



CHESTS (C, R, UR)



KEY



FLASHLIGHT (C, UR)



TOOLBOX (C, R, UR)



DEVOUR HOPE



BLOOD WARDEN



THIRD SEA



LULIBY



NO ONE ESCAPES DEATH



(TILE BACK IF

NEEDED)



HEALTHY

STATE



INJURED

STATE



DYING

STATE



NURSE



HUNTRESS



HILLBILLY



NEA



MEG



DWIGHT



CLAUDETTE



ACE



GENERATOR



HOOK



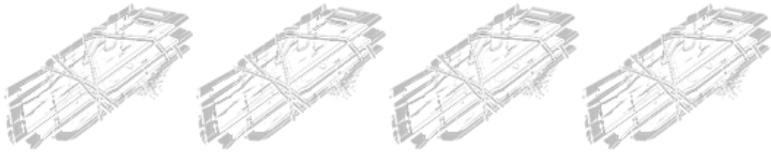
CHEST



HATCH



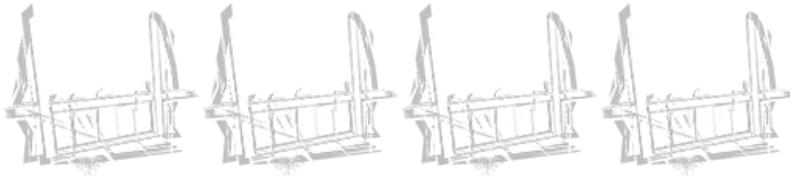
EXIT GATE (takes up 3 spots each)



PALLET



TOTEM (The second will be used in the TEACHABLES update)



WINDOW

For custom maps, download printable 1" grid paper from: <https://www.woojr.com/printable-graph-paper-and-grid-paper/1-inch-grid-paper/>

I created this game because of my passion for Dead by Daylight. I created this game to be enjoyed by fans of Dead by Daylight. If you feel it needs improving, please feel free to add house rules and adjust rules as you see fit.

PRINT ABOVE PAGES AND USE PROVIDED OR CUSTOM MAP WITH 1" SPACES

### ***Setup***

**\*RULE OF 6-ALL TOKENS MUST BE PLACED 6 OR MORE TILES AWAY FROM TOKENS OF THE SAME VARIETY\* Exception-Windows**

Decide which side of the map will be the killer side (the shorter sides will be used as the baselines unless the map is square)

Alternate between the killer and the survivors placing generator tokens on the map, beginning with the survivor. Survivors place generators on the killer's half of the map and killers place generator tokens on the survivor's half of the map. Use the Rule of 6. If there is an odd number of rows, the middle row is considered to be on both halves of the map.

Using the Rule of 6, the killer places 4 hooks, then survivors place the remaining 3 hooks.

The killer places 4 windows on the map. They may not be placed within 2 tiles of a doorway or window on the same wall edge.

Survivors place 4 pallet tokens anywhere on the board between 2 walls or pieces of terrain using the Rule of 6.

The killer begins anywhere along the killer's baseline. The survivors place two survivor models on the survivor's baseline. The killer then places the remaining 2 survivors anywhere along the middle 3 or 4 rows (3 if there are an odd number of rows, 4 if there is an even number of rows)

### ***Gameplay***

Survivors repair generators to power exit gates and ultimately escape. Killers attempt to sacrifice all survivors.

Survivors take 1 action each, in any order, then the killer takes one action. Repeat until the game ends.

Survivors have a base of 3 movement and 1 action die each turn unless otherwise stated. Killers have a base of 3 movement and 3 action dice each turn unless otherwise stated. Action dice may be used for additional movement, each one providing an extra bonus of 1d3 tiles (See Sprint and Hunt actions). Movement may only occur between adjacent tiles (see special rules). Models block movement and may not share the same tile at any time unless otherwise stated.

## ***Survivor Actions***

**Sprint** -Roll a d3 action die and add the result to the survivor's base movement for this action. Survivors are not hindered by windows and may drop any pallet they pass to block the path.

