandatory if you only have 2 parts of your Relic. However, you may always attempt Hunt 10 if you want more equipment or another Relic Card.
- You cannot attempt Hunt 6 unless you have a complete Relic.

CAMPAIGN 2

The Order has lectured you about relics, powerful holy weapons that were used in the past against the Night. But you are past book learning now. Your first Hunt will be to retrieve part of a broken relic, a mere fragment of an old weapon that the Order believes is probably of no value – they would not be sending raw recruits on the mission otherwise. But you secretly hope that the object is more powerful than the Order believes. Imagine, finding part of the weapon that will be used to destroy a Vampire Lord! Your name would be the stuff of legends.

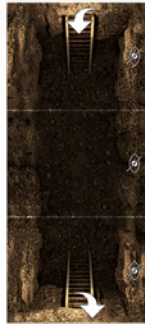
This Campaign Map shows how to organize the individual Hunts into Campaign 2. Follow the arrows to form a path from Hunt 7 to Hunt 12.



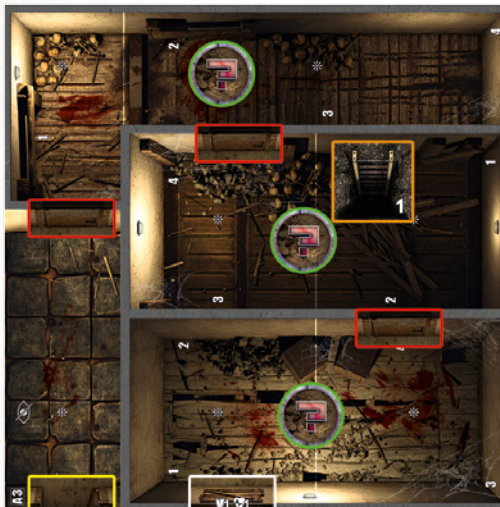
- You may not repeat a Hunt. You can complete the final battle against Kophas without winning every Hunt, but if you lose too many, you will lose the Campaign.
- Hunt 3 is optional.
- Hunt 11 will be mandatory if you only have 2 parts of your Relic. However, you may always attempt Hunt 11 if you want more equipment or another Relic Card.
- You cannot attempt Hunt 12 unless you have a complete Relic.

HUNT I INTO THE LODGE

Your basic training is complete and it's finally time for your first mission. The Order has located a simple Vampire lodge - an abandoned den that has been repopulated by all kinds of Vampires but with no Elder to rule the minions. This is a very rare discovery and might be our chance to gather more intel about them. There must be a reason why they have come back to this place, perhaps they left something critical when they abandoned it. Take the Hunters into the lodge and find out what is going on.



T A6
A3 A1 C1



Entrance:	Split the Hunters into 2 forces of the same size, if possible. Place 1 force at each Entrance.
Clock:	Start 4, End 8.
Encounter Deck:	8 Level-1 Encounter Cards.
Vampire Day Activation Deck:	2 Level-1, 7 Level-2 and 3 Level-3.
Vampire Night Activation Deck:	2 Level-1, 3 Level-2 and 3 Level-3.
Pete and the Extractor:	Not available.
Dashboard:	The Hunters use the Small Dashboard in this Hunt.
Standalone Play:	The Hunters start with no Special Ability or Equipment Cards.

- 

ENCOUNTER
X 8
- 

CLOSED DOOR
X 10
- 

OPEN DOOR
X 2
- 

TUNNEL ACCESS
1, 2, & 3
- 

WINDOW
X 2
- 

ENTRANCE
X 2
- 

LEVER
X 1
- 

CRATE
X 1
- 

BLUE DOOR
X 1
- 

OBJECTIVE 1
X 1
- 

OBJECTIVE 2
X 1

Special Rules

The Blue Door is Locked at the start of the Hunt. Activate the Lever to unlock the Blue Door. Once Unlocked, it can be Opened normally.

A clue to the Relic's location is marked by Objective Token 1. Hunters can use the Pick Up Action to take the Objective Token and place it in an empty Inventory Slot. The Objective Token can be Traded, Dropped and Picked Up like an Item.

The Turned Hunters will try to find the Elder, so they can take his place. They can get the scent of the Elder from its nest, marked by Objective Token 2. A Turned Hunter may spend an Action in the Area with Objective Token 2 to Sniff the Nest, to begin tracking the Elder. Place the Token in that Turned Hunter's play area. This information cannot be Traded or Dropped.

Objectives

Hunters' Primary Objective: If a Hunter exits the Den with Objective Token 1, the Hunters gain the **Relic Location** reward.

Turned Hunters' Primary Objective: If the Turned Hunter that Sniffs the Nest exits the Den, the Turned Hunters gain the **Elder Location** reward.

Secondary Objectives: These Secondary Objectives are awarded to each Hunter for performing Actions. Turned Hunters cannot complete more Secondary Objectives but will keep the Secondary Objectives completed before they were Turned.

- Build a weapon to gain Crafter.
- Use a Special Power successfully to gain Power Up.
- Take part in a Combo Attack and both Hunters gain Team Player.

Downtime

The excitement from the first mission overwhelms the Hunters and they learn less from their experience than normal:

- Discard all Focus obtained during the Hunt, from destroying Vampires, etc.
- Then award the Focus from the Secondary Objectives, see below.

Relic Location: If the Hunters complete their Primary Objective, they learn the location of a hidden Relic component. The Order will retrieve it while the Hunters rest and train. Take a Relic Card by following the rules in Drawing Relic Cards.

Elder Location: The newly cured Hunters retain some vague impression of the location of the Elder and give the Order this information. This confirms information the Order has, and they investigate while the Hunters recover from their ordeal. They find a dead end, an empty Den, but can use the information inside to locate a Relic component. Take a Relic Card by following the rules in Drawing Relic Cards.

Crafter, Power Up, Team Player: Hunters gain 1 Focus for each Secondary Objective completed. Each Hunter can only gain each reward once, but multiple Hunters can gain each reward.

Transformation Cost: -1 Focus.

Training: There is enough time to learn 1 new Special Ability before the next Hunt. Follow the normal rules for learning Special Abilities, but each Hunter may only learn a maximum of 1 Ability now.

Equipment: The Hunters can use their Focus to purchase Equipment normally.



THE HUNTERS SARAH

In the dwindling ranks of the Order of Vampire Hunters, Sarah is something of a rarity: an ancestral member of the Order, not a new recruit. A heavy burden lies upon her shoulders as she is a descendant of legendary Vampire Hunter Daniel Stoica. Never allowed a childhood, she was raised with the knowledge that the return of the Night would be inevitable, it was only a question of when. Sacrificing her life to her training, now is the time for her to put everything she learned into practice. The Order must rise again or all will be lost.

HUNT 2 ELDER EVIL

You did a good job first time out, finding part of a relic was unexpected. But it seems this was just the beginning. The Order has received more reports of people disappearing, so we know the Night is recruiting hosts to bolster their packs. We cannot let them grow in numbers. You are going to one of these new dens to clear them out. Be fast and precise, but don't take any risks here: there must be an Elder in this den if they are converting Thralls. Save anyone that is not infected, and don't let any Vampires escape. Bring us in when the job is done so that we can search the place carefully.



Entrance:	Split the Hunters into 2 forces of the same size, if possible. Place 1 force at each Entrance.
Clock:	Start 4, End 9.
Encounter Deck:	8 Level-1 and 1 Level-2 Encounter Cards.
Vampire Day Activation Deck:	2 Level-1, 6 Level-2 and 4 Level-3 Cards.
Vampire Night Activation Deck:	2 Level-1, 5 Level-2 and 5 Level-3 Cards.
Pete and the Extractor:	Pete joins the Hunt.
Dashboard:	The Hunters use the Small Dashboard in this Hunt.
Standalone Play:	Each Hunter randomly draws 1 Special Ability and 1 Equipment Card.

	ENCOUNTER X 9		CRATE X 2
	CLOSED DOOR X 11		CAPTIVE X 1
	OPEN DOOR X 2		WINDOW X 2
	TUNNEL ACCESS 1, 2, & 3		
	ENTRANCE X 2		

Special Rules

Turned Hunters may attack any Elders in the Den.

Objectives

Hunters' Primary Objective: If the Hunters destroy every Vampire in the Den, they gain the **Clear Den** reward.

Hunters' Secondary Objective: If a Hunter has 7+ Focus at the end of the Hunt, that Hunter gains the Large Dashboard reward.

Turned Hunters' Primary Objectives:

- Part 1 – The Turned Hunters are trying to increase the strength of their group. There must be more than 1 Turned Hunter when the Hunt ends.
- Part 2 – The Turned Hunters are trying to gauge the strength of the Elders. A Turned Hunter must Attack an Elder to gauge its strength.

If both parts are completed (in any order), the Turned Hunters gain the Intimidate reward.

Turned Hunters' Secondary Objective 1: If a Turned Hunter has 7+ Focus before they are Turned, that Turned Hunter gains the Large Dashboard reward.

Turned Hunters' Secondary Objective 2: If the Turned Hunters successfully Wound at least 1 Hunter, they gain the Battle Tactics reward.

