

WORK IN PROGRESS

SUBJECT TO LICENSOR APPROVAL

# Bloodborne™

THE BOARD GAME

RULEBOOK 



# OVERVIEW

***Bloodborne: The Board Game** is a cooperative game for 1-4 players in which players take on the role of Hunters: deadly warriors venturing forth into the city of Yharnam to combat horrific monsters, discover hidden mysteries, and unearth long-kept secrets. **Bloodborne** is played as a Campaign: a series of three individual, but inter-connected games, called Chapters. There are 4 Campaigns in this box. Over the course of each Campaign, Hunters will grow in skill and power, and players will uncover a unique story—should they survive long enough!*

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## COMPONENTS

SAW CLEAVER  
HUNTERTHREADED CANE  
HUNTERLUDWIG'S HOLY  
BLADE HUNTERHUNTER AXE  
HUNTER

CLERIC BEAST



FATHER GASCOIGNE

FATHER GASCOIGNE  
TRANSFORMED

VICAR AMELIA



BLOOD-STARVED BEAST



4 CHURCH GIANT



4 SCOURGE BEAST



4 HUNTSMAN'S MINION



4 CHURCH SERVANT

4 MALE BEAST  
PATIENT4 FEMALE BEAST  
PATIENT

4 HUNTER MOB

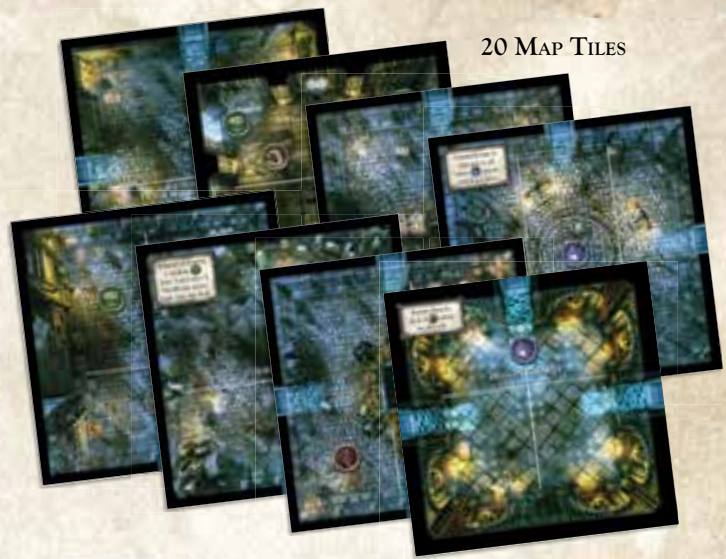


4 COUNTER BASES





1 HUNT BOARD



20 MAP TILES



4 DOUBLE-SIDED TRICK  
WEAPON DASHBOARDS



4 HUNTER  
DASHBOARDS



11 FIREARM CARDS



48 BASIC HUNTER STAT CARDS



60 UPGRADE CARDS



34 CONSUMABLE CARDS



25 REWARD CARDS





14 ENEMY CARDS



1 RULEBOOK



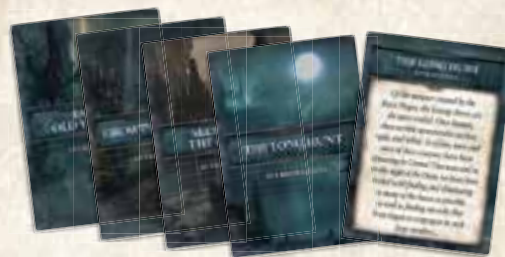
6 ENEMY ACTION CARDS



50 BOSS ACTION CARDS



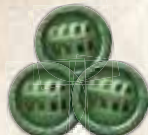
5 BOSS HP CARDS



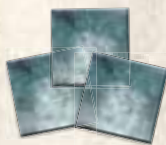
252 CAMPAIGN CARDS



4 PLAYER AID CARDS

2 BROKEN LAMP  
TOKENS8 CONSUMABLE  
TOKENS15 INSIGHT  
TOKENS5 CORPSE  
TOKENS5 SURVIVOR  
TOKENS

7 NPC TOKENS

12 BLOOD  
ECHOES TOKENS6 FOG GATE  
TOKENS4 FRENZY  
TOKENS4 POISON  
TOKENS40 HP TOKENS  
(IN 4 KINDS)1 HUNT TRACK  
TOKEN



# CAMPAIGNS

There are 4 Campaigns to choose from in **Bloodborne: The Board Game**. Each Campaign features its own unique story, revealed over the course of its 3 Chapters. Each Chapter has its own unique missions, enemies, and surprises to uncover.

Before setting up the game, players must select the Campaign they wish to play:

- ♦ **THE LONG HUNT:** An infestation of Scourge Beasts has descended unto Central Yharnam. The Hunters must find where these beasts are originating from and put an end to this threat.
- ♦ **GROWING MADNESS:** A frenzy has begun to overtake the city. Worse, it appears the Hunters are not immune to this madness.
- ♦ **SECRETS OF THE CHURCH:** Cathedral Ward has locked its gates from the rest of Yharnam. From inside, the howls of beasts can be heard as the bells of the Grand Cathedral ring throughout the city.
- ♦ **FALL OF OLD YHARNAM:** The Beast Plague threatens to overtake all of Old Yharnam. The Hunters must act swiftly to prevent its spread.

*The Campaigns are not meant to be played in any order, but we recommend starting with The Long Hunt.*

Players do not have to complete all three Chapters of a Campaign in one gaming session: all information can be tracked for future plays, so players can stop after any Chapter and then pick up where they left off.

# SETUP

## 1. CAMPAIGN SETUP

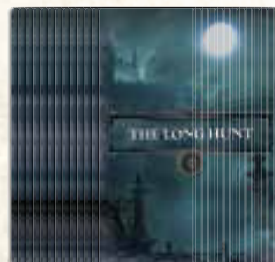
Once players have chosen a Campaign, they should gather the following materials for that Campaign (each is specifically marked with the name of the Campaign):



**1 Introduction card**, to be read at the start of the Campaign.



**3 Chapter cards**, each one displaying the rules and setup for the three Chapters of the Campaign.





**1 Mission Deck**, a unique deck containing Mission cards. These cards reveal the events and story of the Campaign, so do not read them in advance! Keep them facedown, **do not shuffle them**, and only reveal them when instructed to do so.





## 2. HUNTER SETUP

### CHOOSING A HUNTER

Each player chooses a Hunter and takes that Hunter's **Trick Weapon** dashboard, **Firearm** card, and **Miniature**. Each player also takes 1 **Hunter Dashboard** and its color-matching **Counter Base**, which should be attached to the Hunter's miniature. Finally, each player takes 1  **HP Token** and 3  **HP Tokens**.





Each Hunter has a unique set of weapons and abilities. A player will control the same Hunter throughout the entire Campaign, so choose wisely!