**Repair**-A survivor may not move and repair in the same turn. Make a skill check on an adjacent generator (roll 1d6). On a 1 the generator regresses 2 points. On a 6+ the generator repairs 2 points. On a 2-5 the generator repairs 1 point. A generator must have a total of 10 repair points to activate

**Heal injured survivor**-To take a healing action, both involved survivors must use their action dice to complete this action. Make a skill check (d6) If a 1 is NOT rolled, the survivor will heal at the beginning of the following turn and may continue that turn as normal.

**Heal a dying survivor**-the healing survivor must use their action die to complete this action. The No skill check is required. The dying survivor will be healed at the beginning of their next turn and may continue that turn as normal.

**Rescue**-A survivor may use their action die to unhook another survivor.

**Attempt to escape a hook**-roll 2d6. If the results are a double, place the survivors model adjacent to the hook and they may take their turn, but may only spend their turn moving (No healing, searching, or repair a generator).

**Crawl**-This action can only be used by dying survivors and is the only action a dying survivor can do. Gain 1 tile of movement. Dying survivors have a base of 0 movement.

## ***Killer Actions*** (may take as many as they want as long as action dice are available)

**Hunt**-Move an additional d3 tiles per action die rolled

**Vault**-Use 1 action die (must be spent BEFORE movement is rolled). Killer can travel to an adjacent tile on the other side of a window this turn.

**Kick**-Spend 2 action dice (BEFORE movement) to discard an adjacent dropped pallet or regress an adjacent generator by 1.

**Attack**-Set aside x action dice (set aside BEFORE movement, but do not roll them until AFTER movement). If a killer is adjacent to a survivor after their movement is resolved, they may roll to attack. On a 4+ they hit the survivor, putting them in an injured state (if they were healthy) or dying state (if they were injured). If the survivor is on the opposite side of a window, the killer can still attempt to hit, but they will only hit on a 5+. Survivors hit by a successful attack take an immediate free Sprint action (which includes their base of 3 movement). During this free move action, the survivor may move through the killer's model as if it did not block them.

**Pick up**-spend ALL action dice (before taking any other action) to pick up a survivor. This does not take away the killer's base movement of 3 tiles.

**Carry**-A killer is reduced to 1 action die while carrying a survivor. They may still take the attack or hunt actions. They may NOT take the vault or kick actions. A survivor that has been carried for 2 consecutive killer turns (this does not include the turn they were picked up) escapes on their turn and may perform a Sprint Action. There is intentionally no mechanic to drop a survivor in this game.

**Hook**-A killer may automatically hook a survivor when they enter a tile adjacent to a hook unless they picked up the survivor that same turn. If a killer starts their turn adjacent to a hook while carrying a survivor, they may hook the survivor and continue their turn, but are reduced to 1 action die.

## ***THE CHASE!***

If a killer starts their turn 6 or fewer tiles from a survivor they are considered in the chase and receive an extra action die for the turn.

Survivors that start their turn 6 or fewer tiles from the killer are considered in the chase and roll an extra "chase die" when taking the sprint action. If the chase die rolls a 6 the chase drops and the killer is not considered to be in the chase their next turn regardless of how many tiles they are from a survivor. If the results are not a 6, they are ignored. NOTE: THIS DIE ROLL DOES NOT ADD ANY MOVEMENT TO THE SURVIVOR. This die roll is to represent the survivor evading the killer through terrain usage, juking, or other means. Multiple survivors can make this roll against the killer, but only 1 survivor must roll a 6 drop the chase.

Survivors on hooks or in the dying state cannot be in the chase and do not count when determining if the killer is in the chase.

## ***Ending the Game***

Once 5 of the 7 Generators have been completed, the exit gates are powered. Roll to determine on which edge the exit gates appear. It is recommended to assign each map edge a number 1-4 and reroll 5 and 6. Roll to spawn 2 exit gates, each on a different map edge. Position the exit gates on the map edge as close to the center of the edge as possible. Exit gate takes up 3 tiles. If terrain or walls block the exit gate spawn, shift the exit gates until all tiles are tiles are accessible. If players are unable to agree on the appropriate spawn based on these criteria, the killer decides. A survivor can attempt to open an exit gate by spending a full turn (the turn may NOT include movement) on one of the exit gate tiles. Once 3 total rounds (they do not have to be consecutive) have been spent with survivors attempting to open the exit gate, it opens. The number of survivors on the exit gate each turn does not matter; it will still take 3 total rounds to open the gate. Dying survivors may not open gates. Survivors must spend one point of movement from any opened exit gate tile to escape.

