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Game: **FURY OF DRACULA**
Pub: **Fantasy Flight Games (2006)**

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For best results, print on card, laminate and trim to size.

FURY OF DRACULA

Setup

The **Dracula** sheet is placed next to the Dracula's Trail area. *Clockwise* from Dracula the Hunter sheets are placed in this order: **Lord Godalming**, **Dr. Seward**, **Dr. Van Helsing**, and **Mina Harker**.

The Dracula player takes: Reference Map; Dracula miniature; black die; Dracula Location deck; Dracula Tactics deck; Agent Tactics deck; Dracula Power deck; 45 encounter markers; 15 Blood tokens.

Place the **Dracula Vampire marker** on the 0 space on the Vampire Track on the board, the **Resolve marker** on the 0 space on the Resolve Track on the board, the **Blood tokens** on the Blood track on the Dracula sheet, the **Dracula miniature** at the start of Dracula's Trail on the board, and put the encounter markers in a cup as the **encounter pool**. Draw 5 encounter markers at random from the pool as Dracula's **encounter hand**. Check the Location cards are in the proper order.

Each Hunter takes: 1 Health marker; Hunter miniature; a Hunter Tactics deck (the 3 *Basic* Item cards).

2 player game: 1 player plays Dracula and the other player controls all 4 Hunters.

3 player game: each Hunter player controls 2 Hunters.

4 player game: 2 Hunter players each control 1 Hunter and the third Hunter player controls 2 Hunters (or the extra Hunter can be communally controlled by the Hunter players).

5 player game: each Hunter player controls 1 Hunter.

Place each Hunter's Health marker in the maximum Health space for that character. Shuffle the **Item deck** and set it near the Hunter players. Shuffle the **Event deck**, then take the bottom-most card and place it at the top of the deck. Place the **Day/Night marker** on the Dawn space of the Day/Night track.

Starting with Lord Godalming and continuing clockwise, each Hunter player places his miniature on any city on the map. More than one Hunter may begin in the same city, but none may begin in a sea zone, *Castle Dracula*, or the *Hospital of St. Joseph and St. Mary*.

Dracula chooses his starting location by placing the appropriate city card facedown in the left-most space of Dracula's Trail with his miniature on top of it. The Location cannot be a sea zone, a city with a Hunter currently in it, or Castle Dracula. He cannot use a Power card such as *Dark Call* or *Hide* during this turn, and does not place an encounter or take a Timekeeping phase.

Play begins with Lord Godalming and continues clockwise.

Order of Play

- 1. Dracula's Turn**
Timekeeping, Movement, Action
- 2. Lord Godalming's Turn**
Movement, Action
- 3. Dr Seward's Turn**
Movement, Action
- 4. Van Helsing's Turn**
Movement, Action
- 5. Mina Harker's Turn**
Movement, Action

Timekeeping

If Dracula is in a sea zone, nothing happens.

Otherwise, **Dracula advances the Day/Night marker one space clockwise**. If the marker advances from *Small Hours to Dawn*, advance the Vampire track by 1 and the Resolve track by 1.

Movement

Hunters may move by road, sea or rail. Unless at sea, a Hunter may remain at his current location.

Dracula may only move by road or sea.

Dracula *must* play a card during his movement phase.

Road Movement

Players move to any city connected by road.

Sea Movement

Players *embark* to a sea zone at a port, *sail* to adjacent sea zones, then *disembark* from a sea zone to a port.

Players cannot choose not to move while at sea, backtrack, or return to the port they embarked from without first disembarking in a new port.

If travelling by sea, Dracula must spend 1 Blood when he *embarks* and every *other* sailing move, starting with his second. Place the spent Blood token between the cards in Dracula's Trail to indicate this. He may not use any Powers at sea.

At sea, players receive no Action phase, nor can they battle.

Rail Movement

Roll the **Train die** and consult the **Rail Movement** table; if the Hunter catches a train he must use it. He has an Action phase only in the final destination city.

Dracula's Hidden Movement

Dracula moves in secret by choosing a **Location card** corresponding to the Location he wants to move to (or a Power card) and placing it on the **Dracula's Trail** space farthest to his left, sliding any cards and encounters one space to his right.

