



FAQ v1.3, June 3, 2006

Following are the frequently asked questions, errata, and clarifications for the **Fury of Dracula** board game.

Errata

Maturing Encounters

Whenever an encounter drops off Dracula's Trail, the Dracula player may mature the encounter – even if Dracula is at sea, and even if Dracula is forced to move because of a card such as *Stormy Seas*.

Resolve

The Hunters may not use the same Resolve effect more than once in a game round.

Card Errata

Both the *Newspaper Reports* cards and the Hunter Reference Cards refer to the “the oldest (left-most) unrevealed location” in Dracula's Trail. However, from the Dracula player's perspective, the oldest location in the Trail is the *right-most* space.

The *Jonathan Harker Ally* card states that “the sixth card (to the left) in Dracula's Trail is always revealed.” It should state “the sixth card (to the Dracula player's right) in Dracula's Trail is always revealed.”

Both the *Wild Horses* and the *Telegraph Ahead* cards refer to refer to “adjacent” cities. On both cards, “adjacent” means “connected by a single road.”

The *Consecrated Ground* Event card should state that it may not be played in Castle Dracula, Galatz, or Klausenburg.

The *Secret Weapon* Event card instructs players to shuffle the Item deck. This is not necessary.

Clarifications

Encountering Dracula

If a Hunter enters Dracula's current location, the Hunter may not rest, resupply, or trade that turn. However, Dracula himself does not count as an encounter for the purpose of *Forewarned*.

Items Destroyed in Combat

On page 18, the section on “Items Destroyed in Combat” should be clarified as follows:

On the right-hand side of Hunter Tactics cards, some Dracula and Agent Tactics cards are listed in bold and italics. This indicates that if that Hunter card is played against the bold/italic Dracula or Agent card and the Hunter wins the combat roll, the *Hunter* card will be destroyed (discarded into the Item discard pile at the end of the combat round).

On the right-hand side of Dracula and Agent Tactics cards, some Hunter Tactics cards are listed in bold and italics. This indicates that if that Dracula or Agent card is played against the bold/italic Hunter card and Dracula or the Agent wins the combat roll, the *Hunter* card will be destroyed.

Note that the combat cards of Dracula and his Agents are never destroyed.

Announcing Your Next Move

When a card says that a player “must declare his next move” or “must tell [another player] what his move will be,” it means the player must **immediately** state what his or her next move will be, and cannot change his or her mind.

In Dracula's case, he then plays his next card faceup, to confirm that he did indeed move where he said he would. Dracula can also announce that he will be using a Power card as his next move, and in that case he plays the Power card and any location card played with it (for *Double Back* and *Wolf Form*) faceup.

If a Hunter wants to move by rail on the next turn when forced to reveal his next move, he must state where he will move for each possible railroad die result (0, 1, 2, or 2/3).

If a player declares a legal move in this manner, and then an enemy somehow prevents the player from making that move (e.g., through the play of *Roadblock* or *Consecrated Ground*) the player is freed from his or declaration and may move normally. However, if a Hunter prevents *himself or another Hunter* from making a declared move (e.g., through the play of *Stormy Seas*), the Hunter is *not* freed from his or declaration but instead loses his or her entire turn.

Frequently Asked Questions

Combat

Q: If a fight between an Agent and a Hunter concludes with an Escape or End result (or a Hunter defeat), what happens to the Agent encounter marker?

A: It remains at its location.

Q: Can Dracula's Agents take wounds?

A: No, Agents do not take wounds – the Tactics cards are designed so that combat with Agents only produces Killed, Continue, and End results, as well as wounds for the Hunter.

Q: In combat, if a Hunter has 2 copies of, for example, Stake, can the Hunter play Stake twice in a row?

A: Yes. The rule is that you cannot play the same physical card twice in succession.

Q: How is a Bite result for Fangs resolved if the Hunters have played Garlic or Rage?

A: *Rage* and *Garlic* do not prevent the *Fangs* text from taking effect, so combat ends and Dracula must move 1 or 2 cities away by *Road*.

Q: In the combat caused by Vampire Lair, can the Hunters use Garlic? Can Dracula play Rage? If Sister Agatha is in play, does Dracula lose blood each time he plays an Escape card?

A: *Garlic* and *Rage* may be used normally in the *Vampire Lair* combat. (Thematically, the vampires Dracula creates are affected by garlic and are capable of going into a rage.) However, Sister Agatha only affects combats involving Dracula himself.

Q: Both Escape Route and Heroic Leap prevent a combat from occurring. Can the Hunters play one of these cards at the start of combat, after Dracula has played a card such a Trap or Rage, and if so, what happens to Dracula's card(s)?

A: *Escape Route* and *Heroic Leap* should be played **before** the “start of combat” as it is described on page 15 of the rulebook. That is, the Hunters cannot wait to see what cards Dracula plays, and then play *Escape Route* or *Heroic Leap*. If this occurs due to a Hunter's oversight or because Dracula plays his card(s) too quickly, Dracula should take back his card(s). (Since *Heroic Leap* and *Escape Route* prevent the combat from occurring, players don't get to play other cards at the “start of combat” to affect the combat.)

