Sangvis Venenatvs

Rulebook

Sangvis Venenatvs

A game by Etienne Lullien

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1. Introduction

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*Welcome to "**Sanguis Venenatus**" a game that transports you to the grim and perilous year of 1348. As Europe grapples with the devastating **Black Plague**, a new darkness emerges from the shadows – the age-old vampires have seized this moment of chaos to stake their claim on a city ravaged by disease. Those who were to be remembered as the four **Horsemen of the Apocalypse** will show no mercy until they receive what they want.*

In this board game, you will step into the dual roles of a vampire lord or lady and their loyal human servants. As the plague tightens its grip on the city, you must navigate a treacherous landscape of cunning tactics, and calculated risks to expand your dominion over the beleaguered population.

The stakes are high – not only for you as the player, but for the very fate of the city itself, as its former ruler, the beloved prince Goldreg, has gone missing for weeks.

Will you be the salvation that guides the people through this dark time, or will you exploit their fear and suffering for your own insatiable thirst?

Every decision you make, every life you take, will shape the destiny of the city and its inhabitants. Immerse yourself in a brutal medieval world, where the desperation of the people is palpable, as well as their desire for justice and freedom.

As night falls over the city and the plague's toll rises, the only certainty is that your reign will be everlasting – but will it be one of benevolence or malevolence? The fate of the city is yours to decide !

The game :

As a player, you will assume the role of one of **four vampires** striving to **gain control of the city**. The game begins as your **vampire arrives** at the city gate accompanied by their **human servants**.

The **goal** of the game is to **score the most victory points over the course of 5 rounds and so become the new ruler of the city.**

Defeat other vampires in combat or hunt their servants down at night. Help the population by fighting the plague with them or subdue them until they cower in fear. Gather militias and weapons to construct controlling barracks across the four districts of the city, or utilize the power of gold to buy the silence of their frail and cowardly masters.

Many more options await you in "**Sanguis Venenatus**".

A game about an unknown city in agony.
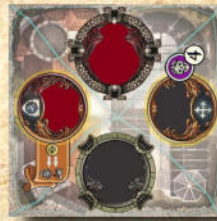*Its fall.*
And how it rises
from the ashes.

4 big board tiles

1 small board tile

4 district tracks

1 victory points track

1 attack die

1 defense die

4 vampire sheets

Nightbunter

Nightbunter

Siegfried - War

› Servants :
  *Reinforced Barracks : When you build a Barrack, you may pay one additional Militia to gain a additional Victory Point.

› Activation :
  *Supernatural Speed : Once per Activation, you may pay 1 Blood to gain 1 additional Action Point (you may not use this ability if you have less than 3 Blood).
  *Blessing of Kratte : Once per Combat, you may reroll your Die. You must use the second result.

› Combat (Preparation Phase) :
  *Tacticism : Gain +1 Strike or Block for each Militia in your reserve (for a maximal total of 3).

5 soul tokens

8 infection markers

4 blood and 4 popularity markers

30 intrigue cards

Political Manoeuvre
During the Activation of your Vampire,
If your Vampire is on the Castle/a Cavern.

Pay up to 3 Gold to move as many
of your Corrupted Nobles from one
single Corruption Crack to other distinct
Corruption Cracks with available spaces.

Gain 1 Popularity for each Gold paid.
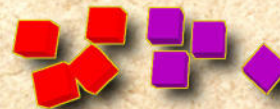
4 resource tracks

16 resource markers

16 destruction tokens

16 event cards

Beloved or strong ?

The Plague spreads.
The black death expands her ravages above the city once again.

8 event tokens

20 servant cards

Noble
Once per activation : The Noble can use
a fine Corruption Action

16 miniatures

Kublai - *Plague* **Persephone - *Death*** **Siegfried - *War*** **Cassandra - *Famine***

12 servants (3 poses (1/2/3) in each colour)

4 victory point markers
(in each colour)

16 influence markers
(4x in each colour)

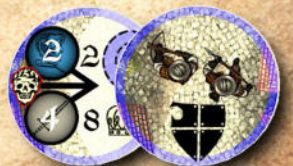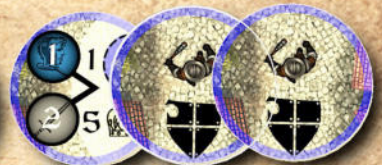**32 corrupted noble tokens**
(8x in each colour)

1 first player token

24 barrack tokens
(3x level 1 + 2x level 2 + 1x level 3 in each colour)

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3. Key concepts of the game

3.1 **The board** *The city*

3.1.1 The fields

The board is divided into **60 fields** defined by **white and red outlines**. In each field is a **circle** around and in which you find game relevant informations.

> Placing a token : If you have to **place a token** on an field, place the token **on the circle**, covering all informations inside of the ring.
> Connected : Two fields count as **connected** if they share one **white border**. There is one exception to this rule on the central tile. **All four fields of the central tile are connected to each other.**
> Adjacent : Two fields count as **adjacent** if they share one **border of any colour**. Thus connected fields are also adjacent to each other.