He can also play **Power cards** *instead* of making a normal move.

If Dracula moves into a city (**not** a sea zone) containing a Hunter he plays the Location card face up (and must battle the Hunter this turn instead of placing an encounter).

Cards 'drop off' the end of Dracula's Trail when it is full and a new card is placed. The facedown card is returned to the Location deck. Any encounter that was on the card can be **matured** at the end of Dracula's Action phase this turn.

Location cards revealed for any reason stay face up until returned to the Location deck.

Encounters removed when cards are **cleared** from the Trail, or removed from the Catacombs, go back to the encounter pool and may not be matured.

The Catacombs

Instead of allowing a Location card (not a sea zone or Power card) to drop off the Trail, Dracula may place it in his **Catacombs**. The card and any encounter on it is moved to one of the 3 Catacomb spaces. An additional encounter may be placed facedown on the square above the space, further reinforcing the location.

Dracula may remove any or all of the Catacomb locations at the start of his turn.

Action Phase

Dracula's Action Phase

1. Take an Action

If there are one or more Hunters in Dracula's location, he *must* attack them as a group. If there are none, he *must* place an encounter facedown on top of the current Location card.

2. Maturing Encounters

Dracula *may* decide to mature *any* encounter 'dropped off' his Trail this turn (even if he is at sea). Reveal the encounter and enact its *matured* effects.

An encounter can either be matured or it and its card sent to the Catacombs, but not both.

3. Refill Encounter Hand

Draw encounter markers up to the current maximum (normally 5).

Hunter's Action Phase

1. Search The Hunter announces his location; if the corresponding card is in Dracula's Trail or Catacombs, it is immediately revealed (**not** sea zones).

If there are encounters, they are resolved in an order chosen by Dracula and the Hunter's turn ends;

If there are no encounters, the Hunter may do one of the following:

- A. Rest** Draw 2 Event cards; those marked with *Crosses* are discarded, those with *Bats* given to Dracula. Once handed out and resolved if required, the Hunter regains up to 2 Health.
- B. Resupply** Draw Item and/or Event cards depending on the size of the city.
- C. Trade** Hunters may trade Item cards with any other one Hunter in the same city.

Combat

Combat occurs between a Hunter and either Dracula or one of his Agents and is played as a series of rounds.

1. Play Cards (start of combat only)

Beginning with Dracula and going clockwise around the table, *all* players in turn may play one card affecting the combat (only Hunters in the combat may play *Garlic*). This continues until all players have played all the cards they wish.

2. Build Combat Decks

The Hunter player uses his 3 Tactics cards and any Item cards with an Initiative number on them, other than a faceup *Dogs* card. Take all cards in hand anyway as a bluff.

Dracula uses all 8 of his Tactics cards if it is night and only the 3 with a sun on them (*Claws*, *Dodge* and *Escape as Man*) if it is day.

If the Hunter is fighting an **Agent**, the Dracula player uses the *Agent Punch* and *Dodge* cards and any other cards Agent Tactic cards specific to the encounter.

3. Combat Rounds

Players select one card from their combat deck per round and play it face down. Then both are revealed and the players each roll a die, adding appropriate modifiers.

If there is a tie, the player who has the highest **Initiative** number on their card wins.

The player with the highest result wins the round. Look at his card and find the name of his opponent's card to find the result. If it is listed in **bold italics**, the Hunter's item card is discarded (the combat cards of Dracula and his Agents are never discarded).

If 3 **Continue** results are received in a row (record with the markers), the third result is treated as an **End** result. Combat continues with the next round. **No player can choose the same physical card twice in a row**—leave the cards just chosen in place to ensure this.

End of Combat

Combat ends on an **End** result, 3 consecutive **Continue** results, a Hunter is **Bitten** or reduced to 0 Health, an Agent is **Killed**, or Dracula is reduced to 0 Blood.

If an Agent is defeated and Dracula is also in the location, combat commences against Dracula. If the Hunter is defeated by the Agent or flees his turn is over and he cannot face Dracula that turn.

