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Game: THE FURY OF DRACULA Pub: Games Workshop (1987)	v1 Aug 2006
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For best results, print on card, laminate and trim to size.	



Setup

Dracula player Set up behind the Strategy & Movement (SM) Screen with the SM Chart and all the Encounter chits in a cup. Take 5 Encounter chits. Record 12 Blood Points.

Hunter players Take playsheets and sit in the order of play (starting to the left of Dracula and clockwise): Lord Godalming, Dr Seward, Van Helsing.

All three hunters must be in play. Take 3 basic Combat chits each: *Dodge*, *Fist* and *Escape*. From a cup of Weapons chits each Hunter, in order, randomly draws 1 Weapon. Chits are kept secret from the Dracula player but can be shown to other hunters.

In order, each hunter chooses a town to start in. Hunters may start in the same towns. Dracula then secretly chooses a town box (not occupied by a hunter) on the SM Chart. Dracula starts.

Sequence of Play

Dracula	Movement Phase; Action Phase
Lord Godalming	Movement Phase; Action Phase
Dr Seward	Movement Phase; Action Phase
Van Helsing	Movement Phase; Action Phase

Movement

Players may choose to *move* or *pass*. Options are:

By Road Move to any adjacent connected town.

By Sea Embark from a port to a sea sector, sail from sea sector to sea sector, or disembark at a new port. No backtracking during sea movement, and you may not *pass* if you are at sea. There is no Action Phase when at sea. **Each time Dracula moves from a port to a sea sector he loses a Blood Point.**

By Rail If starting in a town with rail connections, *Hunters only* may declare rail movement. Only one train may be caught per player per turn.

Roll d6 on the Station Chart. The result must be accepted and rail movement used for the turn, but players may stop at any town along the way.

If travelling in Eastern Europe (for any or all of the move) maximum movement is two Towns.

Pass Hunters may discard weapon chits and draw new. Dracula may exchange for new Encounter chits.

Dracula's Movement

Dracula makes all moves in secret using the SM Chart. Before his Action Phase, he places the *Local Rumours* token on the Town he just left. It is never placed in a sea sector but stays in the port of embarkation.

Dracula's Action Phase

If Dracula has *passed* or moved to a sea sector he misses his Action Phase. If not, he may:

Attack Hunters Dracula can do nothing but attack any hunters if they are in the same town, unless they fought in that town last turn.

Do Nothing If *passing*, or the town has an Encounter chit already and no hunter, or if he *chooses* to do so, Dracula can do nothing.

Place an Encounter If the town is empty Dracula can place an Encounter there (on his chart). There can only ever be one Encounter in a town. Then draw a random replacement, unless he has six chits.

Peasants and *Szgyan* can only ever be placed in Eastern European towns. *Hoaxes* can only ever be placed in Western Europe. *Wolves* can never be placed in the British Isles.

Hunter's Action Phases

If a Hunter has *passed* or moved to a sea sector he misses his Action Phase. If not, in order, he may:

Search Location Only if there is no encounter must Dracula reveal if there are *Local Rumours* or if he himself is in that location.

Resolve Encounters Encounters are revealed by Dracula and resolved. If the encounter is successfully overcome, continue as above. If Dracula is present the hunter chooses to encounter him or not. *Dracula cannot refuse combat.*

Restocking After all of the above are resolved and if he is still in the town, a hunter may draw Weapons and Event cards up to his limit, first declaring how many of each he is drawing. He may not restock from the same town in two successive turns.

He may draw 1 or 2 items in a large town and 1 in a small town and can never have more than 3 Weapon chits, though he may draw and then discard the extras to a discard pile.

Encounters

Encounters cannot be avoided unless the Hunter has an appropriate Event card. Once resolved, Encounter chits are placed in a discard pile, with the exception of *Fog* and *Storms* (which stay on the map until they lift) and *Szgyan* and *Vampires* (which stay on the map until they are killed or destroyed). If a Hunter stays in a town with undefeated Szgyan he *must* fight them next turn.

Event Cards

Event cards are taken from the *bottom* of the Event deck. Cards printed with a *cross* are for the Hunter player. Cards printed with a *bat* are given to the Dracula player. No player may have more than 3 cards at any one time; extras must be played or discarded immediately.

Event cards must be played immediately unless they are marked *Keep*. When the last card is reached, it and the discard cards are reshuffled as a new deck.

Combat

Combat Overview

Use the full-color side of the Combat Action Board (CAB) for Dracula, and the b&w version for his agents. Players can play Events at any appropriate time.