### SETTING UP THE HUNTER DECK



Each Hunter has a **Hunter Deck** containing 12 **Stat cards**. These cards represent the core abilities and skills of a Hunter. While each Hunter begins the Campaign with the same starting Hunter Deck, they will change and evolve via various upgrades acquired through the Campaign, making them unique to each player!

Construct 1 starting **Hunter Deck** for each Hunter and place it facedown near the Hunter Dashboard. A starting Hunter Deck is composed of the following cards:

- ♦ 3x Basic **Endurance**  cards
- ♦ 3x Basic **Skill**  cards
- ♦ 3x Basic **Strength**  cards
- ♦ 3x Basic **Vitality**  cards



### SETTING UP THE HUNTER DASHBOARD





Each Hunter Dashboard should be setup as indicated below.  
*NOTE: players can freely choose what side their Trick Weapon begins on.*





### 3. HUNT BOARD SETUP



- 1 Place the **Hunt Board** in view of all players.
- 2 Take the **Chapter card** corresponding to the Chapter you are playing and place it on the "Chapter" slot. Place the **Mission Deck** facedown next to the Chapter card, and the **Introduction card** faceup near the **Mission Deck**. *NOTE: The Mission Deck cards reveal the story and events of the game! Do not read or reveal them until instructed to.*
- 3 Shuffle the **Upgrade** deck and draw 4 cards from it, placing them faceup on the four slots marked "Upgrade" on the Hunt Board. *NOTE: Be sure that any unused Basic cards are not shuffled into the Upgrade deck! Basic cards can be quickly differentiated from Upgrade cards by the  at the bottom of each card, as well as the Basic text written at the top.*
- 4 Shuffle the **Consumables** deck and place it facedown near the Hunt Board, within reach of all players.
- 5 Set out all the **Tokens** and place them near the Hunt Board, within reach of all players.
- 6 Take the  token and place it on the first spot of the Hunt Track.



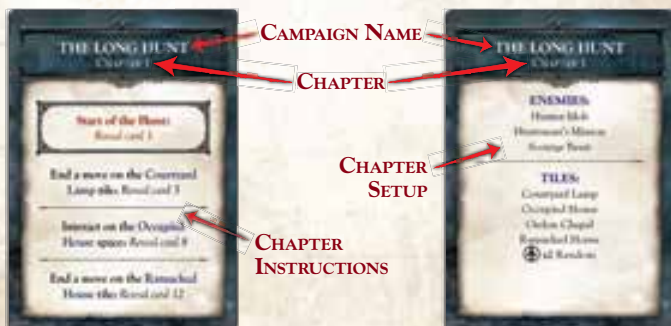


## 4. CHAPTER SETUP



Hunters begin every Chapter on the **Central Lamp** tile. Set out this tile in the middle of your play area, within reach of all players. Place all the Hunter miniatures (with their Counter-Bases attached) on it, in any space, chosen by their owner.

Take the **Chapter Card** specific to the Chapter you are playing and flip it to its back:



First, check the Chapter Card to see if it lists any **Special Rules** cards to be utilized. These cards would be found in the respective Mission Deck for the Campaign. Take any listed cards and flip them faceup, placing them near the Mission Deck. These cards might have rules that modify how to set-up the Chapter, or contain additional rules to apply to the Chapter.

The Chapter Card also lists 3 **Enemies** that appear during the Chapter. Take the matching **Enemy** cards and shuffle them together, randomly placing 1 in each Enemy card slot of the Hunt Board.

Note that Enemy cards all have two sides, each with different Attacks and Abilities. Which side is used should also be randomized in addition to the slot each card is placed in.



Take all the **Miniatures** matching the listed enemies and place them above their cards on the Hunt Board. Shuffle the **Enemy Action** deck and place it facedown next to the Hunt Board.

Finally, the Chapter card lists a number of **Tiles** that will be used in this Chapter, in addition to the Central Lamp. This list includes Named Location tiles, as well as a number of random tiles based on the number of Hunters being played. This number is represented by .

Some cards indicate a variable number represented by . This symbol stands for the number of Hunters in the game.

Take the listed tiles, including the random ones, which can be either unused Named Location tiles or generic tiles. Shuffle them, stack them together and place them facedown near the Hunt Board.

These tiles represent the **Tile Deck**. They are used to construct the game map, which will be gradually uncovered and built once the game begins.



**EXAMPLE:** The first Chapter card lists four Named Locations (Courtyard Lamp, Occupied House, Oedon Chapel, and Ransacked House), as well as "x2 Random" tiles. In a game with 2 Hunters, this would mean 4 random tiles. In a game with 3 Hunters, it would be 6, and so on. Take these tiles, keeping them facedown, shuffle them together into a stack, and set them aside.





SETUP IS NOW COMPLETE, AND THE HUNT IS READY TO BEGIN!



## VICTORY AND DEFEAT OBJECTIVES

Each Campaign begins with a brief summary of the threat facing the city, written on the Introduction card. This gives the Hunters a starting point in their investigation.

While the problem is known, how to solve it, as well as its source, are not. It is up to the players to uncover these secrets during the Campaign and eventually complete their Hunt.

Be warned, however, that the Blood Moon rises high into the night, further pushing the city into chaos. Should the Hunters take too long in their mission then the city will become permanently lost to the madness, resulting in a loss for the players!

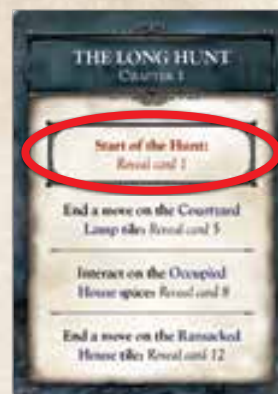
## THE HUNT MISSION AND INSIGHTS



As previously stated, a Campaign is comprised of three individual games called Chapters. During each Chapter, players will have a primary **Hunt Mission** which is what they must achieve in order to win the game. The Hunt Mission will be comprised of several steps and objectives, revealed to the players as they progress.

Along the way towards completing this Hunt Mission, the players might reach points where they are required to have gathered **Insight** to progress. Insight is gathered through a Chapter by completing the various **Insight Missions** presented on the Chapter Card. These Missions reveal more of the events and story surrounding the Campaign. They also grant powerful rewards for being completed to further aid the players in their goals.

In the case of either the Hunt Mission or an Insight Mission, once the listed criteria are met, the players will be instructed to reveal a specific **Mission Card**. Take this card from the Campaign Mission Card deck, reveal it, and follow its instructions. **The Mission Card will also instruct players if completing that specific part will also Complete the Mission. If this is not stated, then finishing the task will merely lead to the next part of the Mission.** This is something the players should take into consideration, as they only have so much time to complete their goals!