Rewards and Downtime

Clear Den: After the Hunters Clear the Den, the Order enters and scours it for anything of value. They find a carefully hidden compartment, which contains a Relic component. Take a Relic Card by following the rules in **Drawing Relic Cards**.

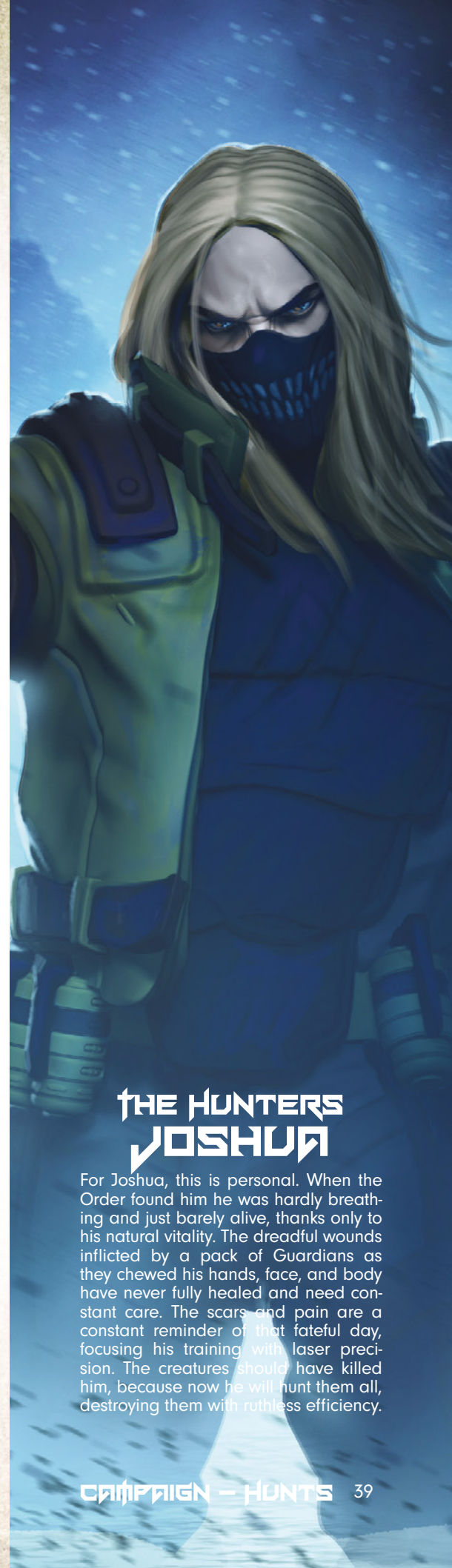
Intimidate: The Elders sense some hidden strength in the Turned Hunter that faced them down. In the early hours of the morning, the Order's scouts see an Elder slinking away from the Den, leading a few Minions with him. The Order is in luck! They can still search this Den. Take a Relic Card by following the rules in **Drawing Relic Cards**.

Large Dashboard: This Hunter will start the next Hunt with the Large Dashboard.

Battle Tactics: The Hunters discuss the fight between the Hunters and the Turned Hunters. Looking at it from both sides, they see how they can defend better. All Hunters gain 1 Focus for each Hunter that was wounded.

Transformation Cost: -3 Focus.

Training & Equipment: The Order has an urgent mission for you. You can purchase Equipment now, but there is no time to train new Special Abilities before you head out.



THE HUNTERS JOSHUA

For Joshua, this is personal. When the Order found him he was hardly breathing and just barely alive, thanks only to his natural vitality. The dreadful wounds inflicted by a pack of Guardians as they chewed his hands, face, and body have never fully healed and need constant care. The scars and pain are a constant reminder of that fateful day, focusing his training with laser precision. The creatures should have killed him, because now he will hunt them all, destroying them with ruthless efficiency.

HUNT 3 A POWERFUL PRESENCE

You're sent to clear another den, but as you assemble outside, you feel the atmosphere is very different. With every step towards the entrance the feeling of evil grows stronger. It feels like a presence is in your mind, messing with your senses. As your uneasiness increases, your tension rises and your hands ache as you grip your weapons tightly. Something old and strong is here and it knows that you are coming. It lets you feel one thing: its lust for your blood.

T A4 B1
A3 A2 C1



Entrance:	Split the Hunters into 2 forces of the same size, if possible. Place 1 force at each Entrance.
Clock:	Start 3, End 9.
Encounter Deck:	10 Level-1 and 1 Level-2 Encounter Cards.
Vampire Day Activation Deck:	3 Level-1, 8 Level-2 and 5 Level-3 Cards.
Vampire Night Activation Deck:	3 Level-1, 4 Level-2 and 5 Level-3 Cards.
Pete and the Extractor:	Pete joins the Hunt.
Standalone Play:	Each Hunter randomly draws 1 Special Ability and 2 Equipment Cards.



ENCOUNTER X11



CLOSED DOOR X12



OPEN DOOR X2



TUNNEL ACCESS 1, 2, & 8



WINDOW X2



SEE INTERLUDE 1



LEVER X2



CRATE X2



BLUE DOOR X1



CAPTIVE X2



ENTRANCE X2

Special Rules

The Blue Door is Locked at the start of the Hunt. Activate the 2 Levers, in any order, to unlock the Blue Door. Once Unlocked, it can be Opened normally.

When you Open the Blue Door, interrupt the game and read Interlude 1.

Objectives

Hunters' Primary Objective: If a Hunter Picks Up Objective Token 1, they gain the Relic reward.

Hunters' Secondary Objective: If a Hunter has 7+ Focus at the end of the Hunt, that Hunter gains the Large Dashboard reward. However, if a Hunter has 2 or fewer Focus, that Hunter gains the Small Dashboard penalty.

Turned Hunters' Primary Objectives:

- Part 1: Bite all the Captives.
- Part 2: All Turned Hunters must leave the Den.

If the Turned Hunters complete both parts of the Objective they gain the **Shared Blood** reward.

Turned Hunters' Secondary Objective: If a Turned Hunter has 7+ Focus before being Turned, that Turned Hunter gains the **Large Dashboard** reward. However, if a Turned Hunter has 2 or fewer Focus before being Turned, that Hunter gains the **Small Dashboard** penalty.

Interlude 1 – Open the Door

You open the door expecting to find the relic component. Instead you behold the largest Vampire you have ever seen. It is clearly the source of the evil permeating the den. After a moment's shock, you realize this is Kophas, the mighty Vampire Lord. He must be here to steal the relic component for himself, and perhaps to put the Elder Vampire in his place. You are only half trained, but still, you must take this opportunity. Tonight, you could destroy Kophas and strike a crippling blow against the Night.

Place Kophas in the Area marked with an X on the minimap. Kophas only uses the Full Strength side of the Vampire ID Card in this Hunt. When you Defeat Kophas, interrupt the Attack, discard unassigned Wounds and read Interlude 2.

Interlude 2 – Defeat Kophas

Kophas stumbles and drops the relic component that he is carrying. It shudders, and then draws an enormous breath, as waves of evil momentarily stop you in your tracks. As the breath inflates its chest, Kophas slowly stands erect, suddenly smashes a hole in the wall and runs from the Den.

Place Objective Token 1 in the Area with Kophas and remove its miniature from the board.

Rewards and Downtime

Relic: The Hunters find a Relic component in the Den. When you discuss the adventure with the masters of the Order, they explain that you need a complete Relic to destroy a Vampire Lord like Kophas. There was no chance you could win that fight, if Kophas had not left the Den. Take a Relic Card by following the rules in **Drawing Relic Cards**.

Shared Blood: After feeding from the Captives in the Den, the meal you unwittingly shared with this Vampire Clan strengthens your psychic bond with them. Your previous determination to retrieve the Relic allows you to see where Kophas stashed it in your mind's eye. After you are Cured, you tell the Order of your visions and they can still recover it. Take a Relic Card by following the rules in **Drawing Relic Cards**.

Large Dashboard: This Hunter will start the next Hunt with the Large Dashboard.

