

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. Over the course of the Campaign, Hunters will grow in skill and power, and players will uncover a unique story - should they survive long enough! Each Chapter of a Campaign can also be played as a One-Shot game as well.*

There are three primary sections of this rule book: The first will explain how to set up a Campaign, the second will explain how to set up an individual Chapter for that Campaign, and the third will talk in detail about the specific gameplay elements and rules.

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4 CHURCH GIANT



4 HUNTSMAN'S MINION



4 CHURCH SERVANT



4 BEAST PATIENT (FEMALE)



4 BEAST PATIENT (MALE)



4 SCOURGE BEAST



4 HUNTER MOB



BLOOD-STARVED BEAST



FATHER GASCOIGNE NORMAL



FATHER GASCOIGNE TRANSFORMED



VICAR AMELIA



CLERIC BEAST



4 HUNTERS

1 HUNT DASHBOARD



1 HUNT TRACK



20 MAP TILES



4 COUNTER BASES



CAMPAIGN PREPARATION

There are four Campaigns to choose from in **Bloodborne: The Board Game**. Each of these Campaigns features its own unique story - revealed over the course of its three Chapters - and each of these individual Chapters has its own unique missions, enemies, and surprises for the players to uncover as well.

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

Also note that, if you do not wish to play a continuous Campaign, and just enjoy a "One Shot Hunt", you can do so by following the rules on Pg. XX.

To set up a Campaign, first thing players should do is select one of the four Campaigns they wish to play:

- ♦ **THE LONG HUNT:** A frenzy has overtaken Central Yharnam, and the Hunters are dispatched to find and eradicate its source.
- ♦ **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.
- ♦ **RAZING OF OLD YHARNAM:** The Beast Plague has overrun Old Yharnam. The district must be burned to the ground to contain the infection.
- ♦ **LOST TO THE MADNESS:** The foul infection of the plague has beset Central Yharnam, infecting not only the civilians but the Hunters themselves

*For first-time players, we recommend starting with **The Long Hunt** Campaign.*

Once players have selected which Campaign they wish to play, they should gather the following materials for that Campaign (each is specifically marked with the name of said Campaign):

1. MISSION CARDS:



There will be 3 Mission Cards: One for each Chapter of the Campaign.

2. ENEMY ACTION DECK:



Each Campaign features a unique Enemy Action Deck of 7 cards.

3. ENEMY STAT CARDS:



While some enemies might appear across different Campaigns, each Campaign has a unique version of that enemy. The number of different Enemy Stat Cards varies for each Campaign, and you won't use them all during every Chapter, but you never know what surprises might be waiting! So keep them close by!





4. CHAPTER CARDS:



The Campaign features three unique decks of Chapter Cards, each one linked to a specific Chapter of that Campaign. **These Chapter Cards reveal the events and story of the Campaign, so do not read them in advance! Keep them facedown and separated into their specific decks until the game tells you to reveal them.**

Once all of these materials have been gathered, each player should then select one of the available **Hunters**. Each Hunter is different, with a unique set of weapons and abilities. A player will control the same Hunter throughout the entire Campaign, so choose wisely!

Take that **Hunter's Trick Weapon Dashboard**, **Firearm Card**, **Hunter Token**, and any **Hunter Dashboard**. Also take a **Counter Base** matching the color of your Hunter Dashboard and attach it to your **Hunter's Miniature**.

The final thing you will need to do is construct a **Basic Stat**

Each Basic Stat Deck is composed of the following cards:

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



You can quickly identify Basic Stat Cards from Upgraded Stat Cards by the **6** at the bottom of each Basic Stat Card. Once this is done, return any unused Basic Stat Cards to the game box, they are not needed.



Deck for each Hunter. This is a deck of 12 cards representing the core abilities and skills of a Hunter. While each Hunter begins the Campaign with the same Basic Stat Deck, they will change and evolve via various upgrades acquired through the Campaign, making them unique to each player!