**EXAMPLE:** In the Long Hunt Campaign, the players are tasked with discovering the source of a Scourge Beast infestation overtaking the city. The Chapter card instructs them to reveal Mission card 1 at the start of the Hunt. Doing so, the players begin the first part of the Hunt Mission “Source of the Scourge”



The goal of this Mission is to reveal all tiles, as well as gather 2 Insight. Its worth noting that the Mission does **not** say that doing this Completes it, so the Hunters know this will only reveal additional tasks for them.



Meanwhile, this Insight Mission, “On the Hunt”, gives instructions to complete the mission. The card says “Slay this Hunter Mob to Complete this Mission”, so the player knows that finishing this step means completing the overall Mission.





## MISSION CARDS, SPECIAL RULES, AND TOKENS



Mission cards will often list special rules and tokens to be utilized. If the Mission Card references a Corpse or Survivor token, take one of those tokens and follow the instructions listed on the Mission Card. Sometimes, however, the Mission will state to place an Insight token instead, usually giving it a specific name (Such as Insight “Red-Jeweled Brooch” Token). This is to mark that token as a specific item or important element, unique to that Mission.

In any case, any special rules or tokens generated by a Mission Card are only ever utilized while that Mission is active. Once it is completed, unless otherwise specified by the next part of that Mission (if any) any tokens or rules generated by that Mission Card should be removed.



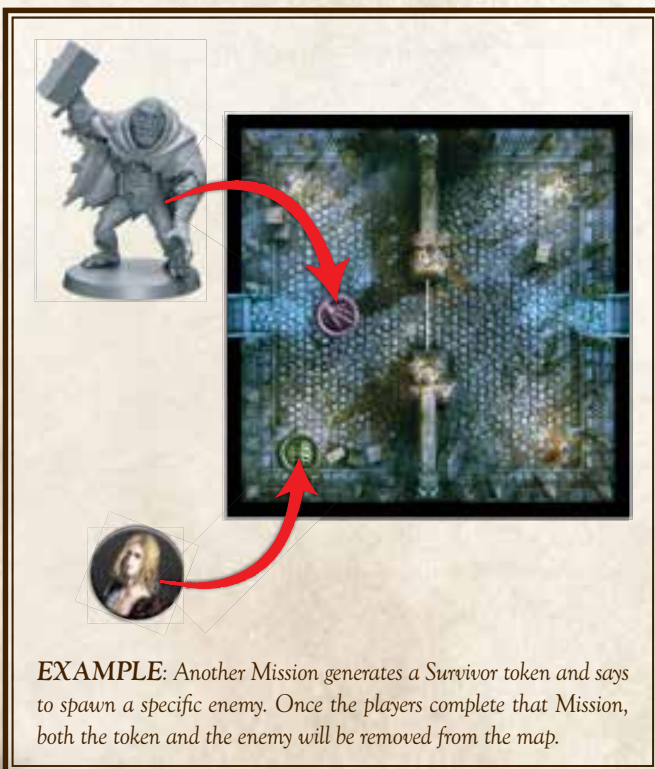
## WINNING AND LOSING THE HUNT

### WINNING THE HUNT

When the Hunt Mission is completed, the game **immediately ends** and the players win the Chapter.

### LOSING THE HUNT

If it reaches the end of the Hunt Track, the players will have one final chance to win the game before Yharnam is lost. If they cannot, the Hunters have failed in their task and the **Campaign ends**. The players will have to start again from the **very beginning of the Campaign** and, hopefully, fare better this time.



**EXAMPLE:** Another Mission generates a Survivor token and says to spawn a specific enemy. Once the players complete that Mission, both the token and the enemy will be removed from the map.



## PLAYING THE GAME

### THE GAME ROUND

Each Chapter is played over a series of **Rounds**, made up of individual player **Turns**. The players can take their turns in any order they wish, and can switch up the order each Round, based on what they want to accomplish.

At the start of the first Round, each player shuffles their **Hunter Deck** and draws 3 cards from it. While a player may keep these cards hidden from their allies, the game is fully cooperative, so placing them faceup in front of your Hunter Dashboard might be beneficial for the group! Once all players have done this, the first player can begin their turn.

### TURN SEQUENCE

1. Hunter Turn
2. Enemy Activation



### HUNTER TURN

The Hunter Turn is when each player will, individually during their turn, perform a number of **Actions**. To perform an action, a player must discard 1 Stat card from their hand, placing it in a discard pile, faceup, next to their Hunter Deck (the exception to this is when a player Attacks, see Pg. XX). There is no limit to the amount of times each action can be performed during a turn.

Note that a player does not have to use all their cards during their Hunter Turn. They may wish to save cards to use when enemies Activate!

#### 1. MOVE

When a player uses a card to Move, they may move their Hunter on the board up to 2 spaces. They do not need to move both spaces if they do not wish to, but must use any movement from that Action before performing another Action, e.g., a player may not move 1 space, perform another Action, and then move 1 more space. Spaces on the map are separated by grey lines. Players can only move their Hunter from an adjacent space to another adjacent space separated by a grey line.

Other models or tokens do not interfere with movement in any way—a Hunter can always freely move into and through spaces, but moving through spaces with enemies can cause them to Pursue the Hunter!

#### ENEMIES IN PURSUIT

If, during a Move Action (and only a Move action), a Hunter exits a space or tile containing an enemy, at the end of that Hunter's move, that enemy will immediately Pursue the Hunter. This means the enemy will move 1 space toward the Hunter, following the same path the Hunter took. This happens each time the Hunter exits a space or tile containing an enemy, even if there are other Hunters in that enemy's space! (though this also means cunning Hunters can lure enemies away from their allies, or away from spaces as well—a useful tactic!)

#### ALL EXITS BLOCKED

In rare cases, you might reveal a tile that would completely close off the remaining map from being explored. If this would happen, instead draw a new tile and shuffle the previously drawn one into the Tile Deck.

#### ENEMY SPAWNS AND MINIATURES

It might happen that a Tile is revealed, or an enemy must be spawned, and there are no remaining miniatures for that enemy. In such situations, take one of those enemies from the map that is farthest away from any Hunter and use that model.



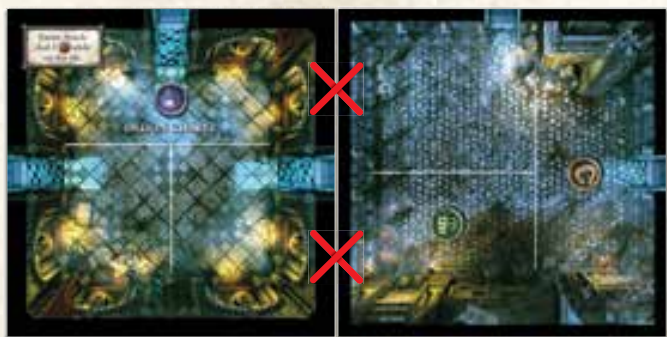


## REVEALING AND POPULATING TILES

Players will start each Chapter with only 1 Tile revealed (the Central Lamp). Each tile, however, has a number of exits—or connections—on it. As tiles are revealed, these connections will link the tiles together:



Spaces connecting each tile are adjacent to each other, assuming each tile has an exit connecting it, and thus take 1 space of movement to cross. **If only 1 tile has an exit, and the other does not, the spaces are not adjacent and cannot be moved across!**



Only 1 space has a connecting exit, meaning these spaces (and thus tiles) are **not** adjacent.