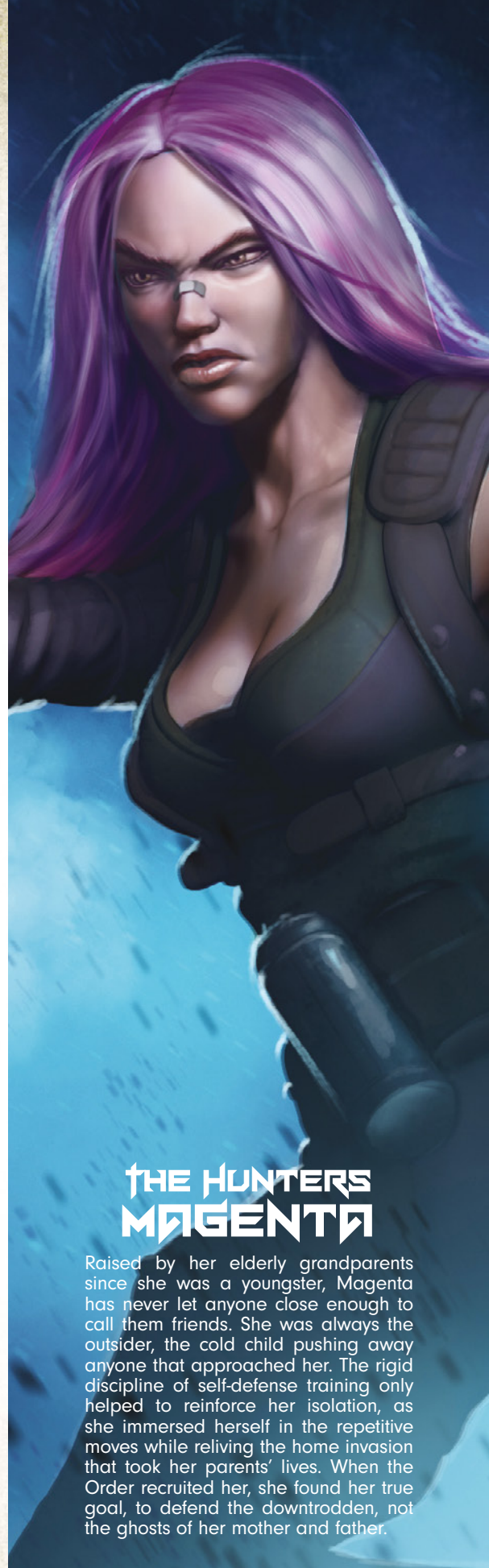
Small Dashboard: Your lack of Focus has a penalty. This Hunter will start the next Hunt with the Small Dashboard.

If you do not gain one of the Dashboard rewards, continue to use the same Dashboard that you used in this Hunt.

Transformation Cost: Your proximity to Kophas makes the Cure all the more exhausting this time, the cost is -4 Focus.

Training: There is enough time to learn 1 new Special Ability before the next Hunt. Follow the normal rules for learning Special Abilities, but each Hunter may only learn a maximum of 1 Ability now.

Equipment: The Hunters can use their Focus to purchase Equipment normally.



THE HUNTERS MAGENTA

Raised by her elderly grandparents since she was a youngster, Magenta has never let anyone close enough to call them friends. She was always the outsider, the cold child pushing away anyone that approached her. The rigid discipline of self-defense training only helped to reinforce her isolation, as she immersed herself in the repetitive moves while reliving the home invasion that took her parents' lives. When the Order recruited her, she found her true goal, to defend the downtrodden, not the ghosts of her mother and father.

HUNT 4 TRAPPED!

The plan was simple. Sneak in, retrieve the relic and sneak out again. At least the information was right, there was a secret entrance which you used to access the building. From there it did not take long to find the relic component and strap it tightly to the backpack of one of your teammates. But nothing is ever that simple. Just as you're about to leave, the earth trembles, then shakes violently. Your exit collapses before your very eyes. There is only one way out now: through the den!



Entrance:	Place all the Hunters in the starting Area in the Den shown on the Minimap.
Clock:	Start 4, End 10.
Encounter Deck:	8 Level-1 and 2 Level-2 Encounter Cards.
Vampire Day Activation Deck:	2 Level-1, 5 Level-2 and 5 Level-3 Cards.
Vampire Night Activation Deck:	4 Level-1, 7 Level-2 and 5 Level-3 Cards.
Pete and the Extractor:	Not available.
Standalone Play:	Each Hunter randomly draws 1 Special Ability and 2 Equipment Cards.

	ENCOUNTER X10		LEVER X2
	CLOSED DOOR X14		CRATE X1
	OPEN DOOR X2		BLUE DOOR X1
	TUNNEL ACCESS 1, 2, & 3		CAPTIVE X2
	WINDOW X2		PLAYER STARTING AREA

Special Rules

Place Objective Token 1 in a Hunter's Inventory Slot.

The Relic Component is well secured. It cannot be Traded or Dropped. If the Hunter carrying it is Turned, the Turned Hunter will continue to carry it, ignorant of its value.

The Blue Door is Locked at the start of the Hunt. Activate the 2 Levers, in any order, to unlock the Blue Door. Once Unlocked, it can be Opened normally.

Objectives

Hunters' Primary Objective: If the Hunter carrying Objective Token 1 exits the Den, the Hunters gain the **Retrieval** reward.

Turned Hunters' Primary Objective: The Turned Hunters catch the scent of 2 Elders as soon as they Turn. They know they cannot usurp 2 Elders at once and feel the need to flee. If all Turned Hunters exit the Den, the Turned Hunters gain the **Retreat** reward. **Note:** If all Turned Hunters exit, but there are still Hunters in the Den, do not end the game – some of those Hunters may get Turned.

For this Hunt, it is possible that both Primary Objectives will be satisfied.

In the confusion that follows the tunnel collapse, there is no time for **Secondary Objectives**.

Rewards and Downtime

Retrieval: The Hunters safely remove the broken Relic from the Den. Take a Relic Card by following the rules in **Drawing Relic Cards**.

Retreat: The Turned Hunters save their skins. The Order tracks down all the Turned Hunters and undoes the transformation. The Order is doubly happy. Not only are the Hunters back to normal, but if the Relic component was retrieved unknowingly by a fleeing Turned Hunter, take a Relic Card by following the rules in **Drawing Relic Cards**.

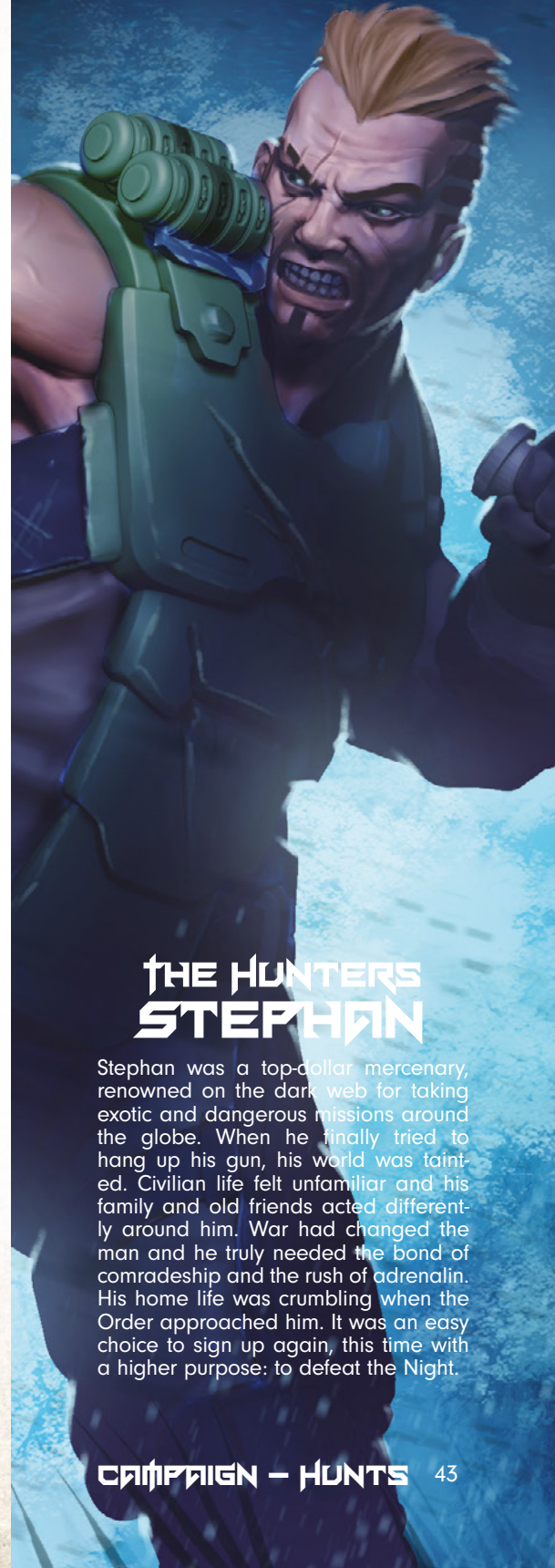
Note: If neither Primary Objective is achieved, the Relic is somehow lost in the confusion.

Dashboards: If you ended the game as a Hunter and the Hunters completed their Primary Objective, start the next Hunt with the Large Dashboard. If you ended the game as a Turned Hunter and the Turned Hunters completed their Primary Objective, also start the next Hunt with the Large Dashboard. Otherwise, start the next Hunt with the Small Dashboard.

Transformation Cost: After spending more time as a Vampire, the cure is quite taxing. The Transformation Cost is -3 Focus.

Training: There is enough time to learn 1 new Special Ability before the next Hunt. Follow the normal rules for learning Special Abilities, but each Hunter may only learn a maximum of 1 Ability now.

Equipment: The Hunters can use their Focus to purchase Equipment normally.



THE HUNTERS STEPHAN

Stephan was a top-dollar mercenary, renowned on the dark web for taking exotic and dangerous missions around the globe. When he finally tried to hang up his gun, his world was tainted. Civilian life felt unfamiliar and his family and old friends acted differently around him. War had changed the man and he truly needed the bond of comradeship and the rush of adrenaline. His home life was crumbling when the Order approached him. It was an easy choice to sign up again, this time with a higher purpose: to defeat the Night.

