

A detailed illustration of a Bloodborne Hunter character, seen from the back and slightly to the side. The character wears a dark, ornate coat with a high collar, a spiked helmet, and a mask. A large, ornate crossbow is slung over their right shoulder, and a curved blade is tucked into a scabbard on their left hip. A large, dark, spiky mass, possibly a trophy or a piece of equipment, is attached to the back of the coat. The background is a misty, grey landscape with a large, circular stone structure in the distance. The overall tone is dark and atmospheric.

Bloodborne™

THE CARD GAME

THE HUNTER'S NIGHTMARE

RULES

Welcome to Bloodborne: The Hunter's Nightmare!

This expansion contains new Monsters, Bosses, and Upgrades to add more variety and challenges to your games. It also features two new rules that take the experience to a new level. Death tokens make death even more threatening for Hunters, and Runes make each Hunter focus on different aspects of the game, allowing for new strategies to emerge.

COMPONENTS



38 Hunter Upgrade Cards



12 Rune Cards



17 Chalice Dungeon Cards



8 Final Boss Cards



8 Chalice Dungeon Boss Cards



15 Death Tokens

New Final Bosses

There are 8 new Final Boss cards available in this expansion. They offer more options when choosing which one to play with.

New Chalice Dungeon and Hunter Upgrade Cards

There are new Upgrades, Monsters, and Bosses to add more variety to your gameplay. Simply shuffle them in with the corresponding Core Box cards when preparing the Chalice Dungeon Deck and Upgrade Deck.

Runes

Runesmith Caryll, student of Byrgenwerth, transcribed the inhuman utterings of the Great Ones into what are now called Caryll Runes. By learning to etch these Runes, Hunters attain their wondrous strength.



During Setup, after the Final Boss is chosen, each Hunter is randomly given 2 Rune cards. They choose 1, placing it faceup next to their board, and discard the other. Each Rune represents a different power that the Hunter will have for the entire game. Rune powers are always active, according to their descriptive text.

PLAYING HINT:

When choosing your Rune, pay attention to the Final Boss Effect, since it can influence the effectiveness of each Rune. Also, there are some Runes that work better with different player counts.



Death Tokens

Death is even more threatening in the Hunter's Nightmare expansion, limiting the Trophies a Hunter may accumulate.

During Setup, each Hunter takes a set of 3 Death tokens (1 each of Kin, Humanoids, and Beasts), in addition to the normal Trophy tokens, and places them to the right of the matching Trophy Tracks on their Hunter Board (next to the 8 value).

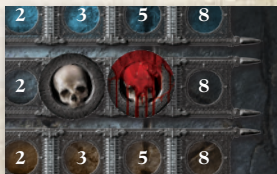
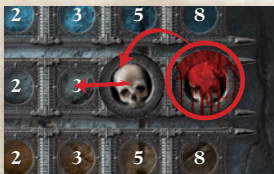


Each time a Hunter is killed by a Monster, that Hunter must move all Death tokens matching that Monster's Types 1 space on their Trophy Track (starting on the highest point value, and going backwards).



Each time a Hunter is killed by another hunter, the killed Hunter chooses any one of their Trophy Tracks to move the Death token.

Trophy values occupied by Death tokens and to their right are no longer available for the rest of the game. If a Death token would be moved to a value occupied by a Trophy token, move the Trophy token back on the track to accommodate the Death token.



ADDITIONAL RULES EXPLANATIONS

Order to apply effects that modify damage

1. Apply all Doubling and Halving effects.
2. Apply all Increasing and Preventing effects.
3. Apply “Maximum of 1 Damage” effects.

Killing Blow

Some effects refer to the Hunter who dealt the Killing Blow to a Monster. The Hunter who dealt the Killing Blow is the one who removed the last Blood Echo from the Monster.

Gatling Gun vs Boom Hammer

The effect of the Gatling Gun deals 3 total Damage to Hunters using the Boom Hammer.

Logarius’ Wheel

During the Transform Weapons Step, players who played Logarius’ Wheel choose, in turn order, if they want to Transform or not. Then, players who chose to do so reveal a new card at the same time as players who played Transform.

CREDITS

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