★ CHAPTER SET-UP

Once players have prepared for the Campaign, it's time to set up the individual Chapter and begin play:

- Place the **Hunt Dashboard** in view of all players and place the **Hunt Track Progress** token on the first space of the **Hunt Track**.



- Shuffle the **Stat Upgrade** decks and draw 4 cards from it, placing 1 of them on each slot marked "Upgrade" on the Hunt Dashboard (under the Hunter's Dream section). *Reminder: be sure that any unused Basic Stat Cards are not shuffled into the Stat Upgrade deck!*



- Next, take the **Consumables** deck and place it near the Hunt Dashboard, within reach of all players.



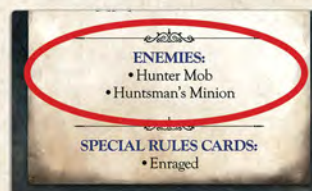
- Take the Mission Card specific to the first Chapter and flip it to its back:



It will list a number of **Tiles**. These Tiles are used to construct the game map, which will be gradually uncovered and built once the game begins. The Mission Card will list a **Starting Tile**. Take this tile and place it in the middle of your play area, within reach of all players. The Mission Card will also list specific **Named Location** tiles, as well as a number of **Random** tiles, based on the number of Hunters being played. This is represented by an [H]. Take these tiles and place them face-down, shuffling them in a random order and then stacking them together. Set them to the side for now.



Example: The above Mission lists the "Central Lantern" as the Starting Tile. Take it and place it faceup within reach of all players. Then take the three Named Locations (Occupied House, Barricaded House, and the Tomb of Oedon) as well as "3x[H] Unnamed Random" tiles. In a game with 2 Hunters, this would mean 6 Unnamed Random tiles. In a game with 3 Hunters, it would be 9, and so on. Take these tiles, keeping them facedown, shuffle them together into a stack, and set them aside.



The Mission Card also lists a number of **Enemy Stat Cards** used during the Chapter, as well as which slot of the Hunt Dashboard to place them in (matching the symbols shown).



Place these cards faceup in their respective slots of the Hunt Dashboard.

The Mission Card might also list one or more **Special Rule** cards which might impact the specific Chapter. Take any listed cards and place them near the Hunt Dashboard, within sight of all players.

Finally, flip the Mission Card to its front side and place it on its slot on the Hunt Board.



Once this is done, take the **Chapter Card Deck** and place it near the Hunt Track. **Again, these cards reveal the story and events of the game! Do not read or reveal them until instructed to!**



Hunt Dashboard with all placed components

Gather all **Miniatures** for each listed enemy, the **Enemy Action Deck** for this specific Campaign, as well as all **Damage Tokens**, **Insight Tokens**, **Item Tokens**, and **Blood Echo Tokens** and place them within reach of all players.

Finally, take each player's **Hunter Miniature** and place it on the Lamp space of the listed Starting Tile.

Set-up 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 Chapter 1 Mission Card for that Campaign. This gives the Hunters a starting point in their investigation into the threats facing Yharnam. While the problem is known, how to solve it, as well as its source, is 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!

As previous stated, a Campaign is comprised of 3 individual games, called Chapters. During each Chapter, players will have a primary **Hunt Mission** which they much achieve to win the game and progress to the next part of the Campaign. While completing each Chapter will eventually lead to the conclusion of the Campaign, this is not enough, however! Merely advancing through the city and slaying everything in sight might temporarily stop Yharnam's problems, but to truly solve things, and win the overall Campaign, players must also gather **Insight** into the events plaguing the city.

This means that, while players could progress through the entire Campaign, mercilessly hunting down and wiping out all foes they come across, they could still lose in the end by not discovering exactly **why** they are doing so!



THE HUNT MISSION AND INSIGHT MISSIONS

On each Chapter Card, there is a section dedicated to the **Hunt Mission**. This gives a goal to the players that, upon completion, will move them closer to completing the Chapter and winning the game. This section won't necessarily tell you the exact end-goal, however, but will guide the players as to the first step they should take towards completing the mission.