When on a space with an exit, a Hunter may move off that tile to an unexplored one. Take the top tile from the stack and flip it over. Each tile displays various symbols, representing **Consumables**, **Enemies** and **Lamps**. Place a Consumable token on the Consumables icon and the specific enemy linked to the Enemy icon (as shown on the Hunt Dashboard) in that space.





Once this is done, the player may connect any exit on that tile to the space their Hunter was on. They will then place their Hunter in the connecting space of the new tile- they cannot choose to stay on the previous tile! They must venture onto the new one (of course, if they have any movement left, they can always run away...)

**EXAMPLE:** The player decides to move off their current tile into an unknown area from the bottom:



The player flips the top tile from the stack revealing the one below:



It contains an  **Consumable symbol** and an  **Enemy symbol**. Checking the Hunt Board, the player sees Enemy  is the **Hunter Mob**. They will take 1 Consumable token and place it over the . And they will take 1 Hunterman's Minion miniature and place it over its respective icon.



The player will then connect the newly revealed tile to the space they moved from and place their Hunter onto the new tile.



## 2. INTERACT

There are two primary times when a player will Interact: When a Mission calls for a player to Interact while on a specific space, and if a player wishes to pick up a **Consumable** on the map. **When a player Interacts on a space, they may Interact with any/all Interactable elements of that space, meaning, for example, if the space had a Consumable Item, as well as being a space for a Mission Card, a player could discard 1 card to Interact with both elements.**

Mission Cards will instruct the player on what to do when they Interact with that space. When a player Interacts with a Consumable token, they will discard that token from the map, then draw 1 card at random from the Consumables deck, placing that card faceup near their Hunter Dashboard.

### ENEMIES AND INTERACTING

Enemies do not merely stand around while a Hunter explores the area. If a Hunter ever Interacts while there are enemies in their space, that enemy immediately attacks them! This occurs **before** the Hunter completes the Interact action. Meaning if the Hunter is slain by the attack, they do not get to Interact! Worse, Hunters do not get to make an Attack, or Dodge, against that enemy in response- they are pre-occupied Interacting! Do so at your own risk!

## 3. TRANSFORM TRICK WEAPON

Each Hunter's Trick Weapon Dashboard has two sides, representing the two forms of their weapon. When a player discards a card to Transform their Trick Weapon, they will first Clear (*discard*) any Hunter cards on that dashboard, and then flip it to its opposite side. **Note that when a Hunter Transforms their Weapon they must flip it to its alternate side.** Transforming a Weapon is also normally the only way to clear Hunter cards from it. They are never otherwise cleared unless an effect or ability specifically tells you to do so!




## 4. GO TO THE HUNTER'S DREAM

The Hunter's Dream is where the players go to upgrade their Hunter Deck, heal damage, and generally recover their Hunter from the chaos of Yharnam. By discarding a card to perform this action, they will remove their Hunter miniature from the map and place it on the Hunter's Dream section of the Hunt Board. There are additional steps that will be taken when this is done, but they will be covered in their own section later (see Pg. XX, *The Hunter's Dream*). **Players may return to the Dream from any space on the map, and may do so regardless of other miniatures or tokens that may be in that space.**

## 5. ATTACK

The final, but most important, action a player can make is Attacking an enemy. Combat will be explained in full detail later, but the important thing to note is that, unlike other actions where the card used to perform that action is discarded, a card used to Attack is instead placed on an empty slot of a Hunter's Trick Weapon Dashboard. **Cards can only be placed in empty slots of the Dashboard, so if a weapon has no empty slots, the player cannot perform Attack actions!**

## ENEMY ACTIVATION

Once a player has completed their turn, any Enemies near their Hunter will activate, usually moving toward the Hunter and Attacking them. Enemies activate in order based on the Hunt Board- e.g. all Enemy  will Activate, all Enemy , and finally all Enemy . When Activating Enemies, the following steps are taken, in order, for each enemy:

- ♦ **Determine Activating Enemies:** All enemies within 1 Tile that shares an exit with the Tile the Hunter is on will Activate. Any others further away are not aware of the Hunter's presence and will not activate.
- ♦ **Move Enemy:** Select 1 of the Active enemies (in the order shown above) and move that enemy 1 space toward that Hunter. The only exception to this rule is if the enemy is in a space **already** containing a Hunter and moving it would not place it in the same space as the other Hunter. In which case the enemy will not move. If it **could** move and attack the activating Hunter, however, it will do so!
- ♦ **ENEMY ATTACKS:** After moving, if the active Enemy is then in the same space as the Hunter, they will Attack, starting a **Combat** (See *Combat*, Pg. XX).

Once this is done, the enemy's Activation ends. You will select another enemy within Activation Range of the Hunter and activate them, continuing until all eligible Enemies have activated.

Once all enemies that would activate have done so, the next player will then take their turn, continuing until all players have completed their turns, thus ending the Round.

### SURPRISE MOVEMENT!

There might be situations where, through some effect or ability, an enemy that was previously not in Activation Range of a Hunter moves into range. If this happens, the Enemy must be Activated as well, even if its normal opportunity has passed! Enemies are just as vicious on the hunt as the Hunters themselves!





## SUDDEN DEATH

It might also happen that a Hunter is slain by an enemy before all enemies have had a chance to activate. In this case, no further enemies are activated, as their target is no longer on the map.



## CONSUMABLES, REWARDS AND FIREARMS

### CONSUMABLES

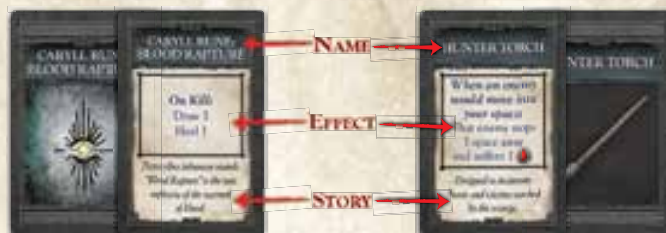


Consumables are powerful one-time-use items representing various tools available to the Hunter. Consumables are not added to a player's hand, but instead are kept off to the side of the Hunter Dashboard.

