

Buffy the Vampire Slayer: The Game

A game for 2 to 5 players by Bill Sabram, Craig Van Ness, and Rob Daviau.

Condensed rules by Eric Postpischil, <http://edp.org>.

Introduction.

Cards:

- Evil and each Good character has a cardholder which shows which types of cards and how many they may have.
- Good characters keep cards face up. Evil keeps cards secret except as noted.
- The Evil master may also have a face up Artifact card, kept near their holder.
- Each Evil servant may also have a face down Artifact card, kept near their health track.
- **Errata:** The Spell of Evil Summoning card, The Living Flame card, and references to “Garvok” should read:
 - Spell of Evil Summoning: Bring any enemy to you. Choose an enemy. Roll your Majik dice and count Majik symbols. With two symbols, move that enemy to any empty space adjacent to you. Discard after use.
 - The Living Flame: Destroy an Artifact card. Choose an artifact. Roll your Majik dice and count Majik symbols. With (at least) one symbol, destroy an Artifact card in your possession. With two symbols, destroy an Artifact card in an adjacent player’s possession. Discard after use.
 - The Box of “Garvok” in the rules and on an artifact card should be “Gavrok.”

A character is wounded when their health marker is in the pale dots on their health track.

Setup.

Insert four plastic clips from under the board into the four holes and attach the round Phase Chart.

Put the pewter Buffy talisman onto the first New Moon space on the Phase Chart (in clockwise order).

Select player roles. One player plays Evil. Other players play one or more Good characters each.

- With 4 players, one plays both Xander and Willow.
- With 3 players, one plays Xander and Oz, and one plays Buffy and Willow.

Choose an Evil master:

- **The Master.** Evil wins by killing or siring Buffy. Good wins by killing the Master.
 - Use the Master, Spike, Drusilla, and Darla characters and the Mark of the Anointed Artifact card.
- **The Judge.** Evil wins by killing or siring all Good characters. Good wins by destroying the Judge’s arm (with the Living Flame Research card) or killing the Judge (after Evil animates him).
 - Use the Spike, Drusilla, and Vamp X characters and the Judge’s Arm Artifact card.
- **The Mayor.** Evil wins by killing or siring all Good characters. Good wins by destroying the Box of Gavrok (with the Living Flame Research card) or killing the Demon Mayor (after the Mayor ascends).
 - Use the Mayor, Bad Faith, Mr. Trick, and Vamp X characters and the Box of Gavrok Artifact card.
- **Adam.** Evil wins by killing or siring Buffy. Good wins by killing Adam.
 - Use the Adam, Spike, Drusilla, and Vamp X characters and the Power Chip Artifact card.

Put the characters on their start spaces, except the Judge is not in play at the start of the game.

Put a white health token on each Good character’s health track, at full health. (Oz starts at 6.)

Put a black health token on each Evil character’s health track, at their indicated space.

Randomly select 3 non-story Artifact cards, shuffle them with the story card, and tuck one under each board corner.

Separately shuffle each remaining deck (Weapons, Research, Help, and Evil) and tuck it under the Phase Chart.

Evil draws one Evil card, and each Good character draws one card of the type shown on their cardholder.

Play.

Evil’s Turn.

Evil rolls the black die, which determines which Evil characters have turns in this round.

- The large flame represents the master. The small flames represent servants (Evil’s choice).
 - Exception: Until the Judge is animated, Evil does not roll the black die. 3 Evil servants have turns each round.
- Evil may move characters in any order but says which character’s turn it is before rolling the blue Movement dice.
- Sired vampires must move before other servants.
 - The character’s original player rolls the movement dice but has no say in the turn (because they are a slave).

Good’s Turns.

Good characters take their turns in order around the board, clockwise from the Evil characters.

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Turn.

Roll Dice and Adjust Phase Chart (must be done first, even before playing cards).

Roll the blue Movement dice. For each Moon that appears, advance the talisman on the Phase Chart.