Example: In the Long Hunt Campaign, the players are tasked with discovering and stopping the source of a frenzy overtaking Central Yharnam. The Chapter Card instructs them that the goal of this Chapter is to reach Oedon Chapel.

To do so, they must first discover the Tomb of Oedon. This is the first step in achieving the Hunt Mission. Once the players uncover the Tomb of Oedon, the next step will be revealed to them.

But, while completing the Hunt Mission wins the Chapter and progresses the Campaign, in order to truly succeed players will also need to collect a number of **Insight** throughout the Campaign. Insight is gathered through **Insight Missions**: sub-objectives that they players can complete to gain Insight and other various rewards.



Insight Missions function the same as the Hunt Mission: The Chapter Card will not reveal the exact events of the Insight Mission, merely the first step the players must take to uncovering the mystery

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 **Chapter Card**. Take this card from the Chapter Card deck, reveal it, and follow its instructions. If the card says **[Mission Completed]** at the bottom, then the players know that as soon as they complete the criteria listed on the card, they will have completed the Mission. Otherwise, the card will instruct the players to reveal another Chapter Card, leading them to the next part of that Mission!

Sometimes, a Mission will list a variable number represented by an **[H]**. **[H]** stands for the number of Hunters in the game. So, for example, the Insight Mission “Quelling the Madness” says the players must play “3[H] Enemies”. In a game with 2 Hunters, this would mean 6 enemies total. In a game with 3 Hunters, 9 enemies, and so on.



Example: The Chapter Card says at the Start of the Hunt to reveal Chapter Card 1. Doing so, the players are given the Insight Mission “Quelling the Madness”. It is a simple mission that directs them to slay 3[H] enemies. Since they are playing with 2 Hunters, that means 6 enemies total. Once they do this, they will reveal Chapter Card 9. They also know, since the card says [Mission Completed] at the bottom, that by finishing this step the overall Mission will be complete and they will gain Insight from it.

Meanwhile, the second Insight Mission, “Trapped”, lists special instructions to the players about how to complete it. It does not, however, say that by completing these steps the Mission will be completed. Instead, it reveals another Chapter Card, meaning there is more to this story yet to uncover!

COMPLETING THE HUNT:

When the Hunt Mission is completed, the game immediately ends and the players win the Chapter. It is again important to note, however, that by the end of the Campaign the players will have needed to have gathered a number of Insight to truly claim victory, so rushing through a Hunt might not be the best decision!

LOSING THE HUNT:

As the players progress in their Hunt, the Blood Moon’s influence is continuously spreading across Yharnam, driving the city into madness and chaos. This is represented by the Hunt Track, which will slowly advance throughout the game. If it reaches its end before the players have completed the Hunt Mission, the game immediately ends and the players lose. The Hunters have failed in their task and the Campaign ends. The players will have to start again and, hopefully, fare better in this attempt to complete their goals!



PLAYING THE GAME

HUNTER STAT DECK

Your **Stat Deck** represents the core abilities of your Hunter, and the cards within act as the primary resource to perform every action in the game. You will use these cards to swiftly move across the map, make deadly attacks on your foes, as well as interact with the various locations and points of interest you come across. While each deck is identical at the start of the Campaign, you will eventually replace and upgrade cards in it to form your own unique deck of skills and abilities. Your Stat Deck is the single most important aspect of your Hunter!

THE GAME ROUND

Each Chapter is played over a series of **Rounds**, made up of individual player **Turns**, wherein the players will perform various Actions with their Hunters, such as moving across the map and attacking enemies.

At the start of the first Round, each player should take their Stat Deck, shuffle it, and then draw 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 Round can begin.

Each Round is comprised of individual Player Turns. The players can take these Turns in any order they wish, and can switch up the order each Round, based on what they want to accomplish. Once a player has completed their Turn, however, they are done until the next game Round, so act wisely!

Once all players have completed their Turn, the **Hunt Track** will advance by 1, the Round will end, and then a new one will begin. This will continue until the players complete the **Hunt Mission**, resulting in a win, or the Hunt Track advances to its final spot, resulting in an immediate loss to the players and the end of the Campaign.