All Consumables will specify when they are used, either during the Hunter's Turn, or when they make an attack. If they say **Hunter Turn**, then on their turn the player simply decides they wish to use that item and discards it, gaining whatever benefit is listed on the card. **These items cannot be used while a player is in the middle of an Action**, however! If the card says **On Attack**, it may only be used when the player is attacking or being attacked by an enemy, specifically, **when the player chooses which attack they will use**.

If a player should ever need to draw a card from the Consumables deck and it is empty, they should shuffle the discard pile to form a new deck, and then draw their card.

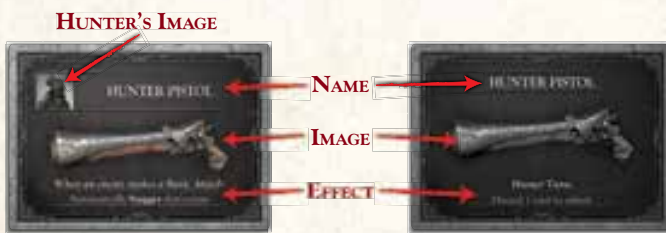
### REWARD CARDS



Reward cards are gained from completing Missions throughout the Campaign. Much like Consumables, each one lists when it can be used. Unlike Consumables, however, Reward cards are not discarded when used. Instead, they are exhausted and flipped over. They are refreshed when a Hunter returns to the Dream. There are two types of Reward Cards: **Hunter Tools** and **Caryll Runes**.

Each Hunter may have a **maximum of 2 Hunter Tools and 2 Caryll Runes at any time**. If they would gain a 3rd one of either of these, they may immediately trade one to another Hunter. If no Hunter wants it, place it to the side. Reward cards are kept throughout the entire Campaign, and may be switched out between Chapters.

### FIREARMS



Finally, all Hunters carry a **Firearm**, which even has a dedicated slot on the Hunter Dashboard. Each one lists when it can be utilized. When used, flip it over to show that it has been exhausted. Each Firearm will specify how the Hunter can refresh it, though just like Reward cards, Firearms also refresh automatically when a Hunter returns to the Dream (See Pg. XX).



A Hunter may only carry 1 Firearm at any time. If they would gain a new one, it replaces any previous one they had. Place the old one to the side. Firearm cards are kept throughout the entire Campaign, and may be switched out between Chapters.





## STARTING A NEW ROUND

Once all players have completed their turn, that Round ends and a new one begins. The following steps should be taken, in order:

- ♦ **Advance the Hunt Track by 1:** Move the  token 1 spot on the Hunt Track. If this advances onto the final spot of the Hunt Track, the players have until the end of that Round to **Complete the Hunt Mission** or lose the game! If it has advanced onto a  space, see Pg. XX.
- ♦ **Refresh Hands:** All players may then discard any cards they wish from their hands, then draw cards from their Hunter Deck until their hand contains 3 cards. If their Hunter Deck doesn't contain enough cards, they should take all their discarded cards, shuffle them together to form a new Hunter Deck, then draw.



## COMBAT

One cannot partake in the Hunt without expecting to face down the horrific beasts that prowl the streets of Yharnam. But by slaying your foes, you will advance that much closer to uncovering the town's secrets and achieving your mission. You will also collect precious **Blood Echoes** from your fallen enemies. These Echoes can be utilized in the Hunter's Dream to increase your own power, furthering the ease in which you Hunt!





Combat happens in two different ways: Either the Hunter attacks an Enemy during their Hunter Turn, or an enemy attacks a Hunter during Enemy Activation. In either case, Combats are resolved in the same way. When a Hunter attacks or is attacked, they will utilize the various attacks of their Trick Weapon, combined with the Hunter cards in their hand to form powerful combos.

## TRICK WEAPON DASHBOARD

To better understand how attacks work, we must look at each Hunter's Trick Weapon dashboard:

The Trick Weapon dashboard has the following information:



- ♦ **Weapon's Name:** The name of that specific Trick Weapon.
- ♦ **Weapon Ability:** Each form of a Trick Weapon has its own Ability. Each Ability will specify when it can be used, though most simply add a bonus effect when the Hunter attacks.
- ♦ **Attack Slots:** Each side of a Trick Weapon has a number of Attack Slots, representing the various attacks the Hunter can perform. Each Attack Slot in turn has the following information:
  - ♦ **Name:** The name of that particular Attack.
  - ♦ **Speed:** At the top of each Attack there are a number of arrows, representing the speed of the individual attack. Each attack is also color-coded based on its Speed. The three speeds are "Fast" , "Medium" , and "Slow" . An Attack's Speed is very important, as faster attacks will strike before slower ones, potentially slaying their target before they have a chance to react!
  - ♦ **Damage:** Each attack will list how much Damage it deals, represented by .

Knowing which situation each of your weapon's unique forms is best suited for—going after fast or slow enemies, dealing lots of damage, defending yourself, etc., as well as its unique strengths and weaknesses is paramount to your success when out on the Hunt! Now that you're familiar with your Trick Weapon, let's look at how to utilize this weapon to slay your foes.



## RESOLVING COMBAT

Whether a Hunter is the one attacking or being attacked, Combat is resolved in the same way. The only difference is that during a Hunter's Turn they are voluntarily initiating the Combat, choosing whether to attack or not, whereas during the Enemy Activation, the Hunter is forced to defend themselves (or *suffer the blow unguarded!*). Regardless, all Combats are resolved the same way, taking the following steps, in order:

1. **Select Hunter card:** When a Hunter Attacks the first thing they must do is select a Hunter card from their hand. Unlike when performing other Actions, this card is not placed in their discard, but instead is placed on an **Open Attack Slot** on their Trick Weapon dashboard. An Open Slot is any slot that does not currently have any cards in it. A slot that currently has a card in it is known as an **Exhausted Slot**, and may not be used. **This means that if all slots on a Trick Weapon have cards in them, the Hunter will not be able to perform an Attack!** By placing the Hunter card in an Open Slot, the Hunter is committing to using this Attack against their foe.



**EXAMPLE:** The Threaded Cane Hunter wants to make an Attack. She will first select a Skill Card from her hand, she can then place it in either of the two Open Attack Slots on her Trick Weapon. In this case, either of the Slash attacks. She could not, however, use her Deadly Thrust attack, as the slot is Exhausted.



### STAT BOOSTS AND EFFECTS

Not only do Hunter cards allow the Hunter to attack, but they also modify the attack in various ways.

Each Hunter card works differently, but they usually follow some general guidelines based on which Stat it is:



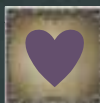
**ENDURANCE:** Representing Endurance, these cards usually allow Hunters to Dodge enemy attacks and make swift actions.