Achieving a **Killed** result against Dracula drops him down to the next red space on his Blood track. Combat continues if he is not at 0.

Bitten Hunters

When a Hunter is **Bitten** he receives a Bite token and the following applies:

The Hunter must have 1 Item and 1 Event card (*Dogs* does not count) face up

Certain Event cards may be played on the Hunter

Dracula receives a **+1 to his combat rolls** when fighting a Bitten Hunter (*except Mina Harker*) or a group with a Bitten Hunter among them

The Hunter may be the target of a *Hypnosis* card

When a Hunter receives a Bite and has no more empty Bite boxes, he is *defeated*.

Defeated Hunters

When a Hunter is reduced to 0 Health or receives a Bite and has no more empty Bite boxes he is **defeated** and the following occurs:

The Hunter is immediately moved to the *Hospital of St Mary and St Joseph*

Dracula advances his Vampire track by 2

The Hunter discards all of his Item and Event cards, leaving him with only his Tactics cards

The Hunter resets his Health to maximum and discards all Bite tokens

The Hunter loses his next turn

Item and Event Cards

Item cards and Event cards are placed at the matching places on the Hunter and Dracula sheets. When a player receives a card that would cause him to exceed his limit, either the new card or one of the cards on his sheet must be discarded.

Event cards are drawn from the bottom of the deck; those marked with a *Bat* on the back are given to Dracula and those with a *Cross* are given to the Hunter.

If there is one card left, shuffle the card along with the discards into a new deck.

Event cards are of 3 types: **Play Immediately**, **Keep and Ally**. Allies are played immediately, staying in place until replaced by another ally, or discarded. Dracula and the Hunters may each have only one ally in play at a time.

Dracula's Powers

Power cards are played into Dracula's Trail in various ways. Dracula cannot use a Power card currently in his Trail. *Feed* and *Wolf* can only be played at night.

Resolve

Any Hunter may spend 1 **Resolve point** at the start of his turn to do one of the following (each effect may be used only once per turn): *Newspaper Reports*, *Sense of Emergency* or *Inner Strength*. Hunters may not use the same Resolve effect more than once in a game round.

Heavenly Hosts and Consecrated Ground

Dracula may not move through a location containing one of these markers, and all encounters at the location targeted are discarded. The corresponding Location card is removed from Dracula's Location deck or Catacombs and placed faceup next to the board (if the card is in Dracula's Trail it does so when it 'drops off').

Neither of these markers can be played in *Castle Dracula*, *Galatz* or *Klausenberg*. If a **Consecrated Ground** marker is placed in a location in Dracula's Trail or Catacombs, the location is instantly revealed (and Dracula must move away at the start of his next turn).

Hunter Groups

Two or more Hunters can form a **group** if none have moved this turn. They move once per game round during the Movement phase of one of their members. Only one roll is made to catch a train. After moving they receive *one* Action phase, and only one member can receive the Rest or Resupply benefits.

Encounters affect the entire Group equally. All Hunters in a Group must fight. Each Hunter chooses a card in the combat round and Dracula chooses which Hunter will be his target. The Hunter adds any modifiers that would apply to any member.

If Dracula wins, results apply only to his target. If the Hunters win, they may choose which of their cards to use when finding the results.

Special Locations

Castle Dracula Dracula automatically reveals his location if he is at *Castle Dracula* and cannot place encounters there. Each time he ends his movement phase there, he gains 2 Blood (up to the maximum of 1 and he receives a +1 bonus to combat rolls if fighting at the castle. A Hunter cannot rest, resupply or trade there.

The Hospital of St Mary and St Joseph Dracula cannot enter the hospital nor can any encounters be targeted there. When resupplying there, a Hunter draws one Event card or one Item card. At the start of his movement phase, a Hunter may roll to purify a Bite: on a 1, he loses 2 Health; on a 2-3, nothing happens, on a 4-6, the Bite is removed.

Winning the Game

Hunter Victory: Dracula is reduced to 0 or less Blood. Dracula cannot voluntarily reduce himself to 0 Blood.

