

The Fury of Dracula 2009

**Enhancement Package
for the original Fury of Dracula**

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VERSION 4.0

Rules for Hunters

This expansion system allow for an additional 2 players to join the game, as Mina Harker and Quincy Jnr. However, if there are only 2 to 4 players, then only use the original three Hunters: Godalming, Seward and Van Helsing.

Lord Godalming

- o -1 on Attacks against Dracula for 1st round.
- o +1 on Attacks against Agents for 1st round.

He can fight up to two opponents at once, selecting two weapons and allocating one weapon to each target.

Dr Seward

- o No combat modifiers
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Prof Van Helsing

- o +1 on Attacks against Dracula for 1st round
- o -1 on Attacks against Agents for 1st round.

The Professor has great resilience and so it takes **3 Bites** to turn him into a Vampire rather than just two.

Mina Harker

- o +1 on Attacks against Dracula for 1st round

She can only sustain 8 Wound Points before death.

Mina already has **1 Bite** that can never be removed. However this bite does not give Dracula +1 against her in combat. Mina recognises his human forms and the appearance of Mina distresses and confuses Dracula... he is unable to use his **Human Escape**, or **Mist Escape** when Mina Harker is involved.

Quincy Junior

- o +1 on Attacks with Knife, against Agents & Dracula every round.

Much like his father, a large bear of a man who carries his father's bowie knife recovered from Castle Dracula all those years ago. However Quincy has a **phobia of trains** and will never use them to travel.

Quincy has a **Knife** as a Basic weapon, replacing the **Fist** attack, and it can never be snatched by anything (because it means so much to the man).

Quincy can sustain 14 points of damage before death.

DAY & NIGHT

Roll 1d6 as before but the value of the dice roll determines how far into day or how far into night you are. Each round of combat moves the DAY/NIGHT Marker along one, meaning that Day eventually becomes Night and visa versa.

TIME OF DAY	
1	MORNING BREAKS. If Hunters play the DAWN RAID card they start here.
2	NOON.
3	LATE AFTERNOON. If Dracula plays Hour of Darkness then night falls early and combat starts here.
4	SUNSET. If Hunters are using Shields of Rome, they manage to capture distant rays of sunset making this round in Daylight.
5	MIDNIGHT.
6	THE HOURS OF THE DEAD.

Jonathan Harker

When this card is played, roll 1 dice to determine what weapons he is carrying:

1. Pistol, Garlic, Holy Water
2. Pistol, Dogs, Holy Water
3. Knife, Sacred Bullets, Holy Water
4. Knife, Holy Water, Pistol
5. Knife, Crucifix, Rifle
6. Stake, Crucifix, Rifle

Winning the Game

For Outright Victory

- Dracula needs to put down a number of vampires on the board. This number is equal to the number of Hunters +1.
- Hunters need to kill Dracula

Notes:

- For each Hunter killed, the number of Vampires required to win is reduced by 1.

Sudden Death

To keep each game tense, it is recommended that you set an alarm to go off after 1 hour. If an Outright Victory has not been achieved within this hour, then the game should go to Sudden Death.

- Sudden Death kicks in after 1 hour of normal play
- Next time Dracula places a Vampire on the Board signals the end of the Game. Now roll to see who has won.
- Each Surviving Hunter rolls a dice: add their scores together.
- The hunters also get +1 point for each Vampire they have killed: add these points to the main score.
- Dracula rolls a dice for each Hunter that is still alive, and for any that were killed: add these scores together.
- Dracula gets +2 points for each Vampire he has on the Board at the End of the Game.
- Dracula gets +1

Blood Death

If Dracula's blood points ever reach ZERO or less, he enters blood death – and must declare this has occurred. From this point, each time Dracula begins a turn not within a Regeneration point (Castle Dracula, Carfax Abbey, Cadiz Cathedral, Vatican City Rome) he must roll a dice at the start of that turn. If he rolls 1-3 he suffers an additional point of damage. If he rolls 4-6 he's okay this time. The quicker he gets to a regeneration point, the more chance he has of surviving.

Regeneration

Only applies when Dracula has gone to Zero blood points or less. Any time Dracula starts his turn at a Regeneration location (even if there are Hunters there), he must roll a dice. If he scores a 1-2 then he has Regenerated; any other score means nothing else happens and Dracula's turn ends. Regeneration means that Dracula rolls 2 dice, and adds the score to his Blood points, all Hunters lose their weapons and cards, and Dracula gets an

immediate chance to move once. The game continues.