**SKILL:** Representing Skill, these cards focus on on Staggering enemies (see Glossary) and interrupting their attacks.



**STRENGTH:** Representing Strength, these cards usually modify the raw Damage an attack deals.



**VITALITY:** Representing Vitality, these cards grant defensive options and extra card-draw to the Hunter.

Most effects boost or modify a Hunter's attack in some way; but sometimes they grant other effects, like allowing them to draw additional cards. If the effect does not list a specific timing or is granting an ability specifically used for an attack, then the effect happens immediately when the card is placed into an Attack Slot, before resolving any Attacks.



2. **Flip Enemy Action Card:** Once a Hunter has placed their Hunter card, the top card of the Enemy Action Deck should be flipped. It will list either Basic, Special, or Ability:



This is directly tied to the Attacks or Ability listed on an Enemy card:



Each enemy has a Basic Attack, a Special Attack, and an Ability. Usually, a Hunter can expect that an enemy will perform their Basic Attack, with their Special Attack and Ability only showing up rarely. This allows a Hunter to plan and approach each enemy with a general idea of how they will react. Enemy Attacks have all the same information as Hunter Attacks, listing a **Name**, **Speed**, and **Damage**. In addition to this, however, they might also have a special effect that happens with the attack as well!

### SHUFFLING THE ENEMY ACTION DECK

The Enemy Action Deck is **only** shuffled after the last card in it is flipped. The deck consists of 3x **Basic** cards, 2x **Special** cards, and 1x **Ability** card.

This means that savvy Hunters can predict what Attacks their foe might be preparing to do by noting which cards have already been used from the deck!

If a card would ever need to be drawn from the Enemy Action deck, and it is empty, take all the discarded cards and shuffle them back into the deck.

Unlike Attacks, **Abilities** list special instructions on how to resolve them. They are not Attacks, and thus do not utilize Attack Speed (and thus cannot be Staggered or Dodged, unless otherwise stated). Abilities are resolved immediately when flipped, before any attacks. In rare cases, an enemy might have **Abilities** listed under their Basic or Special instead of Attacks. These are Abilities in all cases- the enemy is merely trickier than normal!

3. **Dodge:** Once an Enemy Action card is revealed, the Hunter has a chance to Dodge. If you have a card with the Dodge keyword in your hand, you may place it in an **Open Attack Slot** of your Trick Weapon of at least the **Speed** of the Enemy Attack or faster (e.g. to Dodge a Enemy Attack, you must use a or Attack Slot). If you Dodge, your Hunter swiftly evades the Enemy's attack, suffering no by its effects. However, Dodging does not prevent effects that do not directly impact your Hunter, such as the enemy moving or dealing damage to another Hunter. It is important to also note that Dodging **does not impact your own Attack in any way**—you can Dodge and still strike your foe!

4. **Resolve Attacks:** Once it is known which Attack both the Hunter and the Enemy are utilizing, it is time to perform those attacks! Attacks are resolved based on their Speed, with Fast striking before Medium, which in turn strikes before Slow. In the case of the Hunter's Attack and the Enemy's Attack sharing the same **Speed**, the attacks strike simultaneously. When resolving an Attack, it will deal its listed Damage to its target and resolve any effects linked to that attack (*again, based on the Speed of that Attack*). When Hunters suffer Damage, remove a number of HP Tokens from their Dashboard equal to the amount suffered. If this reduces them to zero, they are slain! When enemies suffer Damage, however, place a number of HP tokens near their miniature to represent the total Damage they have suffered, if they weren't slain outright.

- ♦ **Enemy Slain:** If an Enemy is slain, the Hunter who killed it gains 1 **Blood Echo**, placing it on their Hunter Dashboard. The enemy is then removed from the map.
- ♦ **Hunter Slain:** If the Hunter is slain, any Blood Echoes on them are discarded. They are then immediately sent to the Hunter's Dream (See Pg. XX)





## COMBAT SPECIFICS

### FASTER THAN FAST, SLOWER THAN SLOW!

Sometimes, effects or abilities may increase or decrease an Attack's Speed. If an Attack that is already Fast would gain additional Speed, simply count it as being however many "steps" above Fast it would be (e.g. a Fast (3 Arrow) attack gains +1 Speed. Treat it as having (4 Arrows) when comparing it to other attacks). If an attack would be reduced to 0 Speed for any reason, then that attack will only hit after all other attacks (most importantly, meaning it will hit only after Slow attacks!)

### NO ATTACK AND ATTACK SPEED

It may occur that a Hunter is attacked and cannot/chooses not to attack back. If this happens, and an effect would interact in some manner with Attack Speed, the speed is treated as a 0 speed attack.

### SIMULTANEOUS SLAYINGS

In the event that an Enemy and a Hunter slay each other at the same time, both will be removed from the map as listed above. Unfortunately for the Hunter, however, the Blood Echo they would have gained from slaying this enemy is discarded along with any others they have acquired.

### WEAPON EXHAUSTED!

There might come a situation where a Hunter is attacked and has no Open Slots on their Trick Weapon (such as filling all their slots on their turn, then getting Attacked during the Enemy Activation). If this happens, then the Hunter has no recourse! They merely suffer the effects of the enemy attack without being able to strike back or defend themselves! If a Hunter finds themselves in this situation, it is recommended they spend an action (on their Turn) to Transform their Trick Weapon, switching it to its alternate form and clearing all cards from it!



### BLOOD ECHOES

Blood Echoes are channeled by Hunters when they return to the Dream to empower themselves, becoming stronger. These Echoes can be gained a number of ways, but the primary way is through slaying foes. There are two important rules to remember about Blood Echoes: **A Hunter loses all their Blood Echoes if they are slain,** and a Hunter may only ever possess a maximum of **3 Blood Echoes** at any time!



**EXAMPLE:** A Hunter utilizing the Threaded Cane Trick Weapon wishes to make an attack against a Scourge Beast:



Taking the **Strength** card and placing it into the Deadly Thrust Attack Slot, they have committed themselves to making this attack. They will now flip an Enemy Action card for the Scourge Beast, revealing a **Basic Attack** card:



Checking the Scourge Beast's Enemy card, they see their Basic Attack is Quick Swipe, Fast Speed, that deals 3 Damage. Their own attack is Slow, meaning that the Scourge Beast's Attack will strike first.



In their Hand, they have the following three Hunter cards:



The Hunter suffers 3 damage from the blow, removing 3 HP Tokens from their Hunter dashboard. Hunters are hearty, however, and have 6 HP—she is far from slain!



They decide they want to use their **Deadly Thrust** attack and choose to utilize their Strength card to deal even more damage.



Now her own attack will strike (since it was Slow). It deals 4 Damage to the Scourge Beast. Since the Scourge Beast only has 4 HP, it is slain and removed from the map, rewarding the Hunter with a Blood Echo as well!







## THE HUNTER'S DREAM

For Hunters, death is only a mild inconvenience. When slain, a Hunter will merely reawaken inside the realm of the Hunter's Dream, soon ready to rejoin the Hunt. Hunters may also voluntarily enter the Dream however, and upon doing so spend any gathered Blood Echoes to improve themselves. This all comes at a cost though, as time is the enemy of the Hunt as the Blood Moon's influence grows—and Hunters that spend too much time away from the waking world might return to find it beyond saving.