Dracula Victory: The Vampire Track reaches 6. The track is advanced by:

+2 when a *New Vampire* encounter is matured;

+1 when a new day dawns;

+2 when a Hunter is defeated: Health at 0 or by Bites.

FURY OF DRACULA

Hunters

Turn Sequence

Spend 1 Resolve (optional)

Newspaper Reports / Sense of Emergency / Inner Strength

Movement Phase *May* move by road, sea or rail.

Action Phase *Must* resolve encounter if present. Otherwise, *may* do one:

Rest

Draw 2 Event cards: discard *Crosses*, *Bats* to Dracula. Regain 2 Health.

Resupply

Draw Item and/or Event cards according to size of city.

Trade

Trade Items with one other Hunter in same location.

Rail Movement

X Delayed Over Papers

Hunter's turn immediately ends.

0 No Departures

Hunter must stay in the city or move by sea or road instead.

1 Slow Train

Hunter moves to any city directly connected by rail.

2 Fast Train

Hunter may move up to **two cities** away by rail.

2/3 Express Train

Hunter may move up to **3 cities** away by rail. If any part of the journey is in Eastern Europe, he may move only two cities by rail.

Resupply



Small City

One Event card.



Large City

One Event card *and/or* one Item card.



Castle Dracula

No cards.



Hospital of St. Joseph and St. Mary

One Event card *or* one Item card.

Combat Results



Wound (1 to 4)

Lose 1 to 4 Health/Blood.



Continue

Nothing happens. Three in a row equal an **End** result.



Repel

Dracula may only play *Dodge*, *Escape as Bat*, *Man* or *Mist*.



Bite

Hunter receives a Bite token.



Killed

Agents are killed / Dracula's Blood drops to the next red space.



End

A combatant escapes and combat ends.

FURY OF DRACULA

Dracula

Turn Sequence

Timekeeping

Advance Day/Night track 1 space clockwise.

Movement Phase *Must* move by road or sea, or use a Power.

Action Phase Do these three in order:

Attack or Place Encounter

If in a city with Hunter(s), attack. Otherwise place encounter.

Maturing Encounters

May *mature* an encounter on a card that fell off Trail this turn.

Refill Encounter Hand

Refill encounter hand to maximum size (normally 5).

Powers



Dark Call

Costs 2 Blood.
Play on Trail instead of location. Remain where you are and draw 10 encounters then discard back down to maximum.



Double Back

Play on Trail, then cover with location card already in Trail (slide cards across) or Catacombs (only one encounter may be kept). The move must be legal. No new encounter is placed.



Feed

Night only.
Play on Trail instead of location. Stay in current location and regain 1 Blood.



Hide

Played facedown like location, with encounter. A Hunter there must face both encounters. Encounters placed with this card can never be matured or placed in the Catacombs.



Wolf Form

Night only; costs 1 Blood.
Play on Trail with location up to 2 cities away by road, and an encounter marker. *Hide* may be played instead of the Location card. May pass through a city containing a Hunter, but blocked by *Heavenly Host* / *Consecrated Ground*.

Combat Modifiers & Results

- +1 Agent is a Minion and combat is in Eastern Europe.
- +1 The combat is in Castle Dracula.
- +1 A Bitten Hunter other than Mina Harker is in the combat.



Wound (1 to 4)

Lose 1 to 4 Health/Blood.



Continue

Nothing happens. Three in a row equal an **End** result.



Repel

Dracula may only play *Dodge*, *Escape as Bat*, *Man* or *Mist*.



Bite

Hunter receives a Bite token.



Killed

Agents are killed / Dracula's Blood drops to the next red space.



End

A combatant escapes and combat ends.

HUNT OF DRACULA

Encounters: No Effect When Matured



Assassin (1)

Encountered: The Hunter is attacked by an Agent who has all 5 Agent Tactics cards at his disposal. If the Hunter escapes from this combat, his turn immediately ends (no further encounters, including Dracula).



Bats (3)

Encountered: The Hunter's turn ends (no further encounters, including Dracula) and he places this encounter in front of him. On his next turn, he returns this encounter to Dracula, who then controls the Hunter's

movement that turn (by Road, not Sea or Rail), returning this encounter to the encounter pool afterwards.