Example :

The field with the yellow servant is connected to the fields A, B, C and E as they share a white border with it.

It is adjacent to field F as they only share a red border.

But it is neither adjacent nor connected to field D as it only shares an edge with it.

3.1.2 The types of fields

Most of the fields are **empty fields** (20x) or **populated fields** (16x). The **number of white figures** in a populated field is its **population**. These fields are respectively used by servants (*Day phase - Build barracks*) and by vampires (*Night phase - Drink*). The vast majority of the **other fields** is divided into **two categories** :

> Production fields : Production fields are used only by **servants** to produce resources (*Produce*).

> Special fields : Special fields are used only by **vampires.** (*Use special fields / Combat*)

3x Tavern   **1x Castle**   **4x Cemetery**

3.1.3 The symbols

The informations on the board can be in the circles or on the ring.

Servant defense (*Attack a servant*)

Vampire defense (*Combat*)

This symbol combines the last two effects

Holy ground : stops vampires (*Night phase - Move*)

Sewers / Catacombs
(*Day phase/Night phase - Move*)

Sanctuary (*Dawn - Event step*)

3.2 The districts

3.2.1 The fields of a district

The board represents a medieval city. The city is **divided into 4 districts** by the diagonal lines of the board.

There are **15 fields** in a district. In each district you will find :

A - 1 **city gate** (starting field - spawn location of servants)
B - 2 **main production fields** (1 **Guild** and 1 **Forge**)
C - 1 **cemetery** (spawn location of vampires)
D - 3 fields marked with **roman numbers**. These numbers are used for several effects including plague propagation.
E - In some districts you will find **permanent infected** fields marked with a ☠️ .

3.2.2 The district tracks

At the start of the game **district tracks** are placed around the board (*Setup*), with one district track adjacent to each district. They are used to track the **influence** of the players in each district (*Twilight - Control*) as well as the number of nobles they have **corrupted** in them.

On each district track you will find a **corruption track (A)** and an **influence track (B)**.

A : During the game, corrupted noble tokens are placed on the spots marked with **crowns**. The small **numbers** placed over the track indicate the **maximal amount of corrupted noble** tokens that can be placed on the track during the game, depending on the player count :
2 players = max 4 / 3 payers = max 6 / 4 players = max 8.

B : When you gain influence in a district, move your influence marker on the influence track. If your influence marker reaches a number with one or more **other markers, place yours on top of the pile**.

If you have reached **8 influence** and would gain more, then gain **1 victory point for each additional influence** instead and if there are other markers on the spot, place your on top of the pile.

3.3 The resources

Many mecanics of the game rely on the use of resources.
Here is a list of all **resources** of the game with their associated **symbols** and where to find them:

Gold (Resource track)
Militia (Resource track)
Blood (Vampire sheet)
Influence (District track)
Intrigue card (Player's hand)
Bread (Resource track)
Equipment (Resource track)
Popularity (Vampire sheet)
Victory points (Victory point track)

3.4 Lockdown ! *The Plague takes over everything and the people barricade themselves.*

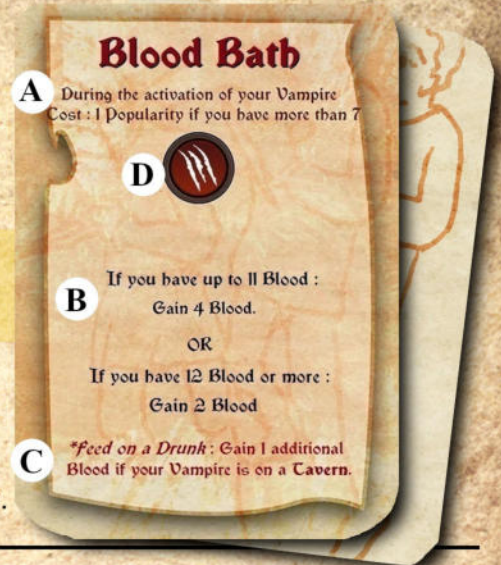When you have placed the **last destruction token** (blood or plague) on the board, **the city is on lockdown** !

Effects of the lockdown - Until one or more destruction tokens are put back in the destruction pile :

> **Ignore instructions** asking to **place new destruction tokens** on the board.
> Vampires can **only** use the action **drink on fields with blood tokens** on them.

3.5 Intrigue Cards

> Intrigue cards can be gained during the game through different effects.
> When you gain an intrigue card, draw it from the intrigue deck (*Setup*) and add it to your hand. If there are no cards in the intrigue deck, shuffle the discard pile to form a new deck and draw one.
> **Hand limit** : your maximum hand size is **3 intrigue cards**. When you draw one or more intrigue cards and then have more than 3 cards in your hand, you must immediately discard cards until you have three.
> When you play an intrigue card, you should first check its cost and condition **A** , then apply its effects. **B** They may be additional effects indicated at the bottom of the card. **C** Discard it face up to the discard pile next to the intrigue deck.
> Intrigue cards can be used for their symbol **D** during combat (*Combat*).

Blood Bath

A During the activation of your Vampire
Cost : 1 Popularity if you have more than 7

D

B If you have up to 11 Blood :
Gain 4 Blood.