Castle Dracula

- Dracula can place as many Vampires as he wishes here.
- Each Vampire requires 1 turn to place.
- Dracula can place one encounter too.
- Hunter's entering Castle Dracula without a Crucifix or Heavenly Host are at great risk of being bitten by something lurking there. They should roll a dice on entering, and if they roll 1 – 4 they receive 1 Bite. Only roll once per visit.
- Hunter's entering Castle Dracula with a Crucifix or Heavenly Host still suffer a risk of being bitten by something lurking there. They should roll a dice on entering, and if they roll 5 or 6 they receive 1 Bite. Only roll once per visit.

Research for Rumours

- Hunters can chose to miss a turn to perform Research. This involves rolling a dice. If they score 1 or 2, then Dracula must reveal where his rumours are. Any other score provides no result and the turn is wasted; a hunter may do this as many times as he or she likes throughout the game.

A werewolf in London

Regardless of the Werewolf encounter chit, Dracula has one card up his scarlet sleeve. He can call upon the assistance of a werewolf in London. This involves Dracula missing a turn and rolling a dice. If he scores a 1 or 2, then a Werewolf appears in London. Any other score means Dracula's turn is wasted; Dracula can keep trying, however, he can only ever use the Werewolf in London once.

Werewolves

The werewolf is a man/beast. He can travel any route (road, sea and train), just as a Hunter does. If encountered then the Hunter is in mortal danger unless he has adequate weapons to defend himself. If the Hunter has a Pistol, Knife, Rifle or Sacred Bullets then he has a chance of killing the werewolf: if the Hunter has none of these then he automatically suffers 4 WOUNDS. Combat with WEREWOLF: the werewolf rolls 2 dice and adds the scores together. The Hunter rolls 1 dice with following modifiers: Sacred Bullets +5, Rifle +2, Pistol +1, Knife +0 but it does give Hunter a chance to fight. If the Werewolf wins the fight then the Hunter takes 4 WOUNDS; if the Hunter wins

the fight then the Werewolf is killed. If both scores are the same then the werewolf is injured, next turn the hunter places the werewolf one move away.

Frankenstein's Monster

This refers to the encounter chit. If a Hunter encounters this then the Monster is placed on the Board (permanently) and creates a danger to Hunters. If any Hunter attempts to pass through that town where the Monster has been placed, then the Hunter must roll 1 dice; the Monster rolls 2 dice and combines the score. If the Hunter wins, then they enter the town and can leave next turn without injury. If the Monster wins, then the Hunter sustains 4 WOUNDS and must go back to the town they came from (same turn) where they cannot collect any items or cards. If both scores are the same, then the Hunter escapes injury, but is forced back to the town they came from (same turn) where they cannot collect any items or cards. NOTE: once placed on the Board, the Monster does not move but remains in the town it was found, potentially blocking that route.

Changes to the Encounter Chits

Bats

No change.

Fog

Roll 1d6. On a (1-3) the fog lifts without incident. The hunter may move *next* turn. If *Local Rumours* or *Dracula* is present they are revealed.

On a (4-6) the fog remains, trapping the hunter in town. Hunter may complete his action phase, however, he is unable to see any *Local Rumours*, or even *Dracula*. On next movement phase may only roll to see if the fog lifts. That is his movement over.

Nobody else may enter or leave the town during fog, except Dracula.

Hoax

No change. Can only be placed in West.

Peasants

No change. Can only be placed in East.

Plague

No change.

Rats

No change.

Servant

No change

Storm

No change except for #5, where the storm stays over the town. You do not subtract one from subsequent rolls.

Szgany

No change. Can only be placed in East.

Vampire

Can be killed automatically with Stake / Knife and a Crucifix / Heavenly Host. If Hunter doesn't have Crucifix or Host when confronting Vampire, then Hunter must roll a dice: if they score 5-6 they're bitten and the Vampire escapes (returned to Dracula's encounter set).

Wolves

No change. Can't be placed in England.

New Encounter Chits

Frankenstein's Monster

[x1 Chit]

- Cannot be placed in Rome, Castle Dracula, or Western Europe -

See note above.

Ghouls

[x3 Chits]

These undead servants can only be warded off by crucifix or holy water.

If the Hunter does not have crucifix or holy water...

Then his fate is an automatic 2 wounds, is robbed of one random weapon, and misses his next turn.

If the Hunter only has only one of these, and he must roll (1-3) to defeat the ghouls otherwise he suffers the same fate as above. If the Hunter has both crucifix and Holy Water, he only suffers this fate if he rolls a (6).