If all but one survivor has been killed, the hatch spawns. Roll as if to determine where 1 exit gate would spawn and place a hatch token 4 tiles directly toward the center of the map from this

exit gate ignoring walls and terrain. If the tile is inaccessible for any reason, the hatch is relocated as close to the initial position as possible. If there is a tie for valid possible locations, the survivor makes the final decision. A survivor must occupy the hatch tile and spend 1 additional point of movement to escape.

### ***Special Rules***

**Measuring**-When measuring distance, only adjacent tiles are counted. Two generators may be in tiles next to each other separated by a wall, but may still be 6 or more tiles away because walls block adjacency.

**Adjacency**-Tiles are considered adjacent if they are touching corners or sides that are not hindered by a wall. Tiles containing generators, hooks, certain terrain pieces, and chests may not be moved onto, but diagonal tiles that share a corner with each other and tiles containing these objects are considered adjacent. Walls block all adjacency, so tiles that share a corner that is a wall are not considered adjacent. If a survivor or killer wants to move around the corner of a wall, they may not do so by moving diagonally. This means, in the case of a window, only the two tiles that share the side with the window are considered adjacent.

**Pallets**- It takes one additional movement point to go across a dropped pallet. If the pallet is on the same tile as a killer, move the killer to any adjacent tile and continue without the movement penalty for passing a dropped pallet. This is the only case in which a survivor may drop a pallet when they have not actually passed through the same tile as the pallet.

## ***ADVANCED RULES***

I recommend playing the game once without these rules before adding them in. This section of the game is still under development and may not be entirely balanced.

***Character Abilities*** (More characters coming in future rule expansions. Wraith=stealth rules)

Meg-extra movement die when she is hit

Claudette-spend 2 consecutive turns to self care from the injured state (may not move)

Dwight- allies within 3 tiles receive +1 to repair skill checks.

Nea+1 to all chase rolls

Ace-looks at 2 cards and chooses one when drawing an item, then shuffles the item deck.

Huntress-can make an attack roll, subtracting one from the result, against a survivor in a straight line from her. Normal attacking rules apply.

Nurse- has a base movement of 2, but may move through pallets and windows without spending any action dice.

Hillbilly-may use one die used in movement to also make an attack (reroll the die after resolving movement during the attack action).

## ***Chests and Totems***

At the beginning of the game, after all other set up is done, using the rule of 6 the survivors place 1 chest on the killers side and the killer places 2 chests on the survivor side. Shuffle a brown and a yellow medkit, brown and yellow toolbox, dull key, and yellow flashlight to form the item deck and place it facedown. Then, shuffle 1 random Ultra Rare item into the item deck as well.

**SEARCH**-Survivors may take a full turn (without moving) to search an adjacent chest.

**DROP/TAKE ITEM**-Survivors may drop or pick up dropped items for 1 action die.

**CLEANSE**-A survivor may cleanse an adjacent hex totem by spending a full turn (without moving) to take this action.

The numbers in parenthesis in the following item descriptions represent rarity and are listed in ascending order. Ex. Discard this item after (1,2,3) uses means that the 1 refers to the lowest rarity variant while 3 refers to the uses of the ultra rare variant.

**Medkit**-Survivor may take the heal injured survivor action on themselves (1,2,3) times

**Toolbox**-Roll a second die when repairing a generator. Take the higher of the two results. Discard after (5,6,8) uses

**Key**-Discard to spawn the hatch when 2 survivors are left. The survivor that discarded this card may escape through the hatch. The last survivor may not escape through the hatch until the following round. (No ultra rare variant)

**Flashlight**-Make a skill check while within 3 spaces of the killer when they are carrying a survivor. On a 5+ the survivor is dropped by the killer at an injured state and may make an immediate movement, but may not take an action this turn except Sprint. Discard after (3,4) attempts.