PLAYER TURN

On a player's turn they will perform the following steps, in order:

1. **PERFORM ACTIONS:** Using their Stat Cards, the player will perform various actions, such as moving, attacking, or interacting with their environment.

2. **REFILL HAND:** Once a player has run out of Stat Cards to use, or simply decided they do not wish to perform any more Actions, they will first discard whatever cards they want from their hand, and then draw until their hand contains 3 cards.

3. **ACTIVATE ENEMIES:** After refilling their hand, all nearby enemies will activate and potentially move to attack the player.

4. **END TURN:** Once all nearby enemies have activated, the player's turn will end and the next player will take their turn.

PERFORM ACTIONS

There are several Actions available to a player. Each time a player performs an action, they must first discard 1 Stat Card from their hand, placing it in a discard pile, faceup, next to their Stat Deck. The exception to this is when a card is used to make an Attack, but this will be covered more later. **A player may perform as many actions as they want, assuming they have the cards to discard, and there is no limit to the amount of times each action can be performed during a player's turn.**

The Actions available to a player are as follows:

- ♦ **ATTACK:** When a player Attacks, they will take 1 Stat Card from their hand and place it on an empty Slot on their Trick Weapon Dashboard, instead of discarding it as normal. This will begin a Combat with an enemy, which will be covered in its own section later (See Pg. XX, Combat).
- ♦ **MOVE:** When a player uses a card to move, they may move their Hunter on the board up to 3 spaces. They do not need to move all 3 spaces if they do not wish to, but must use any movement before performing another Action, e.g. a player may not move 1 space, attempt to perform another Action, and then move 2 more spaces.

Spaces on the map are separated by grey lines. When a player moves their Hunter, they may only move 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!

REVEALING AND POPULATING TILES

Players will start each Chapter with only 1 Tile revealed. Each tile, however, has a number of exits/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 **Items** and **Enemies**. Place an Item Token on the Item 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 **Item Icon** and an **Enemy 2 Icon**. Checking the Hunt Dashboard, the player sees Enemy 2 is the **Huntsman's Minion**. They will take 1 Item Token and place it over the Item Icon, and 1 Huntsman's Minion miniature and place it over its respective icon.

They will then connect it to the space they moved from and place their Hunter onto the tile.



ENEMY SPAWNS AND MINIATURES:

It might happen where a Tile is revealed and there are no remaining miniatures of an enemy appearing on that Tile. In such situations the enemy is **not spawned**. The number of available miniatures (usually 4) is a limit to how many enemies of that type can appear on the map at any time!

- ♦ **INTERACT:** Various Missions might call for a player to Interact while on a specific space. When they do so, the player will discard a card and follow whatever instructions are on the Mission. The most common form of Interaction, however, will be picking up **Consumables** found on the map. While on a space with an Item Token, a player may Interact to remove that token from the board and draw 1 card from the Consumables Deck, placing it near their Hunter Dashboard.

CONSUMABLES AND PERMANENT ITEMS



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 list if they are used during the Player's Turn or Combat. If they are used during a Player's 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. If the card says Combat, however, it may only be used when the player is attacking or being attacked by an enemy. In either case, it is discarded once it is used.

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



Permanent Items function much the same way Consumables do, with the exception that they are merely temporarily expended rather than being discarded. When a Permanent Item is used, instead of being discarded, flip it over to show that it has been exhausted. It can no longer be used until the Hunter visits the Hunter's Dream (See Pg. XX).

The most common type of Permanent Item is a Hunter's **Firearm**, which even has a dedicated slot on the Hunter Dashboard. This is not the only kind of Permanent Item that a Hunter may come across, however! Should they gain any other such items, they should place them near their Hunter Dashboard.

So integral to a Hunter is their Firearm that this Item can never be traded.

