

# THE ORDER OF VAMPIRE HUNTERS

## MINI EXPANSION PACK: SERIOUS INJURIES AND INFECTION

### SERIOUS INJURY DECK

Injury Cards can be used by experienced Hunters to increase the difficulty of the game. All games will be harder when using this deck, but players can adjust the difficulty slightly by removing some of the cards:

**Hard:** Play with L1 & L2

**Brutal:** Play with L1, L2 & L3

**Nightmare:** Play with L2 & L3

Assemble and shuffle the deck and place within easy reach during setup. When a Hunter receives 3+ Wounds from a single Attack, draw a Serious Injury Card and apply the effects.

You can remove a Serious Injury by using any card or Special Ability that has a healing effect. Activate the healing power normally, observing its restrictions, discard one Serious Injury Card of your choice and ignore all the normal healing effects of the healing power.

**Bleed X:** Take 1 Wound at the end of the Turn. Place the Wound Token on this card as a reminder. Discard the card, but not the Wounds, when the card has X Tokens.

**Concussion X:** Your maximum 🧠 is X.

**Fast Bleed X:** This is the same as Bleed X, except you take 2 Wounds at the end of the Turn.

**First Aid X:** You cannot take any other Actions while you have this card. Spend X Actions to discard this card. Either you or another Hunter in your Area can spend the Actions. Place any Tokens on the card to track First Aid progress. The Actions can be spent over several Turns.

**Shock X:** Lose X 🧠 and discard this card. If you do not have X 🧠 now, place all your 🧠 on the card and continue to lose 🧠 to the card as you earn it, until there are X Tokens on the card.

**You Need Help X:** Discard this Card when other Hunters in your Area spend X Actions helping you. Place any Tokens on the card to track Help progress. The Actions can be spent over several Turns.

### INFECTION DECK

The Infection Deck is used to introduce some cut-throat bluffing and a traitor mechanic into competitive games. It can only be used in games using the optional Turned Hunter rules and works best in full competitive stand-alone Hunts.

Shuffle the deck and place within easy reach during setup. When a Hunter receives 2+ Wounds from a single Attack, draw an Infection Card in secret. “It’s Just a Scratch” cards do not affect the game. “That Looks Infected” can be revealed at any time when you are active, causing you to immediately Turn. Follow the normal rules for becoming a Turned Hunter. Use this to your advantage, by Turning when the other players least expect it!