Regardless of if a Hunter voluntarily returned to the Dream by performing the Go to the Dream Action, or was slain in combat, their turn is effectively over. Perform the next steps, in order:

- ♦ First, the **Hunt Track** is advanced by 1 space. This may cause a Reset (see Pg. XX).
- ♦ Next, the Hunter should take **all** their Hunter cards—those remaining in their Hunter Deck, their discard pile, their hand, and any on their Trick Weapon, and combine them back into a single deck.
- ♦ The Hunter will then discard any Blood Echoes they have on them to gain Upgrades to their Hunter deck. **This is not optional.** For each discarded Blood Echo, the Hunter must select 1 **Upgrade card** from the 4 available in the Upgrade section of the Hunt Board. When a card is selected, a new one is immediately placed in its slot, meaning the Hunter may see this new option before selecting their next card. *NOTE: A Hunter who was slain loses all Blood Echoes before they get to gain Upgrades.*
- ♦ Once a Hunter has selected their Upgrades, they will now incorporate them into their Hunter Deck: The Hunter will select 1 card from their deck to be replaced for each Upgrade card they obtained. It is important to note that Upgrade cards can replace **any** card in the Hunter Deck. They **do not** need to be of the same type. A Hunter may even replace previously obtained Upgrade Cards with others, if desired. Also remember that these cards **replace** existing cards in the deck, they do not **add** to the deck, meaning a player's Hunter Deck will **always** contain 12 cards. Replacing cards is optional, however, should a player not wish to utilize any of the cards they acquire upon going to the Dream.
- ♦ After this is done, any replaced (or unused) Hunter cards will be returned to the game box.

- ♦ The player will then shuffle their new Hunter Deck, unexhaust their Firearm and Reward Cards (*flipping them back face-up*), and replenish any missing HP Tokens to a total of 6.
- ♦ At the beginning of the next round, the player will refill their hand as normal. On their turn, they may then select which side they want their Trick Weapon to begin on, and then place their miniature on any **Lamp Space** on the map, continuing their turn as normal.


### SLAIN OUT OF ACTIVATION!

In rare cases, a Hunter might be slain before they have taken their turn for the round.

This is unfortunate and should be avoided at all costs, for if it happens then the Hunter **skips their turn for the round**, forced to spend that time recovering in the Dream!

## ADVANCING THE HUNT TRACK AND RESETTING THE MAP

The Blood Moon's influence carries strange effects upon the waking world. Aside from causing players to lose the game, it is also responsible for returning formally slain foes to life, as well as other strange effects.

Along the Hunt Track are special **Reset Points**, noted by the  symbol. When the Hunt Track advances for any reason (*whether it is to mark the start of the Round, a Hunter being slain, or some other effect*), the following steps are **immediately** taken, interrupting anything else that might also be happening:

- ♦ **All non-Boss enemies are removed from the map.**
- ♦ **Replenish all Consumables tokens on the map.**
- ♦ **All Enemies Respawn:** All spawn points on the map are then replenished with enemies, beginning with those related to Missions, followed by spawn points closest to Hunters.





## ADDITIONAL RULES


There are a few additional rules that do not fit into the other sections explained above. We will cover them here.

### INTELLIGENT AND CRUEL

There may be times when an Enemy or Game effect not caused by the Hunters would allow a choice to be made in how it is resolved (such as an enemy Ability causing it to move or the Hunter to be forcefully moved). In these situations, where there are multiple ways that effect could resolve, the players should always pick the resolution that would be **the worst possible outcome for the Hunter and players**. This is to represent that the enemies you are encountering are intelligent in their actions, as well as the fact the world of Yharnam is cruel and merciless towards the Hunters.



### FINAL ROUND RESETTING

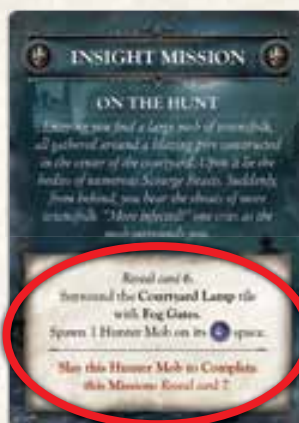
Players lose the game should they fail to complete the Hunt Mission before the end of the Final Round. You will notice, however, that the Final Round space of the Hunt Track also contains a  Reset point. When the Final Round is reached, if the Hunt Track would be advanced **for any reason** (usually due to a Hunter returning to the Dream) it will **immediately** cause the map to be reset, just as if the Hunt Track marker had advanced onto that space. Beware! Should this point be reached, the danger in Yharnam has reached its apex!



### FOG GATES

Sometimes a Mission will say to surround a Tile in **Fog Gates**. These are special tokens used to isolate that tile from the rest of the map. Place a Fog Gate token covering every exit to that tile. While a tile is surrounded in Fog Gates the following special rules apply:

- ♦ When the Fog Gates are placed, remove from that tile all enemies not listed by the Mission Card that caused the Fog Gates. Enemies not listed under that Mission Card do not spawn on that tile while the Fog Gates are active.
- ♦ **Enemies** cannot enter or exit a tile surrounded by Fog Gates. If Pursuing a Hunter, they will stop in the space adjacent to the tile.
- ♦ **Hunters** may **never leave** a tile surrounded by Fog Gates except by returning to the Dream. Once inside, they must remain until the Fog Gates are removed (or they Dream)!



**EXAMPLE:** This Insight Mission card instructs the players to surround the Courtyard Lamp tile with Fog Gates. Once this step of the Mission has been completed, those Fog Gates will be removed.





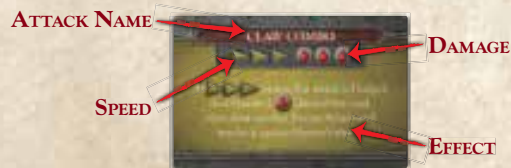



## BOSS ENEMIES



Bosses represent the most dangerous threats the Hunters will encounter while on the Hunt. While they function very similarly to normal enemies, they do have a number of unique features to them:


- Bosses do not have the standard Enemy Card. Instead they are comprised of a **Boss HP Card**, a double-sided card listing two **Phases**, and two unique **Boss Action Decks**, each one tied to either Phase 1 or Phase 2 of that Boss.
- The Boss HP Card will list the total HP of that Boss in each Phase, and scales with the **number of Hunters**. Each Boss begins on its Phase 1 side. When it has suffered the damage listed on that side, all damage is removed (also discarding any excess, if any) and it flips to its Phase 2 side.
- Bosses have 2 unique Action Decks, representing their different Phases. These decks function in all ways though like the normal Enemy Action Deck- each time the Boss Attacks, flip one of the cards from their respective deck, depending on the Phase that Boss is in.