- ♦ **TRADE:** While on the same tile as another Hunter, a player may spend an Action to Trade. When this is done, the players may freely move any Items they have between their Hunters. There is no limit to the number of items traded, or how they are arranged.
- ♦ **TRANSFORM TRICK WEAPON:** Each Hunter's Trick Weapon Dashboard has two sides, representing the two forms of their Trick Weapon. When a player discards a card to Transform their Trick Weapon, they will first Clear (*discard*) any Stat Cards on that dashboard and then flip it to its opposite side.
- ♦ **GO TO THE HUNTER'S DREAM:** The Hunter's Dream is where the players go to upgrade their Stat 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 Dashboard. 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*).



REFILL HAND

Once a player has run out of Stat Cards to perform actions, or they do not wish to use any more cards to perform actions, they will first discard any cards from their hand (*should they want to*), and then draw until their hand contains 3 cards. If a player should attempt to draw cards, but find their Stat Deck empty, they should take their discard pile, shuffle it to create a new Stat Deck, and then draw their card(s).

ACTIVATE ENEMIES

After refilling their hand, any Enemies near the Hunter will activate, usually moving toward the Hunter and Attacking them. Enemies activate in order based on the Hunt Track - e.g. all Enemy 1s will Activate, then all Enemy 2s, and finally any other Enemies that may have been spawned by the Chapter. When Activating Enemies, the following steps are taken, in order, for each enemy type:

- ♦ **DETERMINE ACTIVATING AREA:** First check to see which Enemies are within 1 **Tile** of the Hunter. This means either on the Hunter's Tile, or on any of the Tiles adjacent to that (with a connection between them). These are the Enemies that 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 and move that enemy a number of spaces toward the Hunter equal to the Move Value on the Enemy's Stat Card, stopping only if the Enemy moves into that Hunter's space. When moving, Enemies will always take the shortest route to the Hunter and will ignore any other Hunters along the way.
- ♦ **ENEMY ATTACKS:** After moving, if the Active Enemy is then in the same space as the Hunter, they will Attack, beginning a **Combat** (See *Combat*, Pg. XX).



END TURN

After all enemies have been activated, the Hunter's turn is completed. The player should take a **Generic Token** and place it on their Hunter's profile picture to show they have taken their turn.

The next player will then take their turn, continuing until all players have completed their turn.

END OF THE ROUND

Once all players have completed their turn, it's the end of the Round. The Hunt Track will be advanced by 1, and the players will check to see if it has advanced onto the final space (ending the game) or if it has advanced onto a **Reset Point** (see Pg. XX). If neither has occurred, then the players will simply remove the Generic Token from their dashboards and begin a new game Round.

EMPTY HAND!

It is important to remember that the only time a Hunter refills their hand is during that specific step on their turn. Hunters do not refill their hands at the start or end of the Round. This means that, should a Hunter begin their turn with less cards than 3 (or even no) cards in their hand, they will be limited in the number of actions they can perform during that turn!

Avoid this scenario if at all possible!

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 had 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.



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. More than that, however, 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 Turn, or an Enemy Attacks a Hunter during their 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 Stat Cards in their hand to form powerful combos.

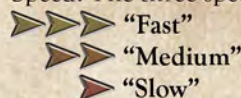
To better understand how attacks work, we must look at each Hunter's Trick Weapon Dashboard:



The Trick Weapon Dashboard has the following information:

- ♦ **WEAPON'S NAME:** The name of that specific form. Each Trick Weapon Dashboard is double-sided, representing the two different forms of that weapon.
- ♦ **WEAPON ABILITY:** Each form of a Trick Weapon has its own Ability. Usually this Ability is applied each time the Hunter makes an attack with that weapon. Sometimes, however, the effect might list an alternate time it's used. Read each Weapon Ability carefully!
- ♦ **ATTACK SLOTS:** A Trick Weapon will have a number of slots, representing the various attacks the Hunter can perform. Each attack 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:



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! **Sometimes, effects or abilities may increase or decrease an Attack's Speed. Speed can never be increased above "Fast" or decreased below "Slow".**

- ♦ **DAMAGE:** Each attack will list how much Damage it deals, represented by a red heart icon.
- ♦ **MULTIPLIER ICON:** Some powerful Attacks have a Multiplier Icon (x2) on them. This means that they can utilize multiple Stat Cards to achieve powerful results, but we'll explain that more below.