After chests are placed, the killer places 1 dull totem anywhere on the board at least 4 spaces away from the baselines (short edges of the board where the killer and 2 survivor spawn). Dull totems may not be cleansed. Dull totems become Hex totems when the killer reveals their hex card. The killer THEN draws a random hex card and places it facedown.

### ***HEX TOTEMS***

**No One Escapes Death**-Reveal this card after the exit gates are powered and a survivor takes a hit. Any survivor that takes a hit immediately drops into the dying state. This ability lasts until the hex totem is destroyed.

**Huntress's Lullaby**-Reveal this when the first survivor is hooked. Any survivor that is hit (including the survivor on the hook) must roll 2 dice when they take the repair action. They use the lowest of the results instead of the highest. If they are using a toolbox, they may expend 1 charge of the item to negate this affect for their action, but do not get to roll an extra die. This lasts until the hex totem is destroyed.

**Devour Hope**-Survivors may MORI (kill) dying survivors at the cost of all action dice. This is only revealed and activated once all 4 survivors have been hooked at least once. This lasts until the hex totem is destroyed.

**Third Seal**-Reveal this card when the exit gates are powered. The killer secretly rolls and set aside the exit gate spawn rolls out of view of the survivors. Once a survivor is adjacent to where the exit gate should have spawned, the killer reveals that die and places the exit gate token on the map. This lasts until the hex totem is destroyed.