- 1. Day or Night** If Dracula is fighting roll a die: 1-3: night, 4-6: day. Indicate the result on the chart. If combat takes place during the day Dracula can only use the *Claw*, *Dodge* and *Escape-Human* chits.
- 2. Select Combat Chits** Dracula and Hunter players select one combat chit among those available to them. No one may choose a *Dodge* chit for the first round. You can never use the same chit in two successive rounds of combat.

Hunters always have *Fist*, *Dodge* and *Escape* available. They can only use chits listed on the current side of the CAB.

If Dracula is *Repelled* or loses any *Blood Points* he may only use *Dodge* or an *Escape* chit next round.

- 3. Roll Initiative** Each side rolls d6 + modifiers, higher roll wins *initiative* (see table). Re-roll ties.
- 4. Resolve Combat Round** Cross reference the revealed chits with the side of the combat chart being used. Results in *italics* mean that the item was used up; discard the weapon chit.
- 5. Start Next Round** If no one escapes from combat, begin a new round.

After a combat, Dracula may not attack any of the Hunters again until after they leave the town. A Hunter may stay and attack again, however.

Damage

When a Hunter's Wound marker reaches 12 the hunter dies and is out of the game.

A Hunter who is **bitten** twice, or dies while he has a *Bite* marker on his sheet, becomes a Vampire. His figure is given to Dracula and he is treated as a Vampire Encounter chit for all purposes. Any Encounter in that town is put back into Dracula's pool of Encounters.

Dracula also gets a bonus to his initiative when facing a bitten Hunter.

Blood Points & Blood Death

If Dracula has less than 2 BP left, he cannot move by sea unless forced to return to Castle Dracula by being reduced to 0 or fewer BP while in the British Isles. If reduced to 0 he must tell the Hunters and flee to Castle Dracula.

Dracula can regain 2 points by *consuming* any one of his Vampires instead of moving or passing.

When the BP marker goes below 0, swap it for the *Blood Death* marker and move it back up towards 12. If it reaches 12 Dracula is dead. Once this marker is in use Dracula cannot regain points by consuming a Vampire.

Fleeing

If Dracula is fleeing he must move to Castle Dracula by the most direct land route (count the number of intervening towns). He may still place encounters.

Dracula can no longer win if fleeing. At Castle Dracula he must attack any Hunters there. A Hunter may attack Dracula if he arrives on the same turn.

Castle Dracula

A Hunter in Castle Dracula cannot restock weapons or Event cards. A Vampire encountered there must always be encountered, and if the Hunter has no protection he is automatically bitten. A *Crucifix* or *Host* will not protect him if he rolls a 5 or 6 on a d6.

Dracula gains +1 initiative on every combat round in the Castle. If Dracula ever spends 3 consecutive rounds in the Castle the game ends.

Hunter Groups

2 or 3 Hunters starting a turn together in the same town can form a *group*, and may swap Weapon chits at the start of their Movement phase, move once per turn as a group (if catching a train 1 roll is made), and have only one Action phase. Groups do not take any more weapons or cards from a town than a single Hunter would.

All Hunters in a group must fight. If involved, Dracula must declare a *target* after everyone has put down a chit but before initiative. One initiative roll is made for all (use the best any modifiers).

If Dracula won initiative his combat result applies to his target and results versus other Hunters are **Parried**. If the Hunters won they choose which result they prefer and other results are treated as Parried.

A target Hunter Bitten, Hypnotised or Killed takes no further part in a combat.

When fighting multiple opponents, use the system above if one side is outnumbered. An Agent can only attack one Hunter until the target is killed, then it may attack another. The same applies for Hunters.

Victory

Dracula Supreme Victory: 6 Vampires on the SM Chart and at least 1 Hunter has died or become a Vampire. **Major Victory:** 6 Vampires on the SM Chart. **Minor Victory:** 3 Vampires on the SM Chart and 2 or more Hunters are dead or have become Vampires.

Stalemate: Hunters destroy 6 Vampires but not Dracula. If Dracula has *consumed* a Vampire this becomes a Minor Victory for the Hunters.

Hunters Supreme Victory: Dracula is destroyed and all the Hunters survive. **Major Victory:** Dracula is destroyed but one or more Hunters die. **Minor Victory:** Dracula survives all 3 Hunter Action phases in Castle Dracula or he willingly spends 3 consecutive turns there.

Hunters may optionally keep track of **Valour Points** to determine a 'winning' Hunter.