Knowing which situation each of your weapon's unique forms is best suited for, going after fast/slow enemies, dealing lots of damage, defending yourself, 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:

MAKING AN ATTACK

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 Enemy will always attack if possible, forcing the Hunter to defend themselves (or suffer the blow unguarded!). Regardless, all Combats are resolved the same way, taking the following steps, in order:

1. **SELECT STAT CARD:** When a Hunter Attacks the first thing they must do is select a Stat Card from their hand. Unlike when performing other Actions, this card is not placed in their discard pile, 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. **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 Stat Card in this slot, the Hunter is committing to using this Attack against their foe.

STAT BOOSTS AND EFFECTS:

Not only do Stat Cards allow the Hunter to attack, but they also modify the attack in various ways. Each Stat Card works differently, but they usually follow some general guidelines based on which Stat it is:

- ♦ **ENDURANCE:** These cards usually Clear cards from various slots and/or allow extra cards to be drawn (thus giving a Hunter more actions).
- ♦ **SKILL:** These cards usually increase the Speed of a selected Attack, or give bonuses for striking before your enemy.
- ♦ **STRENGTH:** These cards usually modify the raw Damage an attack deals.
- ♦ **VITALITY:** These cards usually allow a Hunter to heal or block incoming damage.

It is important to note that if a card grants an effect to an Attack, other than simply increasing its Speed or Damage, that effect only happens when the Attack is resolved. Meaning, for example, if the card allowed the Hunter to Clear a Slot or Block Damage, it would only happen when the Attack is resolved, aka at its specific Speed!

STAT MULTIPLIER:

Some powerful attacks have the Stat Multiplier Icon . This means that, when the attack is used, two Stat Cards may be placed into the slot, granting both benefits to the attack. This can create some awesome and powerful moves, though at the cost of additional cards that could be used for extra attacks!



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



This is directly tied to the Attacks listed on an Enemy's Stat Card:



You will see that each enemy has a Basic Attack and a Special Attack. Usually, a Hunter can expect that an enemy will perform their Basic Attack, with their Special Attack only showing up rarely. This allows a Hunter to plan and approach each enemy with a general idea of how they will react. Be warned, though, the Enemy Action deck might contain some surprise effects! Once they have been out on the Hunt long enough, however, Hunters should eventually learn to anticipate even these surprises.

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!

3. **USE ITEMS:** Once seeing the Attack of the enemy, the Hunter will then have a chance to use any Items they have with the **Combat** trigger. A Hunter may only use 1 Item per Attack, however, so choose wisely!
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 first deal its listed Damage to its target, and then resolve any effects linked to that attack. Take a number of **Damage Tokens** equal to the amount of damage dealt and place it on the target. If the number of Damage Tokens is ever equal to (or greater) than the target's remaining **Hit Points**, they are slain!
- ♦ **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)

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!



Example: A Hunter utilizing the Threaded Cane Trick Weapon wishes to make an attack against a Hunter Mob:



In their Hand, they have the following three Stat Cards:



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

Taking the Strength card and placing it in the Deadly Thrust Attack Slot, they have committed themselves to making this attack.



They will now flip an Enemy Action Card for the Hunter Mob, revealing a **Basic Attack** card:



Checking the Hunter Mob's Enemy Stat Card, they see their Basic Attack is an Axe Swing, Medium Speed, that deals 2 Damage. Their own attack is Slow, meaning that the Hunter Mob's Attack will strike first.

The Hunter suffers 2 damage from the blow, placing 2 Damage Tokens on their Hunter Dashboard. Hunters are hearty, however, and have 5 Hit Points. She is far from slain.