HUNT 5 COUP

The Night is a force of purest evil, so betrayal in their ranks should be expected. The Order has located a den where the Elders are working against Kophas. This might be the opportunity you have been waiting for. If this clan is plotting a coup, perhaps they know where Kophas is hiding. You need to search the den for any information you can find. Be careful, if they are strong enough to rebel against Kophas, you are facing your toughest hunt yet.



Entrance:	Split the Hunters into 2 forces of the same size, if possible. Place 1 force at each Entrance.
Clock:	Start 3, End 10.
Encounter Deck:	10 Level-1 and 2 Level-2 Encounter Cards.
Vampire Day Activation Deck:	4 Level-1, 7 Level-2 and 5 Level-3 Cards.
Vampire Night Activation Deck:	3 Level-1, 6 Level-2 and 7 Level-3 Cards.
Pete and the Extractor:	Pete joins the Hunt.
Standalone Play:	Each Hunter randomly draws 2 Special Ability and 2 Equipment Cards.

- 
ENCOUNTER
X12
- 
CLOSED DOOR
X14
- 
OPEN DOOR
X2
- 
TUNNEL ACCESS
1, 2, & 3
- 
WINDOW
X2
- 
FOCUS
X9
- 
OBJECTIVE 1
X1
- 
LEVER
X8
- 
CRATE
X2
- 
BLUE DOOR
X1
- 
CAPTIVE
X2
- 
ENTRANCE
X2

Special Rules

The Blue Door is Locked at the start of the Hunt. Activate the 3 Levers, in any order, to unlock the Blue Door. Once Unlocked, it can be Opened normally.

Clues to Kophas' location are scattered throughout the Den, represented by the Focus Tokens shown on the Minimap. Hunters may spend an Action to Solve a Clue, taking all the Focus Tokens in their Area as an immediate reward. Hunters cannot perform this Action if there are Awake Vampires in the Room.

This Hunt does not end when a Primary Objective is completed. Instead, end the Hunt when a Hunter exits the Den with Objective Token 1 or when all characters are unconscious.

The Turned Hunters sense the general atmosphere of rebellion. They stay loyal to Kophas and become Hostile to the Vampires in this Den for the duration of this Hunt.

Hostile Turned Hunters: Turned Hunters may Attack Vampires. Turned Hunters draw Activation Cards, and the Vampires react to Turned Hunters just like Hunters, including Attacking the Turned Hunters. Turned Hunters may still Attack Hunters and Hunters may still Attack Turned Hunters.

Objectives

Hunters' Primary Objective: If the Hunters Solve all the Clues in the Den, the Hunters gain Kophas' Location as a reward. Do not end the Hunt now.

Hunters' Secondary Objective: If a Hunter exits the Den with Objective Token 1, the Hunters gain the Relic reward. End the Hunt.

Turned Hunters' Primary Objective: If a Turned Hunter strikes the final blow and Destroys either of the Elder Vampires, they can enter the Elder's mind and gain **Kophas' Location** as a reward.

Turned Hunters' Secondary Objective: If a Turned Hunter Bites a Captive, the Turned Hunter keeps the Token and gains the **Secret Knowledge** reward.

Rewards and Downtime

Kophas' Location: One way or another, the team has found the location of Kophas' Den. You may proceed to Hunt 6, if you wish. If you fail to locate the Den, you must perform Hunt 10 first.

Relic: The Hunters safely remove the broken Relic from the Den. Take a Relic Card by following the rules in **Drawing Relic Cards**.

Secret Knowledge: When you are cured, you realize that you absorbed and retained some useful information that the captives overheard during their time in the Den. Gain +1 Focus for each Captive Token in your possession.

Dashboards: If you ended the game as a Hunter and the Hunters completed their Primary Objective, start the next Hunt with the Large Dashboard. If you ended the game as a Turned Hunter and the Turned Hunters completed their Primary Objective, also start the next Hunt with the Large Dashboard. Otherwise, start the next Hunt with the Small Dashboard.

Transformation Cost: -4 Focus.

Training: There is enough time to learn 1 new Special Ability before the next Hunt. Follow the normal rules for learning Special Abilities, but each Hunter may only learn a maximum of 1 Ability now.

Equipment: The Hunters can use their Focus to purchase Equipment normally.



VAMPIRE MINIONS GUARDIANS

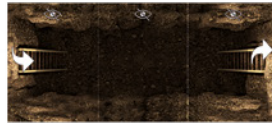
Fast and often the first to attack, these deformed beasts are bred to protect the den and kill everything and everyone that does not belong there. Originally corrupted hounds, they are now a monstrous breed of their own. Beware of taking on a pack of Guardians at night, as once they pick up a scent they will not stop until they have taken down their prey.

HUNT 6 THE VAMPIRE LORD

It's time for all the wounds, broken bones, and losses to pay off. The Order takes the broken relics you have found on your hunts and examines them carefully. What was once broken can be made whole. Following the lore that is only known to the Order of Vampire Hunters, they forge you a mighty weapon that can destroy a Vampire Lord.

With your knowledge of the hideout's location, you are ready for your hardest battle. Now you have to make use of all that you have learned during the last few months. Taking a deep breath and resolving your will for the fight to come, you grab your gear and walk towards the den. Will this be your personal victory in the war against the Night or the downfall of humankind?

	T	
A1	B3	B4
B5	B6	B1



Entrance:	Split the Hunters into 2 forces of the same size, if possible. Place 1 force at each Starting Area.
Clock:	Start 4, End 11.
Encounter Deck:	9 Level-1 and 2 Level-2 Encounter Cards.
Vampire Day Activation Deck:	2 Level-1, 5 Level-2 and 5 Level-3 Cards.
Vampire Night Activation Deck:	5 Level-1, 8 Level-2 and 7 Level-3 Cards.
Pete and the Extractor:	Pete joins the Hunt.
Standalone Play:	Each Hunter randomly draws 2 Equipment and 2 Special Ability Cards. Draw 3 Relic Cards following the rules in Drawing Relic Cards to assemble a complete Relic.

	ENCOUNTER X11		LEVER X2
	CLOSED DOOR X10		CRATE X2
	OPEN DOOR X2		BLUE DOOR X1
	TUNNEL ACCESS 1, 2, & 3		KOPHAS
	WINDOW X2		
	PLAYER STARTING AREAS		

Special Rules

You must have at least one assembled Relic to attempt this Hunt. If you failed to retrieve enough Relic Components in your previous battles, the Order has lost this Campaign.

The Blue Door is Locked at the start of the Hunt. Activate the 2 Levers, in any order, to unlock the Blue Door. Once Unlocked, it can be Opened normally.

After their intensive training, the Turned Hunters will instinctively attack Kophas, without any other change to the Turned Hunter rules. Turned Hunter's Attacks can Wound Kophas when it is in either form. However, their claws are relatively ineffective: Kophas rolls 1D6 for each Hit the Turned Hunters cause and avoids a Wound for each roll of 5+.

Objectives

Hunters' Primary Objective: You must Destroy Kophas. End the Hunt and read Epilogue 1.

Turned Hunters' Primary Objective: You must Destroy Kophas. End the Hunt and read Epilogue 2.

If Kophas is not Destroyed, read Epilogue 3.

Resolution

Epilogue 1: Gasping for breath and sinking to the floor, the Hunters need a moment to realize what has just happened. They have defeated Kophas and its minions. Looking at each other, a feeling of triumph spreads among the Hunters, but it does not last for long. There are still other Elders out there and this moment of silence and peace is just the calm before the storm. Humanity is not safe until the Night has been eradicated. The Hunters get back up, gather what is left of their gear and leave this slaughterhouse.

Epilogue 2: There were rumors but no one ever could have been sure about the possible risks of being turned in the presence of so strong an evil as Kophas, but this is something no one expected at all. Just as the Turned Hunter deals the final blow destroying Kophas, they begin to change, growing in stature and strength. The corruption turns them into the one thing they swore to destroy... a Vampire Lord.

Our Campaigns are intended to be standalone. However, if you have additional miniatures, you may wish to retire the Hunters that Turned in this scenario and/or play your next Campaign with a new Vampire Lord representing the Lord born here.

Epilogue 3: With ease Kophas breaks the back of the last Hunter standing, letting them fall helplessly to the floor, where their blood drains from their body, joining the essence of the other Hunters. Some are still barely conscious, helplessness is visible in their gaze as they know the cruel destiny awaiting them. The screams of Vampires can be heard, getting louder as they draw closer. The feast is about to begin.

Our Campaigns are intended to be standalone. However, you may wish to extend this story into your next campaign by continuing to use Kophas as the Vampire Lord in that story arc. If you have additional Hunter miniatures, you could even retire the Hunters that lost the fight with Kophas today.



VAMPIRE MINIONS THRALLS

Turned against their will, Thralls are victims in the early stages of transformation. While one of the weaker Vampires you will face, Thralls are common around the den. Beware their bite. Groups of Thralls can slow down even the fastest Hunter until Warriors or Elders arrive.