Special Hunter Weapon Chits

Dogs Play when drawn or at the start of any Movement phase. *Dogs* does count towards the three Weapon limit. When revealed, protects the Hunter from the *Rats* encounter, and bestows a +1 Initiative modifier to the first round of combat.

Garlic Play at the start of combat with Dracula (even before rolling for Day/Night). Once the combat is over the chit is discarded. Dracula may not attempt any of his three *Escape* strategies for the first three rounds of combat.

Heavenly Host A Hunter may place a *Host* on the town he is in at the start of his Movement phase (not *Castle Dracula*, *Galatz*, *Klausenburg* or a sea sector). It cannot be moved once placed. The Host Marker is placed on the town and the Host Weapon chit kept with the Hunter (it *does not* count towards his three weapon limit). It can be removed by that Hunter and discarded at the start of his Movement phase.

Dracula may not enter a protected town, and he must leave, on his next Movement phase, any town he is in where the Host is placed.

Holy Water If a Hunter has a *Bite* marker at the start of his Movement phase, he may miss his turn, discard this chit and roll a d6. On a 1: he keeps the *Bite* and gains a Wound; 2-3: no effect; 4-6, the *Bite* is discarded.

Sacred Bullets A separate firearm chit is not required. Each time this weapon is effectively used, roll d6. On a 4-6, the chit is discarded.

Stake If this weapon hits it is used and discarded.

Event Cards Detailed Reference

Advance Planning Play after selecting Combat chits but before Initiative rolls. Modifiers from multiple cards are cumulative.

Chartered Carriage If Dracula plays or has played *False Tip-Off* during the same Movement phase, the cards cancel each other out.

Control Storms The three sea moves include the final port, and Dracula need not move the Hunter the whole three. The Hunter then has an Action phase at the new port.

Escape Route The avoided Encounter stays in the town. Dracula *may* attack the Hunter if they are both in the town in his next Action phase.

Evasion The card must be played openly as usual. *Local Rumours* is moved into the newly vacated town and will 'jump' into place when Dracula moves again.

Excellent Weather A Hunter could embark and sail three sectors, for example.

False Tip-Off If a Hunter plays or has played *Chartered Carriage* during the same Movement phase, the cards cancel each other out.

Great Strength If played after a Hunter is *Hypnotized*, the combat still ends and the Hunter still discards all Weapon chits.

Heavenly Host Any Hunter may move any Host.

Heroic Leap The Hunter must choose to play this card before deciding to attack or not. If Dracula negates this with *Devilish Power*, it is cancelled and normal combat takes place. If played on Dracula when he has 0 or less BP, the *Leap* results in his immediate destruction.

Hired Scouts This does not reveal the Local Rumours or Dracula himself, just Encounters.

Hour of Darkness This is only worth using if Dracula himself is fighting against the Hunters.

Hypnosis Played at the start of the hypnotized Hunter's turn. Dracula does not have to reveal *where* his Vampires are.

Jonathan Harker Treat as normal Hunter vs Dracula combat. Harker has the *Dodge* and *Fist* chits as well as the three randomly drawn, and 6 Wounds. No cards may be played to help Harker, but Dracula may play his. Should Harker lose, Dracula takes the Harker-Vampire chit for later deployment. Harker is not treated as a Hunter for the purposes of victory conditions.

Mishap The Hunter must only miss one turn; extras drawn at the same time are ignored.

Pre-Warned If a *Szgaryn* is discarded and Dracula plays *Szgaryn Reinforcements*, the Hunter must face the second *Szgaryn*. A Hunter receives no Valour Points from fleeing the possible encounter.

Rage Roll the die openly. If a Hunter involved has already played *Garlic*, Dracula may not play this card.

Seduction If played when encountering a Hunter-Vampire, it is left in the town. If in a group, Dracula chooses which Hunter is bitten.

Sense of Emergency The Hunter gets only one extra turn; extras drawn at the same time are ignored.

Shipping Agents Dracula must declare if he is *sailing, disembarking or embarking*. *Devish Powers* can cause this card to be discarded at any time.

Szgaryn Reinforcements First round modifiers apply again and combatants may choose the same chit used in the last round of the previous combat. If the Hunters are in a group, each Hunter must face another gypsy, separately.

Trap Should be played after selecting Combat chits but before Initiative rolls. Modifiers from multiple cards are cumulative.

Walpurgis Night If played Dracula may do nothing else whatsoever during the turn.

Groups

In general, if a Hunter in a group plays a card then the whole group is affected, unless noted.