Now her own attack will strike (since it was Slow ➡). It deals 4 Damage to the Hunter Mob. Since the Hunter Mob only has 4 Hit Points, it is slain and removed from the map, rewarding the Hunter with 1 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, however, 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, the following steps are taken, in order:

1. First, the **Hunt Track** is advanced by 1 space.
2. Next, the Hunter will discard any Blood Echoes they have on them. Unlike when they are slain, however, these discarded Blood Echoes are not lost, but instead fused into the Hunter, increasing their Stats! For each discarded Blood Echo, the Hunter may select 1 **Upgrade Stat Card** from the 4 available in the Hunter's Dream section of the Hunt Track. 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.
3. Once a Hunter has selected their Upgrades, they will now incorporate them into their Stat Deck: The Hunter will select 1 card from their deck to be replaced for each Upgrade Card they wish to utilize. It is important to note that the replaced card **does not need to be the same type (Endurance, Skill, Strength, Vitality) as that of the Upgrade Card**. Each player may freely customize their deck as their Hunter progresses!
4. After this is done, any replaced (or unused) Stat Cards will be returned to the game box. The player will then shuffle their new Stat Deck and draw a hand of 3 cards, exactly as they did during the first Round. They will then unexhaust any Permanent Items they have (*slipping them back faceup*) and remove all Damage Tokens from their Hunter.
5. Once these steps have been completed, if it was the Hunter's Turn, it immediately ends (*place a Generic token on them to show they have completed their turn*).
6. At the beginning of the Hunter's next Turn, they will place their miniature on any **Lamp Space** on the map, and then take their turn (*performing Actions, etc.*) as normal.



ADVANCING THE HUNT TRACK & RESETTNG THE MAP

The Blood Moon's influence carries strange effects upon the Waking World. Aside from causing players to lose the game should the track reach its end, 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 . When the Hunt Track advances, for any reason (*whether it is to mark the end of the Round, a Hunter going to the Hunter's Dream, or some other effect*), the following steps are **immediately** taken, interrupting anything else that might also be happening:

- ♦ **All empty Item Icons are refreshed.** Take 1 Item Token and place it on each empty Item Icon.
- ♦ **All Enemies on the map are fully healed.** Remove all Damage Tokens from all enemies.
- ♦ **All Enemies return to spawn points:** All enemies on the map are then moved, one at a time, to their nearest empty matching spawn point.
- ♦ **Populate empty spawn points:** Once all enemies have been moved, if there are any empty enemy spawn points on the map, 1 enemy of its matching type is placed on that point, beginning with empty points closest to Hunters (*in the case of equidistant points, the players may decide*) until all spawn points are filled, or there are no remaining miniatures to place.

PROGRESSING THE CAMPAIGN

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

- ♦ When continuing to the next part of the Campaign, any **Upgraded Stat Cards** are kept by the Hunter. Meaning by the end they will have a unique Stat Deck compared to all other Hunters.
- ♦ They will also keep any **Permanent Items** 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, not only does this track the total number of **Insight** through the Campaign, but 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 Mission** card and follow the set-up instructions listed on the back, just as they did for the previous game in their Campaign.

ONE-SHOT HUNTS

If players do not wish to play a full Campaign, and instead want to play a single "One-Shot Hunt", they may do so utilizing the following rules:

- ♦ **SELECT A CHAPTER:** This can be any Chapter in any Campaign. Just note, however, that starting in later Chapters means that any dynamic choices or decisions made from previous Chapters will not have happened, lowering some of the impact of these events.
- ♦ If playing Chapter 1 of a Campaign, no further additional set-up is needed- merely play that session as if you were starting a Campaign.
- ♦ If playing Chapter 2 of a Campaign, each Hunter should be randomly dealt six **Upgraded Stat Cards** before the game begins. They will then select **four** of these cards and replace that many Basic Stat Cards in their deck, exactly as when in the Hunter's Dream.
- ♦ If playing Chapter 3 of a Campaign, instead deal each Hunter ten Upgraded Stat Cards. They will select **seven** of these cards to Upgrade their deck.
- ♦ In addition to completing the **Hunt Mission** before the Hunt Track reaches its end, the players must also complete **at least 2 Insight Missions** as well. Failure to do all three of these objectives before the Hunt Track reaches its end will result in a loss for the players.



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