Q: If a Hunter has two Dogs card in front of him, does he receive a +8 bonus to his initiative number?

A: No, the initiative bonus from *Dogs* does not stack. If a Hunter has 2 or more *Dogs* cards in front of him, he only receives a +4 bonus to his initiative. If a group of Hunters have several *Dogs* cards amongst themselves, each Hunter only receives +4 to his Initiative when targeted.

Drawing and Discarding Cards

Q: If Mina Harker is in a small city and chooses to draw an Event card, can the extra card she draws be an Item or Event card, or must it also be an Event card?

A: Mina can choose to draw either an Event card or an Item card as her extra card.

Q: Is a “Keep” card discarded after it is played for its effect?

A: Yes. The words “Keep” or “Play Immediately” on a card simply tell you what to do with the card when you draw it in the first place. Once you play either type of card, it is discarded.

Q: Should Event and Item cards be discarded faceup or facedown?

A: Faceup.

Q: Dracula is only allowed to have 4 “Keep” Event cards at a time. If he draws a fifth “Keep” Event card, must he immediately discard one of his already held cards in order to keep the newly drawn card? Or can he immediately play one if the cards in order to reduce his total number of “Keep” cards to 4?

A: The Dracula player has an opportunity to play an Event card before discarding. When Dracula draws a fifth “Keep” card, if he has a card (either one already held or the one just drawn) that he can legally play at that moment, then he may play it.

Dracula's Powers

Q: When you use the Double Back Power to play a location from your Trail/Catacombs, must it be a location you can get to from your current location (i.e., a legal move), or can it be any location in your Trail/Catacombs?

A: Dracula must always make a legal move unless a card/power specifically says otherwise. So he must make a legal move when using *Double Back* – he cannot use the power to “teleport” to any location in his Trail.

Q: Can Dracula cross his Trail when using Wolf Form?

A: Yes. Because Dracula does not need to play a location card to his Trail for the first city he passes through when using *Wolf Form*, Dracula can cross his Trail via this power.

Q: Can you give an example of how Hide works?

A: Basically, *Hide* lets Dracula remain in a location for one extra turn, without the Hunters knowing.

Example: The Dracula player is in Geneva and he plays the Zurich card to his Trail. Dracula is now in Zurich and will be revealed if a Hunter moves there. On his next turn, Dracula plays the Hide card, facedown. He is still in Zurich and will be revealed if a Hunter moves there. On his next turn, Dracula must play another location card to his Trail. He plays the Munich card. He is now in Munich and will be revealed if a Hunter moves there. Dracula

stayed in Zurich for two turns, but because Hide is played facedown, it appears to the Hunters that he was moving each turn.

Q: How is the Hide card handled if Dracula uses Double Back to move to the same location in which he used Hide?

A: The location card is moved up on the Trail and played with *Double Back* as usual. The *Hide* card is revealed and discarded from Dracula's Trail, and the cards older than *Hide* in Dracula's Trail are shifted to fill in the empty space. Effectively, Dracula must announce to the Hunters that he is doubling back to a location in which he previously hid.

Q: What happens if Dracula plays Hide to his Trail, then the Hunters force him to reveal his current location via Hypnosis?

A: The Dracula player should reveal the location of the city he is actually in, not just the *Hide* card. To prove that the second-newest-card-in-his-Trail is actually his current location, he should also reveal the *Hide* card.

Q: What if Dracula's Trail consist of only one location card, then Dracula plays Hide, and then a Hunter plays Newspaper Reports?

A: *Newspaper Reports* cannot reveal Dracula's current location. To prove that the oldest card in his Trail is his current location and therefore cannot be revealed, the Dracula player should reveal the *Hide* card instead.

The Fog Encounter

Q: Can the Hunters use Rail movement to pass through a city affected by Fog?

A: Yes.

Q: Can a Hunter move while the Fog encounter is in front of him?

A: No.

Q: The description for "Fog" states that "Hunters in a space with fog may still rest, resupply, and trade as normal." Does this mean they get a full Action Phase?

A: Yes.

Example of a Fog encounter: *Dracula had previously placed a Fog encounter in London, and now Lord Godalming moves there. The Dracula player reveals the encounter. Lord Godalming's turn immediately ends (even if Dracula is in London), and he places the Fog encounter in front of him. No other Hunter may enter or leave London until the Fog encounter is discarded, but Hunters in London other than Lord Godalming do take an Action Phase. On Lord Godalming's next turn, he takes an Action Phase as normal, but he may not move. At the end of this second turn, he discards the Fog encounter to the encounter pool.*

Hunter Groups

Q: If Dracula enters a location with two or more Hunters in it, does he have to fight them as a Group, even if the Hunters previously haven't declared to form a Group?

A: Yes, when Dracula attacks multiple Hunters in the same location, they are considered to be a Group for that combat (see rulebook page 14).