- Bosses function in all ways like a normal enemy when a  is reached on the Hunt Track, with the exception that they **do not** revert to Phase 1 if they had entered Phase 2 (they do still heal all damage, however!)

## NPC ENEMIES



In rare cases, some enemies may be spawned by Mission cards that are represented by Miniatures, but by Tokens. These Tokens function in all ways as if they were normal Enemies with Miniatures. The only exception, however, is that the Enemy Card for them does not have two distinct sides. Instead, they feature 1 side for when playing with 1-2 Players, and another for 3-4 Players .

## PROGRESSING THE CAMPAIGN

Assuming the players are successful in winning the game, they will now progress their Campaign to the next Chapter.

- Upon winning the Chapter, all Hunters will immediately go to the Dream and acquire Upgrade cards with any of their remaining Blood Echoes.
- When continuing to the next part of the Campaign, any **Upgrade cards** are kept by the Hunter. Meaning by the end they will have a unique Hunter Deck compared to all other Hunters. **Upgrade cards cannot be traded among Hunters.**
- They will also keep any **Consumables**, **Firearms**, and **Reward cards** they have collected during the Chapter, though between games these can be freely traded among Hunters.
- Players will also keep **all completed Hunt and Insight Mission Cards** (unless those cards *specifically* state they were to be discarded). This is important because other Missions or events might reference a previous card, dynamically changing the story and situation!
- Once this has all been collected, the players should gather the next **Chapter card** and follow the setup instructions listed on the back, just as they did for the previous game in their Campaign.



## GLOSSARY

**ABILITY:** Abilities are one of the three effects (the other two being Basic and Special Attacks) that make up an Enemy card.

**ACTIVATION (ENEMY):** This refers to any point in which an Enemy is moving and/or attacking.

**ACTIVATION (PLAYER):** This refers to any point during a player's turn in which they are performing Actions.

**ADJACENT (SPACE):** Spaces are adjacent to each other when they are connected by a grey divider-line or two connecting doorways.

**ADJACENT (TILE):** Tiles are adjacent to each other if they are each have a space that is connected by a doorway.

**ATTACK:** Refers to either the Hunter or an Enemy performing an Attack Action.

**"AT ATTACK SPEED":** If an effect resolves "At Attack Speed" it is referring to the Speed of that Attack. *E.g. an effect resolving "At Attack Speed" on a Fast attack would resolve before a Medium Attack.*

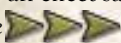
**BLOOD ECHO:** Tokens used to enhance a Hunter in the Dream. Gained from slaying Enemies and completing Missions. Lost if Hunter is slain. Hunter may carry a maximum of 3 Blood Echoes at any time.

**CANCEL ATTACK:** If an attack is "canceled" then all effects and damage from it are prevented (*unless they would have already resolved, such as the "Draw 1 card" effect from a Stat Card*).

**"CLEAR SLOT":** When an effect says to "Clear" 1 or more slots, it means to select 1 slot of your Trick Weapon and discard any cards that are in that slot. These effects can target their own slots.

**COMBAT:** This refers to the period when a Hunter and/or Enemy are Attacking.

**DODGE:** The Dodge keyword denotes Hunter cards that can be used to Dodge Enemy Attack and some Abilities.

**DODGE (X):** If an effect says that the Hunter must "Dodge(X)" (Example, Dodge  it means the Hunter must place a Dodge card in an Attack Slot of **at least** that Speed, or suffer the effects listed.)



**EFFECT:** The special powers of an Attack or Ability.

**ENEMY:** Anything that is not an allied Hunter.

**ENEMY ACTION CARD:** Refers to the cards flipped to determine what an enemy does during an Attack.

**EXHAUSTED (ATTACK SLOT):** Any slot of a Trick Weapon that has a card in it.

**EXHAUSTED (ITEM):** Reward Card or Firearm card that has been used.

**FRENZY:** Gain 1  token. Hunter suffers +1  from all Attacks. Remove token when Hunter goes to the Dream.

**HEAL (ENEMY):** When an effect heals an Enemy, you should remove that many Damage Tokens from them.

**HEAL (HUNTER):** When an effect heals a Hunter they should restore that many HP Tokens to their Hunter, noting that the Max HP a Hunter has is 6.



**INTERACT:** One of the Actions available to a Hunter. When a Hunter Interacts on a space they Interact with every element in that space, and can also incur being attacked, should enemies be in that space.

**MAP:** The Map refers to all revealed tiles composing the game board.


**MOVE:** Many effects will cause models to move around the map. This notes models moving from one space to another.

**OPEN SLOT (ATTACK SLOT):** Any slot of a Trick Weapon that does not have a card in it.

**PHASE (BOSS):** Bosses have two Phases, switching from Phase 1 to Phase 2 once they have suffered enough damage.

**POISON:** Gain 1  token. Hunter suffers 1  at the end of each of their turns. Remove token when Hunter goes to the Dream.

**PURSUE:** After a Move action in which a Hunter exits a space or tile containing an enemy, that enemy will follow them 1 space.

**RESPAWN:** When a  is reached on the Hunt Track, all Enemies on the map will respawn on their marked Spawn Points.

**REWARD CARD:** Mission can grant Reward Cards to players. These are special cards that grant unique and permanent powers to the Hunters.


**ROUND:** Refers to the sum total of all Player and Enemy Activations.





**SPACE:** Each Tile is made up of a number of spaces, separated by grey divider-lines.

**STAGGER:** An attack effect. Attacks with Stagger cancel opposing attacks with a **slower** speed, completely preventing all effects and damage from that attack.

**STUN:** An Attack effect. When a Hunter suffers Stun, they **must** discard a card. If they cannot, they instead suffer 1 .

**TILE:** The Map is composed of a number of Tiles.

**TRANSFORM WEAPON:** One of the Actions available to the players. When done, all cards are cleared from the Trick Weapon dashboard and then it is flipped over.


**WITHIN:** If an effect refers to being “within” a number of spaces, it is counted from the space the effect originates in. Effects are always considered to be within range of themselves.


## ICONOGRAPHY


**ATTACK SPEED SYMBOL** .


**ATTACK SPEED SYMBOL (FAST)** .


**ATTACK SPEED SYMBOL (MEDIUM)** .


**ATTACK SPEED SYMBOL (SLOW)** .

**CONSUMABLE SYMBOL** : This symbol refers to a space on the map containing a Lamp.

**DAMAGE SYMBOL** : This symbol refers to how much Damage an effect deals/heals.

**HUNTER SYMBOL** : This symbol refers to the number of Hunters in the game.

**LAMP SYMBOL** : This symbol refers to a space on the map containing a Lamp.

**RESET SYMBOL** : This symbol refers to the spots on the Hunt Track that cause the map to reset.







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