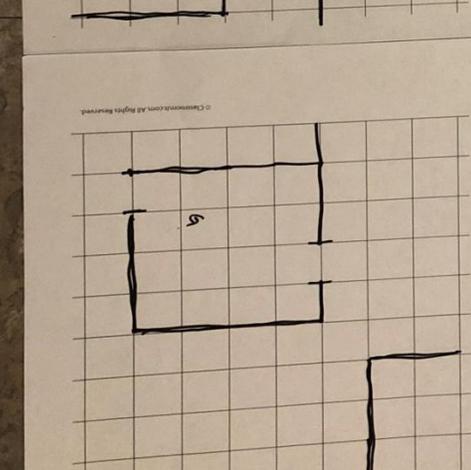
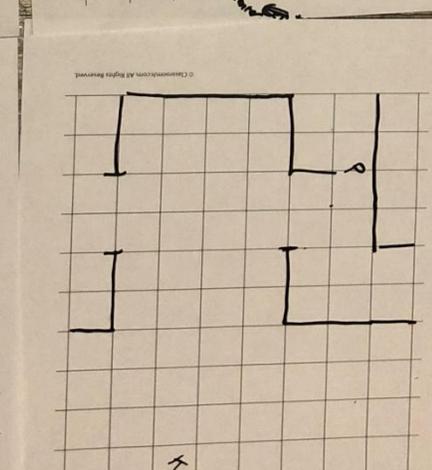
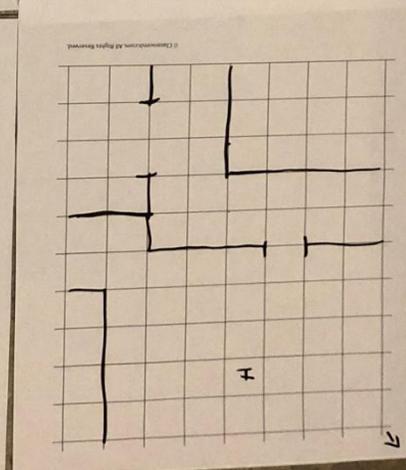
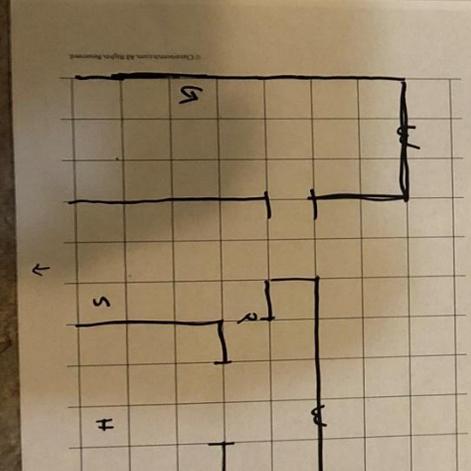
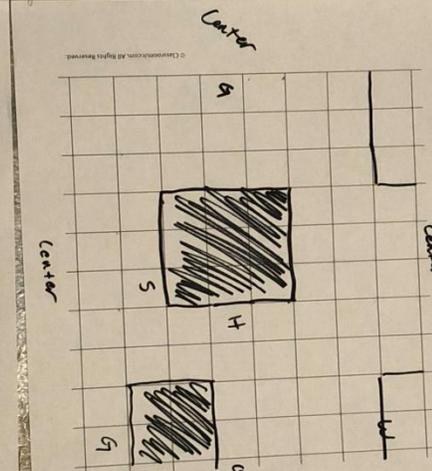
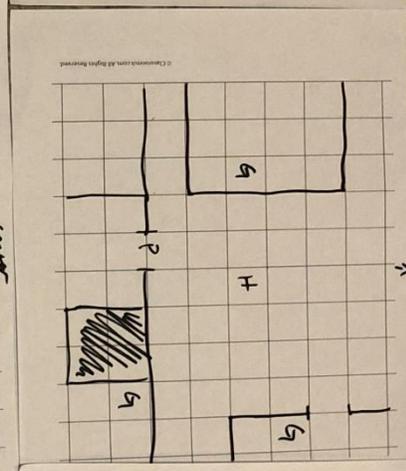
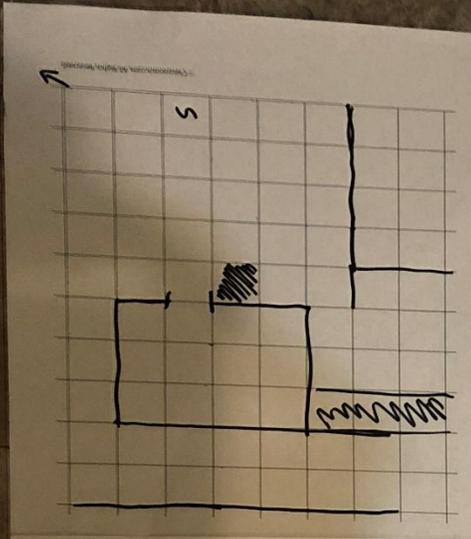
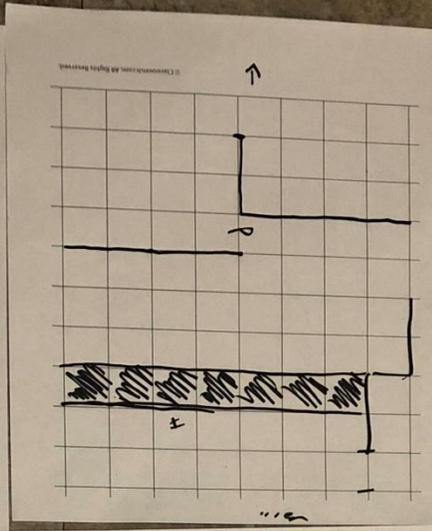
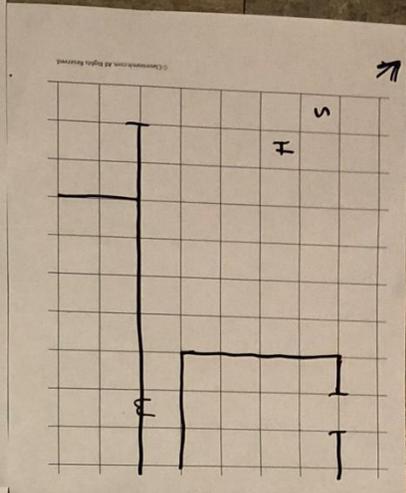
**Blood Warden** (I realize this isn't a hex perk in the game)-reroll gates after hooking a survivor when the gates are opened. They respawn closed, even if they spawn in the same locations. This ability may only be used once and does not activate the dull totem.