HUNT 7 THE WAREHOUSE

You have finally arrived in the town, both nervous and excited about your first hunt. The Order has located part of a relic in an abandoned warehouse in the industrial district. For this hunt, you're on a retrieval mission: find the relic and bring it home. There is no indication of Elder activity, just the usual minion Vampires you've heard about in training, but be careful anyway.



Entrance:	Place all Hunters at the Entrance.
Clock:	Start 4, End 8.
Encounter Deck:	8 Level-1 Encounter Cards.
Vampire Day Activation Deck:	2 Level-1, 7 Level-2 and 3 Level-3 Cards.
Vampire Night Activation Deck:	2 Level-1, 3 Level-2 and 3 Level-3 Cards.
Pete and the Extractor:	Pete joins the Hunt.
Dashboard:	The Hunters use the Small Dashboard in this Hunt.
Standalone Play:	The Hunters start with no Special Ability or Equipment Cards.

	ENCOUNTER X 8		LEVER X 2
	CLOSED DOOR X 10		CRATE X 1
	OPEN DOOR X 1		BLUE DOOR X 1
	TUNNEL ACCESS 1, 2, & 8		CAPTIVE X 1
	WINDOW X 2		ENTRANCE X 1
	OBJECTIVE 1 X 1		

Special Rules

The Blue Door is Locked at the start of the Hunt. Activate the 2 Levers, in any order, to unlock the Blue Door. Once Unlocked, it can be Opened normally.

If there are no Awake Vampires in the Secret Room, a Hunter may use the Pick Up Action to take Objective Token 1. Place it in an empty Inventory slot, like an Item Card.

Objectives

Hunters' Primary Objective: If a Hunter exits the Den with Objective Token 1, the Hunters gain the Stolen Relic reward.

Turned Hunters' Primary Objective: If a Turned Hunter Bites the Captive, they gain the Surprise Find reward.

Secondary Objective: Each Hunter should keep track of the number of Upyrs they Destroy. Consult Battle Skill when the Hunt is over. Turned Hunters may obtain this reward, counting the Upyrs they Destroyed before Turning.

Downtime

Stolen Relic: When Hunters search the Elders' Secret Room, they find a dirty and stained box that clearly once held a priceless Relic. From the state the box is in, it looks like the Hunters are too late and the Relic has been destroyed. However, in the aftermath of the battle, they discover the Captive is the true hero. The Captive recognized the importance of the broken Relic and managed to pocket it! Take a Relic Card by following the rules in **Drawing Relic Cards**.

Surprise Find: Driven wild by the transformation, the Turned Hunters roar as they feed on the Captive. Any remaining Vampires flee in terror and any other Turned Hunters join the feast. Finally sated, the Turned Hunters slip into a torpor and are easily captured by the Order. While removing the Captive's body, a discovery is made! A broken Relic is found hidden in the Captive's clothing. They must have found it while the Vampires were toying with them. Take a Relic Card by following the rules in **Drawing Relic Cards**.

Battle Skill: Each Hunter that Destroys 2+ Upyrs will start the next Hunt with the Large Dashboard. Turned Hunters retain this experience and can still be given this reward. Other Hunters start with the Small Dashboard.

Transformation Cost: -2 Focus.

Training: There is enough time to learn 1 new Special Ability before the next Hunt. Follow the normal rules for learning Special Abilities, but each Hunter may only learn a maximum of 1 Ability now.

Equipment: The Hunters can use their Focus to purchase Equipment normally.



VAMPIRE MINIONS UPYRS

Upyrs are daywalkers, able to leave the den during the day and move unharmed under the Sun. Bloodthirsty and vicious, they are extremely dangerous in a fight. It is said they can bite through bone to gnaw on their victim's heart. They even seem to regenerate during battle. Sometimes, discretion is the better part of valor.

HUNT B TUNNEL ACCESS

The Order has located one of the Elders and are pretty sure it is guarding a piece of a relic. The mission will be easier if you can find the item without engaging the Elder, so split up to search the place faster and get out as soon as you have it. Some of you can break in through the tunnels. Only make a stand against the Elder if you can't get the relic any other way... but if you do fight it, it will be great experience.

B5 A4 B1
C1 T



Entrance:	Split the Hunters into 2 forces of the same size, if possible. Place 1 force at the Entrance and the other in the center Area of the Tunnel Tile.
Spawn:	Place the Evaki miniature asleep in the Area shown on the minimap and put the Evaki Elder ID card within easy reach of the players.
Clock:	Start 4, End 8.
Encounter Deck:	8 Level-1 Encounter Cards.
Vampire Day Activation Deck:	2 Level-1, 4 Level-2 and 6 Level-3 Cards.
Vampire Night Activation Deck:	2 Level-1, 3 Level-2 and 3 Level-3 Cards.
Pete and the Extractor:	Pete joins the Hunt at the Entrance.
Standalone Play:	Each Hunter randomly draws 1 Special Ability and 1 Equipment Card.

-  ENCOUNTER X 8
-  CLOSED DOOR X 8
-  OPEN DOOR X 1
-  TUNNEL ACCESS 1, 2, & 8
-  ENTRANCE X 1
PLAYER STARTING AREA X 1
-  LEVER X 2
-  CRATE X 1
-  BLUE DOOR X 1
-  EVAKI X 1

Special Rules

The Blue Door is Locked. Activate the 2 Levers, in any order, to unlock the Blue Door. Once Unlocked, it can be Opened normally.

The Hunt ends when the clock runs out or all Characters are Unconscious. Check that the Objectives are achieved at the end of the game, allowing both the Hunters and Turned Hunters to complete their Objectives.

The center Area of the Tunnel can be used as an Exit during the Hunt, but Pete cannot use the Extractor at this location.

Objectives

Hunters' Primary Objective: If a Hunter Destroyed the Elder, the Hunters gain the Retrieve Relic reward.

Hunters' Secondary Objective: If a Hunter Wounded the Elder, the Hunter gains the Heroic Blow reward.

Turned Hunters' Primary Objective: The Turned Hunters feel the overwhelming presence of the Elder and must try to escape. Each Turned Hunter that left the Den, gains the Flee reward.

Rewards and Downtime

Retrieve Relic: The Elder's body lies bleeding on the ground as the Hunters ransack the Room. Just as they give up, a fragment of a once powerful Relic is located, caked in filth. The Hunters hope the Order can find a way to use it. Take a Relic Card by following the rules in **Drawing Relic Cards**.

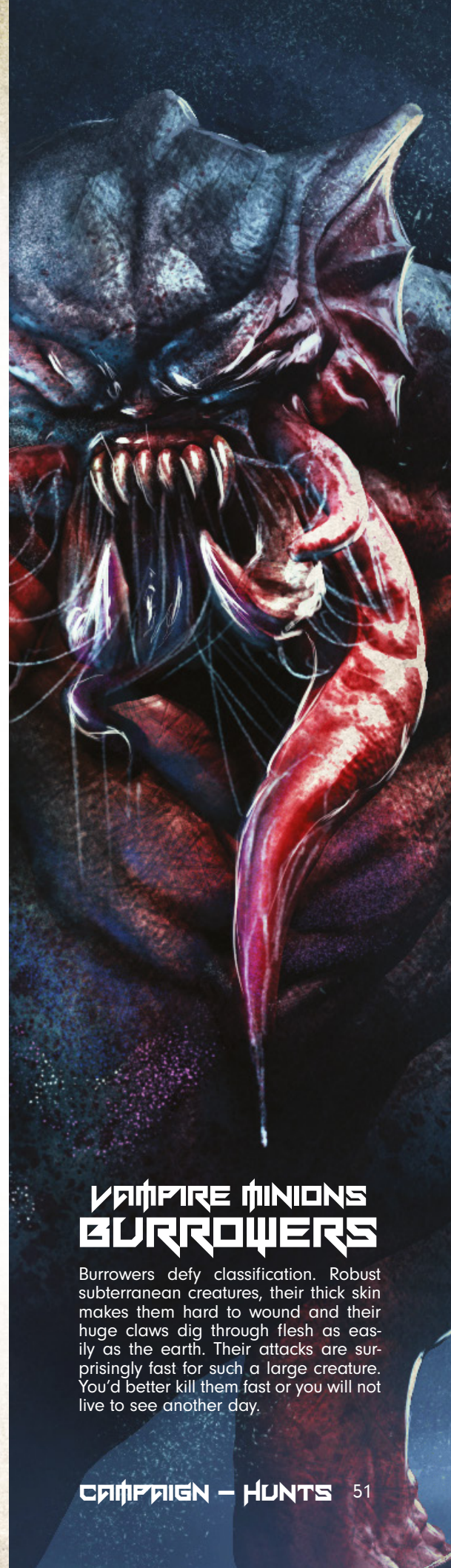
Heroic Blow: Each Hunter that Wounds the Elder starts the next Hunt with the Large Dashboard, even if the Hunter is subsequently Turned in this Battle. The other Hunters continue to use the same Dashboard they used in this Hunt.

