

# Buffy The Vampire Slayer

## The Collectable Card Game

### Deck Rules:

- 1) You should have a Resource Deck, a Challenge Deck, an essence card, and 0-8 location cards.
- 2) Your Challenge Deck must have exactly 7 challenges. They must all be different; no duplicates.
- 3) Your Resource Deck must have at least 60 cards, no more than 3 copies of any one card, and no challenges or locations. Your main character card is part of your Resource Deck, but your essence card is not.
- 4) Your Resource Deck may not be made up of more than 50% characters or 50% actions.
- 5) All your characters must belong to the same allegiance – good or evil. Your challenges may be mixed.

### Game Setup:

- 1) Shuffle your Challenge Deck, place it face down, and turn the top card face up.
- 2) Simultaneously reveal your main character's essence card and your main character card. Place your main character card on any of your locations (the four spots that have the word "location" facing you).
- 3) Determine who is active first. Villains are active first. If there are no villains, or multiple villains, settle it by any mutually agreeable method (coin flip, rock-paper-scissors, thumb wrestling, Russian roulette, etc.).
- 4) The active player chooses which position the day/night card will start in.
- 5) Players take turns playing location cards on their own locations, active player first. Once a location has a card on it, it cannot be changed. Place unused location cards in the crypt.

### Turn Order:

In each step, the active player gets the first action. Players then take turns until all pass consecutively.

- 1) **Prologue Step:** Play the top card of your Challenge Deck on a location. You cannot play it if a copy of it is in play, or on a location that already has one of your challenges on it. If you can't play it, put it on the bottom of the deck. Turn your next challenge face up. At the end of the step, play events.
- 2) **Draw Step:** Discard any cards you wish from your hand. If you have more than 5 cards you must discard down to 5. Then draw until you have 5 cards.
- 3) **Refresh Step:** Refresh all your fatigued cards.
- 4) **Movement Step:** Move your characters from location to location. Vampires get two moves per turn at night but get no moves by day; others may move once each turn. Characters may move between Sunnydale Park and any location; if a character moves from Sunnydale Park to an opponent's location, it fatigues.
- 5) **Resource Step:** Play characters, skills, or items; ascend characters; swap items; resurrect the main character.
- 6) **Conflict Step:** Use your characters to attack opponents' characters or attempt challenges.
- 7) **End Step:** Rotate the day/night card. The player to the active player's left now becomes the active player.

Each fight or challenge consists of these steps: **choose** participating characters, **draw** cards (5 each in a fight, challenger 5 and defender 3 in a challenge), **battle** ("set aside" cards into talent stacks until both players pass), **resolve** the fight or challenge (determine the outcome, discard the loser in a fight, assign destiny points, and fatigue the attacker or challengers), and **discard** cards (down to 5 cards each).

Fatigue (rotate) a character when it learns a skill, during the resolve step of a fight in which it was the attacker, during the resolve step of a challenge in which it participated, when it moves from Sunnydale Park to an opponent's location, or when it steps in as a "stunt double". Stunt doubles fatigue immediately when they step in. Fatigued characters are -1 to all talents and may not attack, participate in challenges, move using normal movement, learn skills, or do anything that would require them to fatigue.