Q: If a Hunter enters a location with Dracula and another Hunter in it, may he attack Dracula together with the other Hunter as a Group or does he have to face him on his own?

A: When a Hunter moves into Dracula's space alone, he must face Dracula alone. Hunters may only opt to form a Group if they start the round in the same location.

Q: Can Hunters in a Group use Sense of Emergency together?

A: No.

Q: If players tie on the combat roll in group combat, which Hunter's combat card's initiative number should be used? Must it be the initiative number of the Hunter who was targeted by the Dracula player, or can the Hunter's use the initiative number of any Hunter in the group?

A: The Hunter must use the initiative number of the targeted Hunter.

Q: Do all the Hunters in a group benefit if one of the members of the group has the Dogs card in front of him?

A: Yes.

Special Situations

Q: If Lord Godalming attempts to catch a train, and Dracula plays False Tip-Off, is Lord Godalming "Delayed Over Papers," or may he still use his "Wealth" ability to roll the train die?

A: Lord Godalming is delayed over papers. His special ability only allows him re-roll the train die, and in the case of *False Tip-Off* there is not an initial roll.

Q: Can Dracula use Customs Search on a Hunter that has used Sense of Emergency to cross the East/West boundary line?

A: Yes.

Q: If Stormy Seas is played on a sea zone Dracula is in, is he allowed to enter a port that is currently on his Trail? If not, is Dracula considered cheating if he is unable to play a card due to all the ports for that sea zone being part of his current Trail?

A: Dracula is *not* allowed to cross his own Trail in this instance, nor can he play *Double Back*, since he cannot use his powers at sea. However, all the sea zones on the board have more than one port, and most have 3 or more, so if Dracula is at sea when *Stormy Seas* is played, he will usually have an adjacent port to which he can legally move. In the unlikely event that all the ports adjacent to

the sea zone are in Dracula's Trail, then yes, if *Stormy Seas* is played, the Dracula player is punished by the cheating rule on page 25 of the rulebook.

Q: If Dracula is forced to reveal his location and declare his next move via Hypnosis, but plays Sensationalist Press to avoid revealing his location, must he still declare his next move? What if he declares that he will use Hide?

A. In this case, Dracula must still declare his next move. If he declares he will use *Hide*, only that card is played faceup to his Trail, so the Hunters still do not know where Dracula is hiding.

Q: Dracula put a "New Vampire" on his location 6 turns ago. Now Dracula plays Hide, and the location with the New Vampire drops off his Trail. Dracula matures the New Vampire, which causes his Trail to be cleared down to one card. The rules for Hide say that "If the location where Dracula played this card drops off the Track, this card is revealed and drops off with it." In this situation, would there be no cards at all left on Dracula's Trail, and if so, what is Dracula's location?

A: In this special case, reveal the *Hide* card and have it drop off instead of the location card where Dracula hid. That location card remains exactly as it was previously (revealed or not, with encounters or not) and is the sole remaining location card in Dracula's Trail.

Similar situations can also arise with some of Dracula's other Powers and with other encounters that clear Dracula's Trail. In these situations the rule is: **If clearing Dracula's Trail would cause Dracula's current location to be discarded, do not discard that location, and discard the next-oldest Power card instead.**

Example: Dracula moves to Bordeaux and places an "Ambush" encounter there. On his following five turns he moves to Clermont-Ferrand, then to Geneva, then to Paris. Remaining in Paris, he plays Feed, then Hide. Finally, six turns after playing the "Ambush" encounter, and still in Paris, Dracula plays Dark Call. Dracula chooses to mature the Ambush encounter, which causes his Trail to be cleared down to 3 cards. Since Dracula is still in Paris, that location card is not cleared from the Trail and Feed is cleared in its place. The three cards left in Dracula's Trail are Paris, Hide, and Dark Call.

Note that the Dracula player should usually be able to see these types of situations coming, and either prevent them or choose not to mature the relevant encounter.

Q: Exactly how is a "New Vampire" resolved when it is encountered (rather than matured)?

A: *If it is Day:* The Hunter kills the Vampire and the encounter is returned to the encounter pool without effect.

If it is Night: Roll a die.

On a result of 1-3: The Hunter is bitten **unless** he (or another Hunter in a Group) shows Dracula that he has a *Crucifix* or *Heavenly Host* card, in which case there is no bite. Then return the Vampire to the encounter pool.

On a result of 4-6: The Vampire escapes and remains in the location **unless** the Hunter (or another Hunter in a Group) discards a *Knife* or *Stake* Item card, in which case the Vampire is returned to the encounter pool without effect. If the Vampire escapes, the Hunter may remain in the city to encounter the Vampire again during his next turn.

Optional Challenge Rule

If, during a Hunter player's search step, the Dracula player states that the location card corresponding to the Hunter's location is not in his Trail or Catacombs, any Hunter player may ask to see the corresponding location card in Dracula's deck, and the Dracula player must comply. The Hunter players can use this rule to help prevent the Dracula player from cheating, and also to remind an inexperienced Dracula player that he must always check his Trail and Catacombs when a Hunter player moves into a new location.