Flee: Turned Hunters that exit the Den run straight into the Order waiting outside. The Cure is begun immediately, lowering the Transformation Cost to -1 Focus. Turned Hunters that remain in the Den are further transformed by the pervasive evil presence and the Transformation Cost rises to -4 Focus.

Transformation Cost: -1 or -4 Focus, see **Flee**.

Training and Equipment: The Order comes to you with a special mission. If you take it, there is the chance you will locate another Relic Component, but you must leave immediately. It is your choice:

- Proceed to Hunt 3 immediately, but you may only purchase new Equipment. Then proceed to Hunt 9. (You will be able to train and equip as described in Hunt 3).
- Spend your time training. Use your Focus to purchase a maximum of 1 Skill each and Equipment as normal, skip Hunt 3 and proceed to Hunt 9.



VAMPIRE MINIONS BURROWERS

Burrowers defy classification. Robust subterranean creatures, their thick skin makes them hard to wound and their huge claws dig through flesh as easily as the earth. Their attacks are surprisingly fast for such a large creature. You'd better kill them fast or you will not live to see another day.

HUNT 9 DOUBLE TROUBLE

You survived a den with 1 Elder, but the Night has seen your growing expertise and is taking fewer chances. The Order has located a den that has 2 Elders coming and going. There must be something worth taking if the den is so well defended. Get there early so most of the beasts will be sleeping, but don't take too long or the situation will go downhill rapidly.



Entrance:	Place all the Hunters at the Entrance.
Spawn:	Place Evaki and Theyr as shown on the Minimap. They start the Hunt Asleep.
Clock:	Start 3, End 9.
Encounter Deck:	9 Level-1 Cards.
Vampire Day Activation Deck:	4 Level-1, 7 Level-2 and 5 Level-3 Cards.
Vampire Night Activation Deck:	2 Level-1, 5 Level-2 and 5 Level-3 Cards.
Pete and the Extractor:	Pete joins the Hunt.
Standalone Play:	Each Hunter randomly draws 1 Special Ability and 2 Equipment Cards.

- 

ENCOUNTER
X 9
- 

CLOSED DOOR
X 9
- 

OPEN DOOR
X 1
- 

TUNNEL ACCESS
1, 2, & 3
- 

WINDOW
X 2
- 

EVAKI
X 1
- 

ENTRANCE
X 1
- 

LEVER
X 2
- 

CRATE
X 2
- 

BLUE DOOR
X 1
- 

CAPTIVE
X 2
- 

THEYR
X 1
- 

OBJECTIVE 1
X 1

Special Rules

The Blue Door is Unlocked and Open. If the Hunters Activate both Levers, in any order, the Blue Door will Close and Lock permanently.

The Hunter's Primary Objective changes after the Awakening. They cannot achieve the Day Objective at Night, nor the Night Objective during the Day.

Turned Hunters are psychically linked to the Elders and can sense vague ideas without fully understanding them. The Turned Hunters feel the importance of the Relic Component the Elders are guarding and are fascinated by it. Turned Hunters can spend an Action to Steal the Relic, even if there are Vampires in the Room. If a Turned Hunter tries this Action, it attracts the Elder's attention: move all Elders currently in the Den to the Turned Hunter's Area and then Attack the Turned Hunter. If the Turned Hunter survives, they take Objective Token 1.

Objectives

Hunters' Primary Objective (Day): If the Hunters can Pick Up Objective Token 1 and remove it from the Elders' Nest and then Lock the Blue Door while both Elders are still in the Nest before the Awakening, they gain the **Trapped Elders** reward.

Hunters' Primary Objective (Night): If the Hunters can Destroy both Elders and Pick Up Objective Token 1, they gain the **Defeated Elders** reward.

Turned Hunters' Primary Objective: If a Turned Hunter can Steal Objective Token 1, they gain the **Alpha Beast** reward.

Shared Secondary Objective: Record how many times your character is successfully Attacked by an Elder. If you are successfully Attacked at least once, you gain the **Battle Scars** reward. Both Hunters and Turned Hunters can gain this reward.

Rewards and Downtime

Trapped Elders: The Hunters achieve a heroic victory, locking the Elders in their Nest during the Day Time. It is an easy matter for the Hunters and other members of the Order to enter the Den and quickly clear it. Take a Relic Card by following the rules in **Drawing Relic Cards**. All Hunters gain +2 Focus as they review their speedy tactics.

Defeated Elders: The Den goes quiet as the battle ends. The remaining Vampires slink into the Night, too frightened to face the Hunters without the Elders to command them. Take a Relic Card as described in **Drawing Relic Cards** in the rule book.

Alpha Beast: The Turned Hunters roar as the power of the Relic courses through them. The Elders and their minions scatter into the dark, but the power rapidly overwhelms the Turned Hunters and, as their howl reaches an ear splitting crescendo, they pass out. Take a Relic Card as described in **Drawing Relic Cards** in the rule book.

Battle Scars: In the calm of the Order's halls, you reflect on your fight with the Elders. Through your injuries, you gain some insight into how to defend against these monstrous beasts, making you a better Hunter overall. Gain 1 Focus for each successful Attack the Elders made against you. If you were injured by the Elders, start the next Hunt with the Large Dashboard, otherwise continue to use the same Dashboard you used in this Hunt.

Transformation Cost: -4 Focus.

Training: There is enough time to learn 1 new Special Ability before the next Hunt. Follow the normal rules for learning Special Abilities, but each Hunter may only learn a maximum of 1 Ability now.

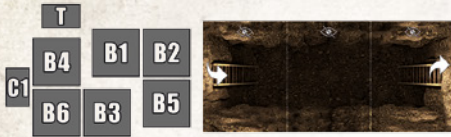
Equipment: The Hunters can use their Focus to purchase Equipment normally.

VAMPIRE MINIONS GIANT BATS

Their size will tell you these are no normal bat. A formidable foe, using their echolocation, Giant Bats can swoop down from above, forcing their razor-sharp claws deep into their victims. Always on the wing, their attacks can injure not just a single Hunter, but many, if you are close together. You'd best keep an eye on the rafters and destroy them sooner, rather than later.



HUNT 10 SEPARATED



Your strategy has worked so far, splitting up and attacking the den in 2 groups. But as soon as you enter this den, you misstep and hear the click of a pressure plate and the grinding of gears. It's a trap! Half of you are locked in and cannot escape on your own. If cool heads prevail, teamwork might still let you salvage this mission.



Entrance:	Split the Hunters into 2 forces of the same size, if possible. Place both forces inside the Den as shown on the Minimap.
Clock:	Start 4, End 9.
Encounter Deck:	9 Level-1 and 2 Level-2 Encounter Cards.
Vampire Day Activation Deck:	2 Level-1, 4 Level-2 and 6 Level-3 Cards.
Vampire Night Activation Deck:	2 Level-1, 6 Level-2 and 4 Level-3 Cards.
Pete and the Extractor:	Pete joins the Hunt.
Standalone Play:	Each Hunter randomly draws 2 Equipment and 2 Special Ability Cards.

- 

ENCOUNTER
X 11
- 

CLOSED DOOR
X 12
- 

OPEN DOOR
X 1
- 

TUNNEL ACCESS
1, 2, & 3
- 

WINDOW
X 2
- 

PLAYER STARTING AREA
X 2
- 

LEVER
X 2
- 

CRATE
X 2
- 

BLUE DOOR
X 1
- 

CAPTIVE
X 2
- 

OBJECTIVE 1
X 1

Special Rules

The Blue Door is Locked at the start of the Hunt. Activate the 2 Levers, in any order, to unlock the Blue Door. Once Unlocked, it can be Opened normally.

Objectives

Hunters' Primary Objective: If a Hunter leaves the Den with Objective Token 1, the Hunters gain the Safe Retrieval reward.

Turned Hunters' Primary Objective: If all Hunters are Turned, the Turned Hunters gain the New Breed reward.

Shared Secondary Objective: If a Hunter Destroys an Elder, they gain the Ferocious Fighter reward. Turned Hunters may obtain this reward, by Destroying an Elder before Turning.

Rewards and Downtime

Safe Retrieval: Your teamwork has paid off! You rescue the trapped Hunters and obtain part of a Relic. Take a Relic Card by following the rules in **Drawing Relic Cards**.

New Breed: The Turned Hunters are bonded by the residual influence of their Hunter Training. Vampires recognize the strength of this new group and abandon the Den. Once the Order subdues the Turned Hunters, they have plenty of time to search the Den and locate the Relic. Take a Relic Card by following the rules in **Drawing Relic Cards**.

Ferocious Fighter: If you Destroyed an Elder, start the next Hunt with the Large Dashboard, otherwise continue to use the same Dashboard you used in this Hunt.

Transformation Cost: -4 Focus.

Training: There is enough time to learn 1 new Special Ability before the next Hunt. Follow the normal rules for learning Special Abilities, but each Hunter may only learn a maximum of 1 Ability now.