Lascar Dockworkers

[x3 Chits]

- Can only be played on a Port -

Go to combat. The Lascars use Knife, Fist & Dodge. They never escape. If they wound you then they deliver the damage and then throw you into the water to drown.

The Hunter must roll over the wound received on 1d6 otherwise he suffers a further 2 wounds from nearly drowning.

Either way, he is robbed of all weapons, and is washed ashore some distance away. The Hunter does not get to complete an action phase. On the Hunter's next movement phase, Dracula may place the Hunter in any Port within the same sea sector, where the Hunter may complete his/her action phase. If there is an encounter there, the Hunter does not experience it unless he spends a movement phase there.

Regeneration & Seduction Locations

[x3 chits]

-These can only be placed on specific towns-

There are three locations where Dracula can create all the comforts of home should he need to flee there to regenerate (after Blood Death).

The three locations are:

- o London, **Carfax Abbey**
- o Rome, **Vatican City**
- o Cadiz, **Cadiz Cathedral**

Once discovered, a Hunter can ruin the preparations and stop it being used for regeneration and seduction by:

- a) Spending a whole movement phase there and rolling 5 or 6 on 1d6.
- b) Throwing down Holy Water when they arrive, and rolling (3-6) on 1d6.

Werewolf

[x1 Chit]

See notes above.

Appendices

New Event Cards Added to the game

10 new cards have been added to the deck. All of them are *play immediately*.

Cards for Dracula

1. Dark Spies. Dracula singles out one hunter, who must reveal to Dracula what event cards and weapons he/she is carrying. The hunter must also reveal what next move will be.
2. Deportation. Dracula's agents have secured false charges against one of the hunters (or group). Authorities force the hunter(s) to leave before the mistake can be cleared up. Dracula may move any hunter or group up to 4 towns/sea moves.
3. Curse of the Gypsy. Dracula plays this against one hunter. The card remains with the hunter until removed by "Hands of Healing". Alternatively can be removed by drinking two vials of holy water at start of movement phase (doing 2 Hp damage). Whilst in play the hunter suffers -1 to all initiative rolls. At the end of his action phase, he must tell Dracula where he is heading next movement (only when the Dracula player remembers to ask for this information).
4. Vampire's passing. Dracula may move any vampire currently on his board to any other location of his choosing, so long as there are no Hunters, Heavenly Hosts or other encounters there. Alternatively, Dracula may move the Frankenstein Monster encounter, but only if it has already been revealed. Once moved it continues to be revealed.

Cards for Hunters

1. Hands of Healing. Can be used to remove a "Curse of the Gypsy" or to regain 1d6 hit points.
2. Loyal servant. Leave this by the hunter that selected it. The hunter gains a loyal servant who can carry 1 weapon (above fist, dodge, escape) and hold 1 event cards. The servant does not leave the hunter's side and cannot be 'given' to another hunter. The servant will join the hunter in combat, but if a natural '1' is ever rolled on initiative, the servant flees. Using the servant creates a -1 penalty to initiative first round of combat. The servant can be dismissed at the start of a hunter's turn, before Movement, but servant will take whatever carried with him.
3. Dracula seduced. If Mina Harker is in play then she has the choice to send dreams to Dracula to lure him towards her. If chosen, she & Dracula must both roll 1d6. The highest score wins. If Dracula wins then discard and Mina misses her next turn, otherwise, if Mina wins, Dracula must reveal where he is, and, his next move must be towards Mina Harker (one town, by land only, will not enter a sea sector). Dracula must state what this town will be.
4. Shields of Rome. The hunter may discard if desired, otherwise must leave visible to Dracula. The hunter is travelling with several Roman shields, made of polished brass. They are used when in combat with Dracula. If it is night, the hunter may use the shields at sunset to turn night into day by catching the last rays. This turns period #4 on day/night tracker into Day. If it is day, the hunter may use the shields every round to dazzle Dracula and prevent him from using human escape.
5. Vampire Exposed. The hunter must roll 1d6. On a 1-2 discard without effect. On a 4-6 Dracula must reveal the location of one vampire. Does not cover vampires in

Dracula's Castle Catacombs. If there are no vampires on the board then he must say so.

6. Rest & Hospitality. The hunter drawing this card has befriended a local innkeeper who is proud to help such a brave soul. He lost his daughter to gypsies loyal to Dracula. If the Hunter is in the West, may immediately pick up one weapon of choice, or one more event card, and gets 1 hired scout through the inn keepers contacts. If in the East then he may pick up two random weapon chits and gains +1 Hp from hearty food & medicines.