- During the New Moon, Evil draws two cards instead of one when on a space with a black dot.
- At the Full Moon, werewolves (Oz and Veruka) transform into their animal state.
 - Flip Oz's cardholder and use the Werewolf Oz characteristics.
 - Put any Artifact Oz was carrying under a corner of Oz's player's choice.
 - Discard all other cards and move Oz's health counter to 15.
 - Oz cannot draw, recover, or use any cards, but he moves up to double the total of the blue Movement dice.
 - When the Full Moon ends, flip the Oz holder, use the Oz characteristics, and move Oz's counter to 6.
 - Veruka transforms just as Oz does except her health counter goes to 13 for werewolf form and 5 for human.
- At Sunrise, all vampires that are outside must run out of the sun (even if Sunrise is passed in one turn).
 - Vampires must take the shortest route. (When tied, Evil may choose.) Each space causes a point of damage.
 - If there is no path, the vampire dies. If a vampire is summoned into sun, it must run inside immediately.
 - While the sun is out, vampires may not go outside.

Play Cards (may be done before any action below and during or after any action except fighting).

Play any number of cards on your turn except as noted, according to the directions on the cards.

- Play at most one Weapon card, and play it before rolling red Fight dice.

Some non-spell Research cards do not have to be discarded after use. Artifact cards may not be discarded.

For a spell, roll the character's yellow Majik dice. The spell succeeds if enough Majik symbols are rolled.

- The Spell of Soul Restoration can make Angelus or a sired vampire Good again.
 - If Angelus' soul is restored, the restoring player controls Angel.
 - Angel can carry an Artifact but no other cards and cannot cast spells. Angel's turn is before Oz's turn.
 - If a sired vampire's soul is restored, they are a Good vampire but can again collect cards and so on.
 - A Good vampire cannot be sired again. A Good vampire is burned by sunlight.

When a servant is summoned, it appears on the Hellmouth space.

Move.

Move any number (including zero) of spaces up to the total on the dice.

- Move orthogonally, not diagonally. Go through allies but not walls or enemies. Do not end on allies.
- Moving from one space adjacent to a marked tunnel to the space on the other side is one space.
- Moving from one sewer cover to another (using an appropriate card) is one space.
- Evil Vampires may not enter a residence (blue background) without an invitation card. (Demons may enter.)
 - Place the played invitation card next to the character's health track. The invitation is good for all residences.
 - Vampires may attack adjacent characters inside the residence even if they cannot enter.
- Good characters may not enter the Hellmouth space.

Draw Cards and/or Attempt to Recover an Artifact and/or Trade Cards (ends movement).

A character stopped on a space with a colored dot may draw a card of that color. (Evil draws 2 during a New Moon.)

- Evil may draw only Evil cards, and Good characters may draw only the other cards.
- When a deck empties, shuffle the discards.
- If a character has no space for the drawn card, it or another card must be discarded immediately.

A character without an Artifact on a corner Artifact space may attempt to recover the Artifact.

- Roll the character's yellow Majik dice. One Majik symbol recovers the Artifact.

The character whose turn it is may give, receive, and trade cards with any adjacent allies.

Fight (may only be last action). (Remember to play at most one Weapon card first.)

Announce which adjacent character you are attacking and roll the attacker's red Fight dice.

- First count the Punches, Kicks, and Jabs. Each does one point of damage (decrease their health token one space).
- If a wooden weapon was used, two Stakes dust an unwounded vampire and one Stake dusts a wounded vampire.
- If a werewolf rolls a Fang, it does one point of damage.
- If a vampire attacks with a Sire a Vampire card, count Fangs.
 - Two Fangs sire an unwounded character (except Oz). One Fang sires a wounded character.

When a character is killed or dusted, they are out of the game.

- If they had an Artifact card, the attacker puts it under any empty board corner. Discard other cards.

When a character is sired, they become a servant of Evil. Flip their cardholder and use their vampire characteristics.

- The new vampire discards all non-Artifact cards and goes to full health.