Fog (4)

Encountered: The Hunter's turn ends (no further encounters, including Dracula) and he places this encounter in front of him. While it remains in front of the Hunter, no other Hunter may enter or leave

the city he is in, although Dracula can move through it freely. Hunters in a space with fog may still rest, resupply, or trade (although not on the turn the fog is first encountered). At the end of the Hunter's next turn, the token is discarded to the encounter pool.

Minion

(3 Knife, 2 Knife and Pistol, 2 Knife and Rifle)



Encountered: The Hunter is attacked by an Agent who has Fist, Dodge, and any Tactics cards as indicated by the encounter illustrations. If encountered in Eastern Europe, the Agent gets a +1 to all combat rolls.



Hoax (2)

Encountered: If encountered in Western Europe, the Hunter immediately discards all Event cards from his hand. If encountered in Eastern Europe, the Hunter chooses and discards 1 Event card from his hand (if he has any).



Lightning (2)

Encountered: If the Hunter shows Dracula that he has a Crucifix or Heavenly Host card, discard this encounter without effect. Otherwise, the Hunter loses 2 Health and must choose and discard 1 Item card.



Peasants (2)

Encountered: If encountered in Western Europe, the Hunter chooses and discards 1 Item card from his hand and randomly draws a new one.

If encountered in Eastern Europe, the Hunter discards all of his Item cards from his hand and randomly draws an equal number.



Plague (1)

Encountered: The Hunter loses 2 Health.



Rats (2)

Encountered: If the Hunter has Dogs (faceup only), this encounter is discarded without effect. Otherwise, the Hunter rolls 4 dice and loses 1 Health for each 4-6 rolled.



Saboteur (2)

Encountered: If the Hunter has Dogs (faceup), discard this encounter without effect. Otherwise, the Hunter's turn ends (no further encounters, including Dracula) and he must discard 1 item or Event card.



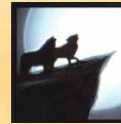
Spy (2)

Encountered: Dracula may immediately look at all of the Hunter's Item and Event cards, and the Hunter must tell Dracula his next move.



Thief (2)

Encountered: If the Hunter has Dogs (faceup only), this encounter is discarded without effect. Otherwise, Dracula takes one random item or Event card (his choice which) from the Hunter, looks at it, and discards it.



Wolves (3)

Encountered: The Hunter loses 2 Health. The Hunter loses only 1 Health if he shows Dracula that he has a Pistol or a Rifle, and he loses no Health if he shows Dracula that he has both a Pistol and a Rifle.

Encounters: Effect When Matured



Ambush (3)

Encountered: Dracula may draw 1 encounter from the encounter pool, and then he must discard back down to his hand limit.

Matured: Dracula may play any one encounter from his encounter hand directly on any one Hunter not in a sea zone or the Hospital of St. Joseph and St. Mary. The Hunter must immediately resolve the encounter as though he had encountered it.

Then, Dracula's Trail is cleared down to 3 cards.



Desecrated Soil (3)

Encountered: Dracula draws 1 Event card. If the card is a Hunter event, it is discarded. Otherwise, Dracula gets it.

Matured: Dracula draws Event cards until he draws a total of 2 Dracula events. Any Hunter events drawn are looked at and discarded. Dracula's trail is then cleared to 3 cards.



New Vampire (6)

Encountered: If it is Day, the Hunter kills the Vampire and this encounter is discarded without effect.

If it is Night, roll a die. On a 1-3, the Hunter is Bitten unless he shows Dracula that he has a Crucifix or Heavenly Host.

On a 4-6, the Vampire escapes unless the Hunter discards a Knife or Stake from his hand.

Unless the Vampire escapes, the encounter is returned to the encounter pool (even if the Hunter is defeated).

If the Vampire escapes, the encounter remains where it is and the Hunter's turn immediately ends (no further encounters, including Dracula). Next turn, the Hunter may remain in the city to encounter the Vampire again.

Matured: Dracula's advances his Vampire track by 2, and then Dracula's Trail is cleared down to 1 card.