OR

If you have 12 Blood or more :
Gain 2 Blood

C *feed on a Drunk* : Gain 1 additional Blood if your Vampire is on a **Tavern**.

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4. Characters : Servants and vampires

4.1 Servants

4.1.1 Servant cards and defense

The abilities and own defense of servants are given on their servant cards. Servant cards are read as follows :

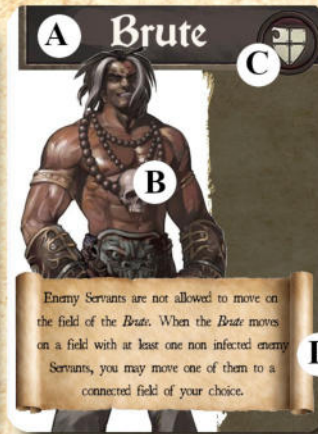**A** – **Name** of the servant.
B – **Illustration** of the servant.
C – **Defense** of the servant.
- (1) *Medicus* has no defense.
- (2) *Brute* has 1 defense.
- (3) *Merchant* has 1 defense when there are on a Forge or a Guild.

Servants can have an own defense from 0 to 2.

D – **Special ability** of the servant.

A Medicus **C**
B
D Once per activation : The *Medicus* may use the *Burn the Plague Action* for free. The *Medicus* does not lose one *Action Point*, when he becomes infected for the first time.

A Brute **C**
B
D Enemy Servants are not allowed to move on the field of the *Brute*. When the *Brute* moves on a field with at least one non infected enemy Servants, you may move one of them to a connected field of your choice.

A Merchant **C**
On *Forges* and on *Guilds*
B
D At the start of the activation of the *Merchant* : You may exchange one of the following resources **Bread**, **Gold** or **Equipment** against another one of the same list.

4.1.2 Servants and plague

When a servant **moves** on an **infected field** (a **field with a plague token** on it or a **permanent infected field**), or when a **plague token is placed** on the field of a servant, this **servant becomes infected** :

> If they have no infection marker on their card : The player who controls the servant **places an infection marker** on the servant's card. **A servant with an infection marker on their card has 3 action points** at the start of their activation instead of 4.
> If they already have an infection marker on their card : **The servant dies** (*Death of a servant*). If a servant dies during their own activation, they may finish their whole activation before being removed from the board and move through infected fields without penality.

4.1.3 Death of a servant

When your servant dies, resolve the following steps in order :

> **Lose 1 influence point** in a district of your choice in which you have influence OR **1 victory point**. If you have neither influence nor victory points, nothing happens.
> Remove any marker from the corresponding **servant card** and **flip** it to its other side, so that the abilities of the servant are no longer visible. This servant will be **unavailable** in the resurrection of servants step as long as their card remaines flipped. It you already have dead a servant, flip the card of the servant who was already dead back up, this servant is now available.
> Take the corresponding servant miniature from the board and place it on the flipped card.

Note : If **two servants would die simultaneously**, the controlling player **only flips one** of the two servant cards to its unavailable side (they choose which one).

4.2 Vampires

4.2.1 Vampire sheet

Each vampire has a vampire sheet with one *Nighthunter* side and one asymmetrical side (*Plague, War, Death* and *Famine*). On the sheet you will find the following informations :

A – Name of the vampire
B – Illustration of the vampire
C – Special abilities
D – Blood track
E – Popularity track

D : The blood level represents the *energy* of the vampire as well as their *health*.

The **red** numbers with a **heart symbol** mark the **health points** of the vampire. When the vampire takes wound, you must move the blood tracker to the next lowest red number for each wound taken.

If you reach **20 blood**, you gain **1 victory point for each blood** you would **gain above 20** and then **lose** as many **blood.**

Example :
Blue vampire is at 19 blood and drinks, gaining 4 blood. They gain 1 to reach 20 blood and the blue player gains 3 victory points and their vampire loses 3 blood, bringing them back to 20 - 3 = 17 blood.

E : The popularity levels represents the overall *charisma* of the vampire among the population of the city. The lowest the popularity the more evil the vampire is.

–1♡ If you are at 0 popularity and you must lose popularity, receive 1 wound for each popularity you would lose (with exception of the vampire *War*, who loses 1 blood instead).

+1👑 If you reach **15 popularity**, you will gain **1 victory point** for each popularity you would **gain above 15**.

4.2.2 Defeat of a vampire

A **vampire is defeated** if at any point of the game, their **blood marker reaches 0** on their blood track.

If your vampire is defeated, immediatly resolve the following steps before resuming the game.
Exception : if it happens during the reward step, finish the step before resolving the defeat of the vampire.

> Lose **3 victory points** or **influence points** from any city districts of your choice in which you have influence (**in any combinaison**). If you have neither influence or victory points, nothing happens.

> Place your vampire miniature on your vampire Sheet.

> Reset the **blood** of your vampire **at 8**.

At the start of your next vampire activation or at the start of the next twilight phase, if you already activated your vampire this round, place your vampire on a **cemetery** of your choice.