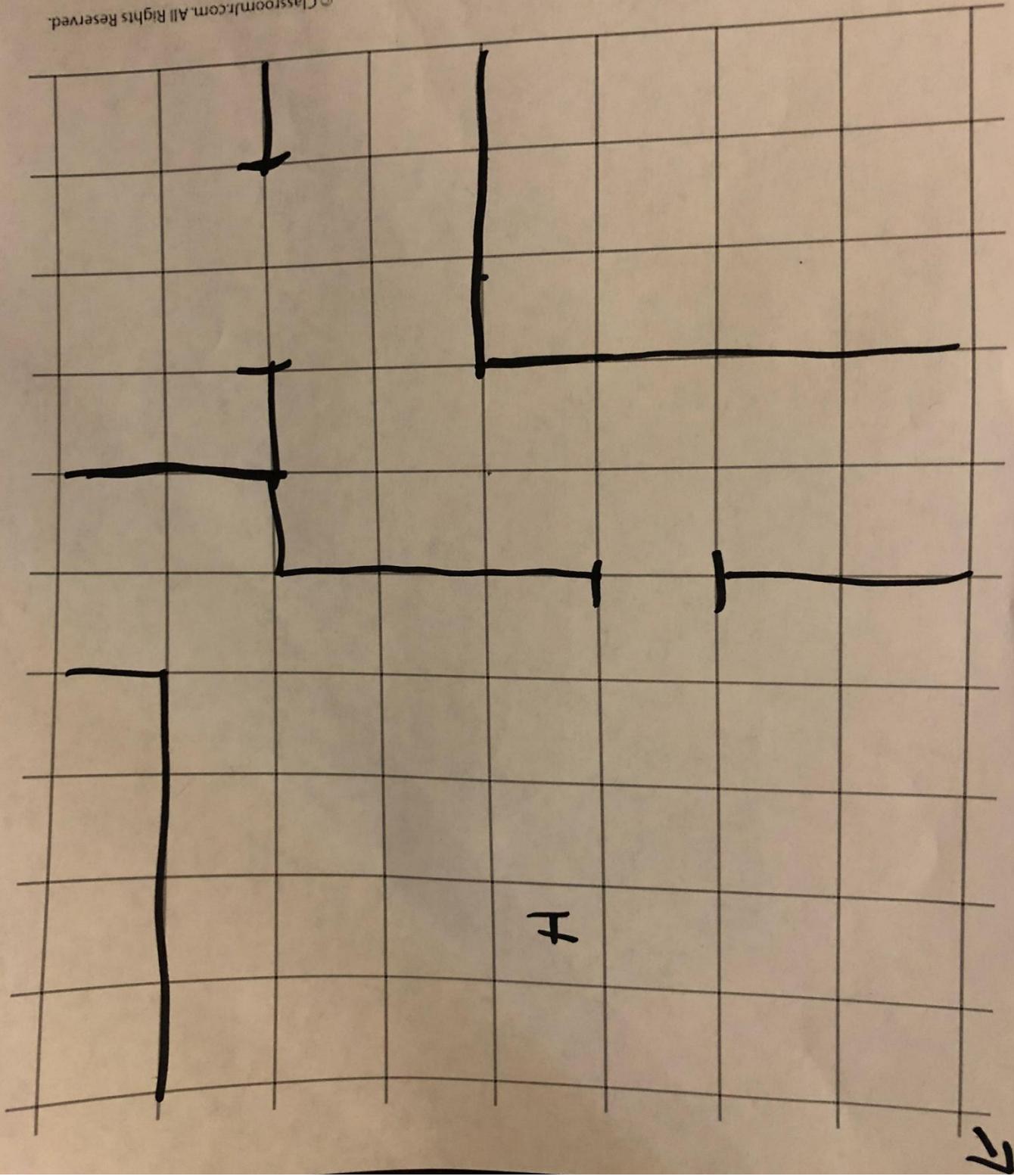
### **Map Instructions**

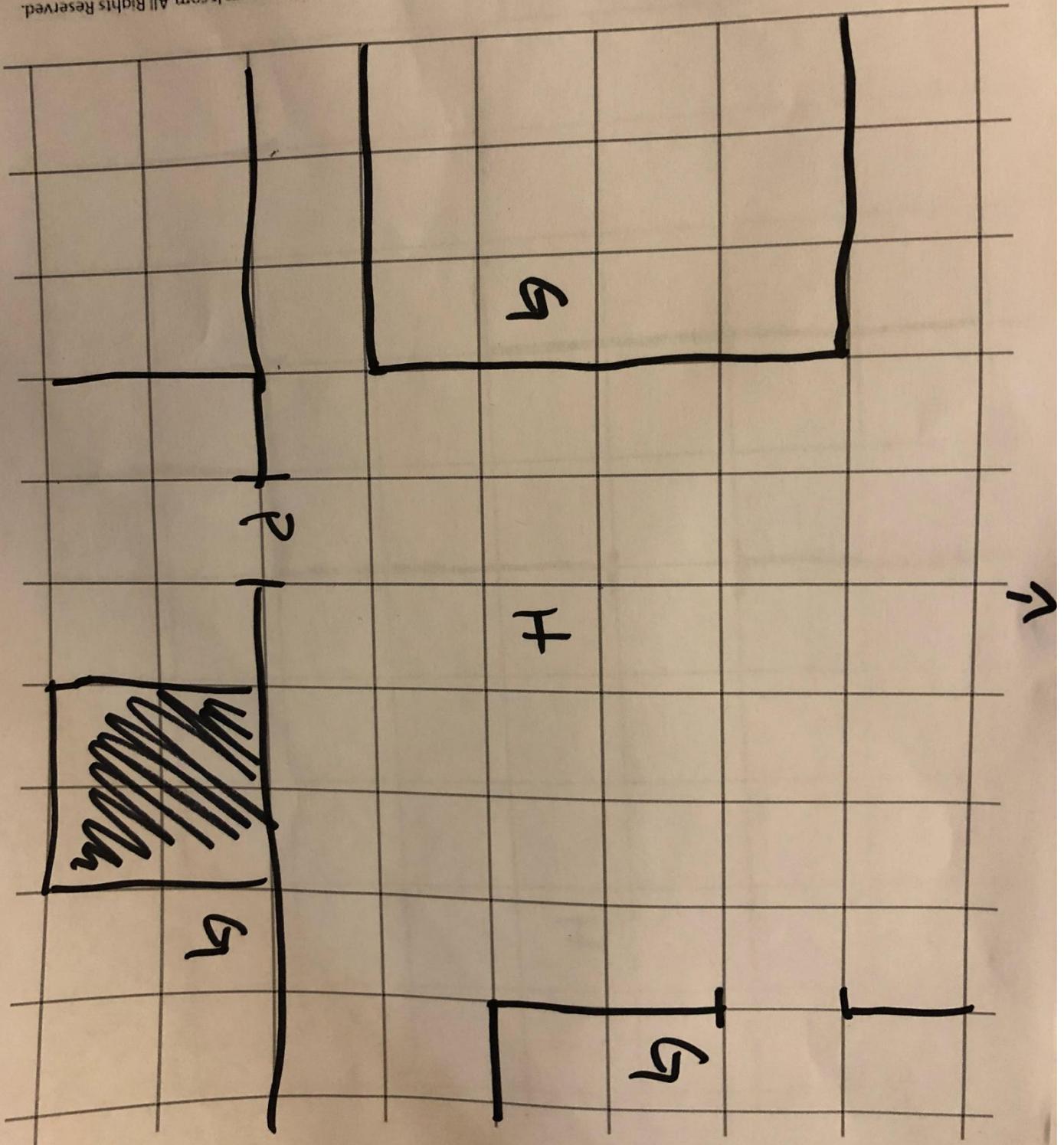
Each arrow points outward in the direction that the map tile should be placed from the center tile.

