

THE ORDER OF VAMPIRE HUNTERS: SWARMS

Magenta bursts into the room to find Stephan alone. "I thought you had that Elder on the ropes," she laughs. "Next time, call if you need help."

"These monsters have allies we have not seen before. All I needed was one more solid blow and the Vampire would have been dust. But before I could act, I was swarmed by vermin. Rats running around my feet, bats flapping around my head, some kind of fog obscuring my vision. I don't know where the beast ran to."

"A rat beat you? Next time, I'll come and help before you call."

Using this Expansion

The Swarms Expansion can be incorporated into any Hunt to bring variety to your games.

Most Vampires cause problems for the Hunters by Attacking and causing Wounds. But every Hunt is played against the clock and the 3 new Swarm creatures create difficulty in other ways. They may reduce Hunter Movement and prevent certain Actions, slowing the progress Hunters make towards the Hunt's Objectives.

Contents

- 6 Highly detailed plastic Swarm Miniatures:
 - 2 Mists.
 - 2 Swarms of Bats.
 - 2 Swarms of Rats.
- 6 Swarm Encounter Cards.
- 6 Vampire Activation Cards.

Hunt Setup

When you create the Encounter Deck for a Den, simply substitute some of the normal Encounter Cards for the Hunt with the Swarm Encounter Cards supplied in this expansion. Be sure that you swap cards of the same level, so if you remove a L1 card, add a Swarm L1 card.

Similarly, when you create the Vampire Activation Decks swap some cards with the Activation Cards from this expansion, again matching the Level and the Day/Night type.

The more Swarm Cards you add to your decks, the more often you will encounter them in the Den. It is completely up to you to choose how many Swarm Cards you include.

Swarm Rules

Daylight: Swarms completely ignore all the effects of Daylight.

Awake/Asleep: Swarms do not follow the Day and Night cycle of the other Creatures of the Night. Swarms are always awake, regardless of how they spawn or which Round it is. Swarm ID cards are single sided, for use in both the Day and the Night.

The Extractor: Hunters cannot harpoon any of the Swarms. They are too insubstantial.

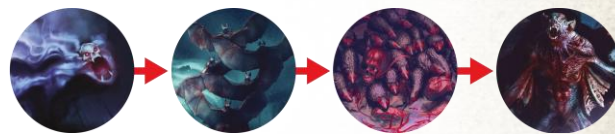


Figure 1: Substitute Miniatures.

Not Enough Miniatures: Depending on how many Swarm Encounter Cards you add to the Encounter Deck, you may run out of Swarm Miniatures as you resolve an Encounter. If you cannot place a Miniature listed on an Encounter Card, use Figure 1 to find a substitute.

0 Health Mist: Mists always have 0 Health. They cannot be attacked and never take Wounds. However, the Evaporate Special Ability will remove them from play at the end of the Round, if they are in the same Area as a Hunter.

Special Powers: The Swarm Special Powers affect all Hunters in the same Area as the Swarm. It does not affect Hunters that are outside the Area, even if they interact with the Area, for example, making a Ranged Attack into the Area.

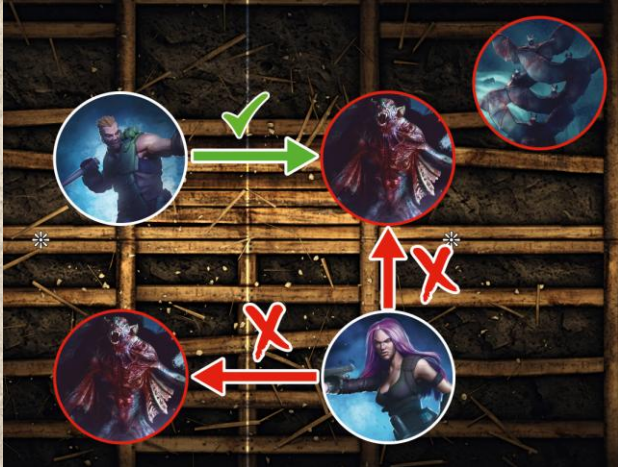


Figure 2: Swarm Abilities affect Hunters in the Area.

In Figure 2, Magenta is in the same Area as a Swarm of Bats. She wants to Attack a different Vampire, but Surround will prevent her doing so. However, Stephan is not in the Area with the Swarm of Bats, so Surround does not affect him. He can attack any Vampire, even one in the same Area as the Bats.

Follow: The Mist and Swarms of Bats surround Hunters, harassing their every endeavor and moving with them as the Hunters try to escape. If a Hunter moves away from an area that contains a Swarm that Follows, the Swarm will move with the Hunter to their final Destination. Move the Swarm immediately after the Hunter completes their Move and then continue with the Hunter's other Actions, if necessary.



Figure 3: A Mist follows Magenta.

Figure 3 shows an example. Stephan, Magenta and a Mist are all together in one Area. Magenta activates and Moves into the Area on the far right (1). After her Move is completed, the Mist follows her to that Area (2). She may now complete her

other Actions. Note that if Stephan had Activated and Moved before Magenta, then the Mist would have followed him instead (3).

Enshroud: The Mist and Swarms of Bats have the Special Ability Enshroud that limits the number of times a Hunter can use the Move Action when they Activate. Like other Swarm Abilities, Enshroud is active when the Hunter is in the same area as the Swarm but the limitation includes all Move Actions made by the Hunter in the Turn.

In Figure 3, Magenta Moves and then has 2 Actions left to use. She cannot Move again, because the Mist in her Area has the Enshroud ability and she has already Moved once. When Stephan Activates, there is no Mist in his Area, so he can use the Move Action as many times as he wants to.

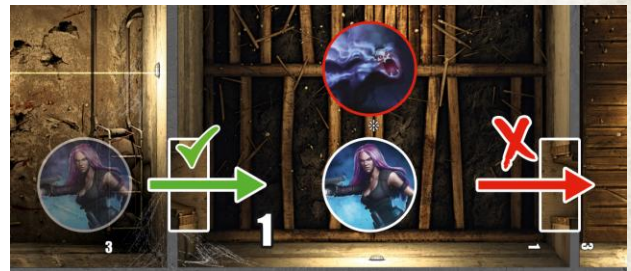


Figure 4: A Mist Enshrouds Magenta.

Figure 4 shows a slightly different example. Magenta Moves into an Area with a Mist (1). The Mist's Enshroud ability now affects her, and she has used the Move Action once this Turn, so she cannot use it a second time to Move out of the Area.