

THE ORDER OF VAMPIRE HUNTERS

ERRATA AND CLARIFICATIONS

GENERAL CLARIFICATIONS

Terminology

All rules, for example rules in the rule book or on cards, refer to the AI-controlled enemy characters as Vampires. Specifically, any rules or instructions for Vampires, for example, “All the Vampires in your Area Attack you.” should be applied to Swarms.

CORE GAME

Figure 35

Page 31



Figure 35: Joshua in Vampire Form!

Figure 35 shows the ID and Basic Weapon Cards for Joshua after he Turns.

- 1) Health Points
- 2) Name and Picture
- 3) Special Ability
- 4) Focus Reward for a Hunter that defeats the Turned Joshua

Hunt 4 – Trapped!

Page 43

Insert this text as the first paragraph in the Special Rules Section. It clarifies instructions that are currently in the introduction:

The rubble in the Den completely blocks the Closed Door on the lower exterior wall of the Den, just below the Hunters' Starting Area. Immediately after reading the background story for this Hunt, remove this Door Token from the Den.

Hunt 6 – The Vampire Lord

Page 46

Vampire Night Activation Deck: 5 Level-1, 7 Level-2 and 8 Level-3 Cards.

CASTLE DRACULA

Hunt 4 – Castle Dracula

Page 16

Vampire Night Activation Deck: 4 Level-1, 7 Level-2 and 5 Level-3 Cards.

THE NIGHT IS DARKER

Hunt 22 – Kophas!

Page 14

Vampire Night Activation Deck: 4 Level-1, 6 Level-2 and 8 Level-3 Cards.

FROM BLOOD TO DUST

Hunt 13 – First Blood

Page 8



Use Map Tile B6 instead of Map Tile E1, as shown above.

Hunt 16 – Rescue

Page 15

The first paragraph of the Special Rules section should be:

The Blue Door is Locked. Activate the Lever to Unlock the Blue Door.