

Dracula

A 5th Season Scenario for the Buffy the Vampire Slayer Board Game from Hasbro

Dracula, the greatest vampire of all, is in town to face the Slayer and make her his own.

Evil Set-up:

Dracula has 4 fight dice and 4 magic dice. He has 12 life points. Dracula starts on the Vamp X space in the Factory.

Dracula starts with the Three Sisters as minions. Use Spike, Darla, and Drusilla pawns to represent the Sisters. They have 2 fight dice and 1 magic die, as normal vampires do. Start one on Drusilla's start space, one on Spike's, and one on Darla's. The Sisters have eight life points apiece. Dracula is able to summon other minions normally.

Special Artifact:

Dracula has no Story Artifact. Use four regular artifacts instead.

Evil Objective:

Destroy or sire Buffy.

Good Set-up:

Substitute Riley for Oz. Riley has 2 fight dice and one magic die. He has 8 life points, and becomes wounded when reduced to 5 life points. When moving, Riley rolls an extra movement die. When attacking, Riley can choose to spend **one** life point to roll **one** additional attack die. Riley can carry the same number and types of cards as Buffy. Riley starts in the Lowell House elevator, with a weapon card.

Whenever Riley is wounded, he may return to the Adam Start square in the Initiative for treatment. For every turn that Riley remains on this square without moving or fighting, he regains one life point, up to his maximum. (Riley can use Help or Research cards while recuperating.)

Good Objective:

Destroy Dracula.

RESTRICTIONS:

The Riley help card cannot be used in this scenario; if drawn, discard it.

If Dracula is reduced to X life points by normal damage, he is not considered killed and will re-form with 5 life points on his next turn. The Evil player decides where Dracula will re-form; roll his movement dice to determine the maximum distance from the square he was killed that Dracula can be placed on. In the turn he re-forms, Dracula cannot move or attack, but his minions can. If it is daylight, Dracula cannot re-form outside. If his movement dice roll does not allow him to reach cover, he is destroyed. To destroy Dracula, he must be dusted with a wooden weapon or trapped outdoors at sunrise.

Every time Dracula or one of his minions rolls a Moon Phase, he regains one life point, up to his maximum.

In addition to normal vampire-siring abilities, Dracula has the ability to hypnotize humans so that they are under his control. This control lasts until the player rolls a Moon Phase on his movement dice. To hypnotize a human, Dracula must attack and roll fangs according to the rules for siring a vampire. He can do this without a Sire a Vampire card. A human under his control will retain, but cannot use, Help and Research cards. He or she may continue to use Weapon or Artifact cards. A human under Dracula's control should be treated as a sired vampire, except that he or she is still human. Restore Soul cards can be used to break Dracula's control. A hypnotized human can be sired with one fang regardless of his or her Wounded status. Dracula cannot hypnotize a human carrying garlic or the cross weapon.

If all three Sisters surround a male human on three sides, and at least one of them rolls a fang on her attack dice, they may also hypnotize as per the rules for Dracula. All three Sisters do not need to attack for hypnosis to occur.

If an evil character attacks a hypnotized character (e.g., a Siring attempt fails), the hypnosis is broken and the character reverts to its original player's control on his or her next turn.