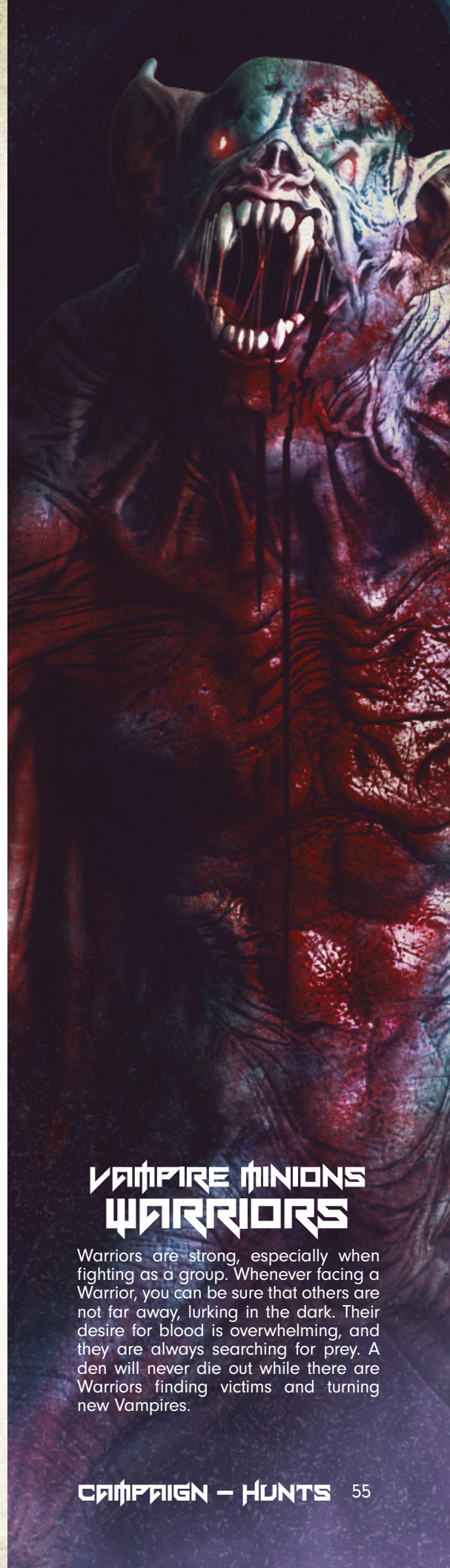
Equipment: The Hunters can use their Focus to purchase Equipment normally.

Next Mission in Campaign 2: The Order has possibly located Kophas. You think you have a location for the Vampire Lord's Den, but the creature often visits another site. The Order gives you a difficult choice. If you have the parts to create a Relic, they will create it now and you can head out directly to Hunt 12 - Confrontation. If you can't create a Relic or if you want the experience from another Den, you can go to Hunt 11 - Face to Face.

Next Mission in Campaign 1: Continue to Hunt 6 - The Vampire Lord.

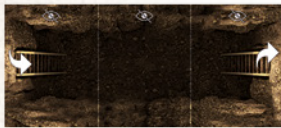
VAMPIRE MINIONS WARRIORS

Warriors are strong, especially when fighting as a group. Whenever facing a Warrior, you can be sure that others are not far away, lurking in the dark. Their desire for blood is overwhelming, and they are always searching for prey. A den will never die out while there are Warriors finding victims and turning new Vampires.



HUNT II FACE TO FACE

T B3
B4 B2 B5



You knew from the beginning that it was a risk but one you had to take. Without sacrifices you cannot defeat the Night. At first the site seemed calm and abandoned; maybe Kophas was not here after all. But as soon as you enter the den you realize it's an ambush. Waves of evil alert you to its presence moments before Kophas drops the illusion of the empty room. The battle has begun!



Entrance:	Place all the Hunters in the start area in the Den, as shown on the Minimap.
Spawn:	Place Kophas and the Giant Bats in the Den, as shown in the Minimap. All 3 Vampires are Awake.
Clock:	Start 4, End 9.
Encounter Deck:	6 Level-1 and 1 Level-2 Encounter Cards.
Vampire Day Activation Deck:	2 Level-1, 5 Level-2 and 5 Level-3 Cards.
Vampire Night Activation Deck:	3 Level-1, 5 Level-2 and 4 Level-3 Cards.
Pete and the Extractor:	Not available.
Standalone Play:	Each Hunter randomly draws 2 Special Ability and 2 Equipment Cards.

-  **ENCOUNTER**
X7
-  **CLOSED DOOR**
X9
-  **TUNNEL ACCESS**
1, 2, & 3
-  **WINDOW**
X2
-  **PLAYER STARTING AREA**
X1
-  **GIANT BAT**
X2
-  **LEVER**
X2
-  **CRATE**
X2
-  **BLUE DOOR**
X1
-  **CAPTIVE**
X2
-  **KOPHAS**
X1
-  **OBJECTIVE 1**
X1

Special Rules

The Blue Door is Locked at the start of the Hunt. Activate the 2 Levers, in any order, to unlock the Blue Door. Once Unlocked, it can be Opened normally.

Kophas only uses the Full Strength side of the Vampire ID Card in this Hunt. When you defeat Kophas, interrupt the Attack, discard unassigned Wounds and read Interlude 1.

With all their training, Turned Hunters know on some level that Kophas is their enemy. The Vampires in the Den react to this and all Turned Hunters are Hostile for the duration of this Hunt.

Hostile Turned Hunters: Turned Hunters may Attack Vampires. Turned Hunters draw Activation Cards, and the Vampires react to Turned Hunters just like Hunters, including Attacking the Turned Hunters. Turned Hunters may still Attack Hunters and Hunters may still Attack Turned Hunters.

Objectives

Hunters' Primary Objective: If a Hunter leaves the Den with Objective Token 1, the Hunters gain the **Valuable Prize** reward.

Turned Hunters' Primary Objective: All Turned Hunters must survive and be in one of the Tunnel Areas at the end of the game. The Turned Hunters gain the **Resist** reward. This Objective does not end game play. Play until the end of Round 9 and then check to see if the Turned Hunters have achieved the Objective.

Both the Hunters and Turned Hunters can achieve their Primary Objectives. Continue play until everyone has left the Den or Round 9 is over.

Interlude 1

Your attack is a success! Kophas crumples, bloody and bleeding. But before you can react in any way, Kophas stands, despite the gaping wounds. Waves of evil press you back as Kophas rips the floor boards open and repeatedly smashes at the ground. Kophas breaks into the tunnels below and disappears, moving faster than you can imagine.

You peer into the tunnels. They are dank, dirty and unlit. Following Kophas would be foolhardy, but perhaps this is just the opportunity you have been waiting for. Then you notice that in his rush, Kophas has left something behind: another relic fragment. You change plans. Escaping the den with this valuable artifact is achievement enough.

Remove Kophas from the Den.

Rewards and Downtime

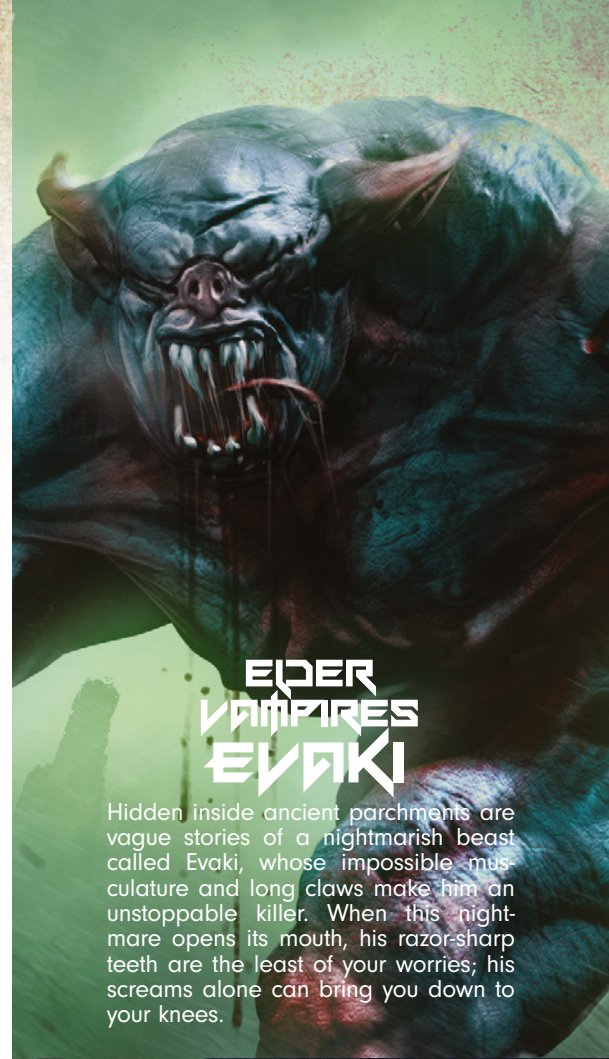
Valuable Prize: You tell the Order the story of your confrontation with Kophas and show them the Relic you recovered. They are impressed with your maturity; many Hunters would have risked following Kophas. Take a Relic Card by following the rules in **Drawing Relic Cards**. Also the Hunters that get this reward start the next Hunt with the Large Dashboard.

Resist: The Turned Hunters successfully resist some of the effects of Turning. The Transformation cost is reduced to -3 Focus. Also the Hunters that get this reward start the next Hunt with the Large Dashboard.

Dashboard: If a reward did not give you the Large Dashboard, your Dashboard size does not change at the start of the next Hunt.

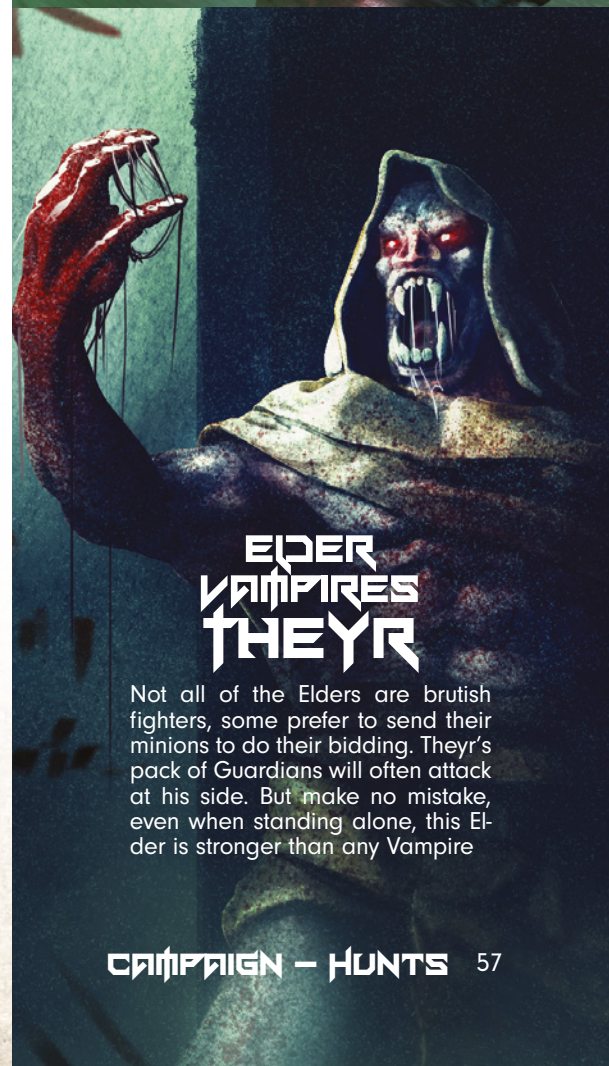
Transformation Cost: If the Turned Hunters **Resist**, the Transformation cost is -3 Focus. Otherwise it is -5 Focus.

Training & Equipment: You know Kophas' location and must proceed quickly before it can move to a new Den. You can purchase Equipment now, but there is no time to train new Special Abilities before you head out.



ELDER
VAMPIRES
EVAKI

Hidden inside ancient parchments are vague stories of a nightmarish beast called Evaki, whose impossible musculature and long claws make him an unstoppable killer. When this nightmare opens its mouth, his razor-sharp teeth are the least of your worries; his screams alone can bring you down to your knees.



ELDER
VAMPIRES
THEYR

Not all of the Elders are brutish fighters, some prefer to send their minions to do their bidding. Theyr's pack of Guardians will often attack at his side. But make no mistake, even when standing alone, this Elder is stronger than any Vampire

HUNT 12 CONFRONTATION

You have tracked Lord Kophas to this den. Observing the site you find there are four possible exits. You can't risk Kophas escaping, so you have to split up to cover as many of these routes out as possible. The chances are that Kophas will have other Elders defending the den, so being spread out is a huge risk, but this is your best chance yet to cripple the Night. You have to take it.



Entrance:	There are 4 starting locations for this Den. Split your Hunters so that you cover these locations as evenly as possible.
Spawn:	Place Kophas as shown in the Minimap. Kophas is Asleep.
Clock:	Start 4, End 9.
Encounter Deck:	11 Level-1 and 2 Level-2 Encounter Cards.
Vampire Day Activation Deck:	2 Level-1, 6 Level-2 and 4 Level-3 Cards.
Vampire Night Activation Deck:	3 Level-1, 6 Level-2 and 3 Level-3 Cards.
Pete and the Extractor:	Pete joins the Hunt, but cannot start at the Tunnel Entrance.
Standalone Play:	Each Hunter randomly draws 2 Equipment and 2 Special Ability Cards. Draw 3 Relic Cards following the rules in Drawing Relic Cards to assemble a complete Relic.

Special Rules

You must have at least one assembled Relic to attempt this Hunt. If you failed to retrieve enough Relic Components in your previous battles, the Order has lost this Campaign.

After their intensive training, the Turned Hunters will instinctively attack Kophas, without any other change to the Turned Hunter rules. Turned Hunter's Attacks can Wound Kophas when it is in either form. However, their claws are relatively ineffective: Kophas rolls 1D6 for each Hit the Turned Hunters cause and avoids a Wound for each roll of 5+.

Objectives

Hunters' Primary Objective: You must Destroy Kophas. End the Hunt and read Epilogue 1.

Turned Hunters' Primary Objective: You must Destroy Kophas. End the Hunt and read Epilogue 2.

If Kophas is not Destroyed, read Epilogue 3.

Resolution

Epilogue 1: Burning their last reserves, the Hunter swings the relic and lands the final blow before collapsing to the floor. Bellowing an unnatural scream, the Vampire Lord's body begins to change, growing older and weaker before completely turning to dust. The leader of the Night is finally defeated, but this is not the end: other Elders will step forward and draw blood in vengeance. Only the dead may rest.

Epilogue 2: The Turned Hunter screams in pain, sinking to their knees, pressing their hands against their head. This pain is unnatural, tearing them apart from the inside. The Turned Hunter is not dying, but is undergoing a second transformation, growing in stature as the pain turns to hate and bloodlust. This rebirth is as cruel as it is beautiful: a new Vampire Lord has entered this world.

Our Campaigns are intended to be standalone. However, if you have additional miniatures, you may wish to retire the Hunters that Turned in this scenario and/or play your next Campaign with a new Vampire Lord representing the Lord born here.

Epilogue 3: A feral scream leaves Kophas' throat as the last of its enemies succumbs to the wounds inflicted by Kophas' claws. The body falls lifelessly to the floor and the smell of still warm blood fills the air, luring Vampires from their hideouts. Drooling, they wait for their Lord to allow them to feast. As Kophas turns away, the minions fight over the remains of the Hunters and devour their flesh and blood.

Our Campaigns are intended to be standalone. However, you may wish to extend this story into your next Campaign by continuing to use Kophas as the Vampire Lord in that story arc. If you have additional Hunter miniatures, you could even retire the Hunters that lost the fight with Kophas today.



LORD KOPHAS

There are legends of a creature so foul that its very presence breaks Hunters' faith. An unnatural father to his twisted children, Lord Kophas reigns supreme of all the other creatures of the Night. Its mighty physique identifies it as a Vampire Lord, Kophas will swat aside all Hunters that risk closing for the attack. Does the Order have the strength to overcome the Night when such a powerful creature is guiding its evil?

GAME SUMMARY

Turn Structure

Setup

Activation Order: Cooperative Mode - players' choice; Competitive Mode - Clockwise from first player.

Day

- Hunters play before Turned Hunters
- Activate a Hunter
- The Hunter draws a Day Activation Card

Night

- Turned Hunters play before Hunters
- A Hunter draws a Night Activation Card
- Activate the Hunter

Advance the Clock. Advance the first player. Check for The Awakening or the end of the game.

Actions

Hunter Actions

Activate Extractor

Activate Lever

Attack

Dig Free

Drop

Pick Up

Search

Trade

Hunter Actions

Move – Take 2 MP

Move to an Adjacent Area – 1MP

Move into a Tunnel – 1MP

Move out of a Tunnel – 1MP

Open a door – 1MP

Free - Relocate Pete

Free - Take Harpoon

Turned Hunter Actions

Activate Lever

Attack

Bite Captives

Move – See Hunter

Gain Focus

Hunters

Destroying Vampires

Activate Lever

Turned Hunters

Defeat Hunter

Roll 6 when attacking a Hunter

Destroying Vampires

Bite Captives

Activate Lever

Special Rules

Elders: Resolve an Elder Influence Card before making the Hunter's Attack.

Harpoon: Hunters can move up to 5 Areas from Pete when they have a Harpoon. When using the Harpoon, it has a Range of 0.

Sunlight: Destroy all Vampires in the Room. Vampires do not spawn in or enter Sunlit Rooms.

Sleeping Vampires: Placed by Encounter Cards. They do not Move, Attack or Impede Movement. Hunters reroll Attack Dice once.

Waking Up Vampires: Failed Attacks. Noisy Weapons. Vampires that move into the Room. Non-Encounter Cards spawn Vampires that are Awake and this Wakes all Vampires in the Room.

Awake Vampires: Impede Movement, spend 2 Move Points to Move away from Awake Vampires.

The Awakening: Resolve all remaining Encounters. Wake all Vampires. Open all normal Doors.