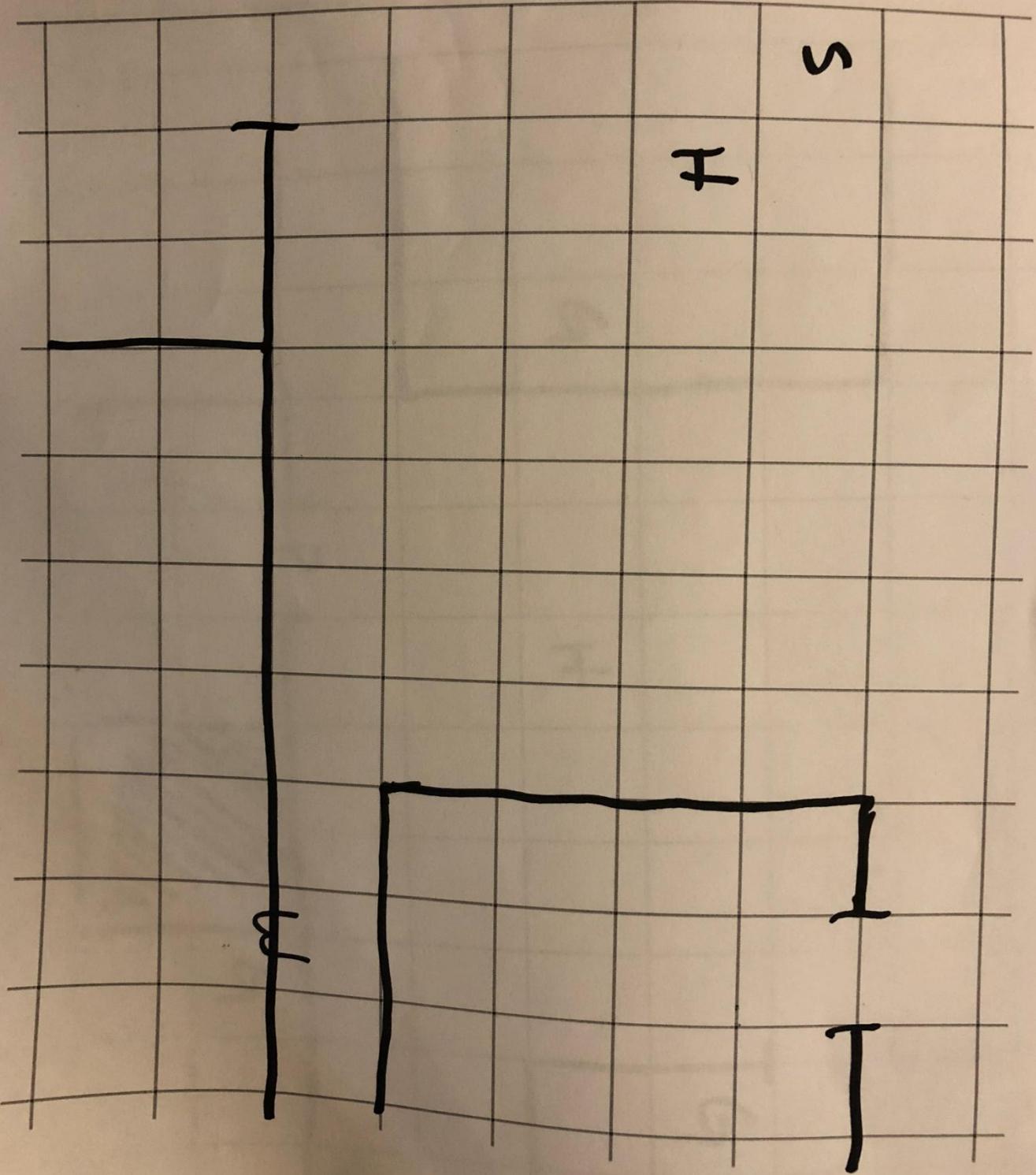
For your first game you may use the suggested token placements if you prefer. H=hook, G=generator, W=window, P=pallet. Feel free to create your own maps and change the sizes, etc. I highly recommend Heroclix maps for a more colorful option.

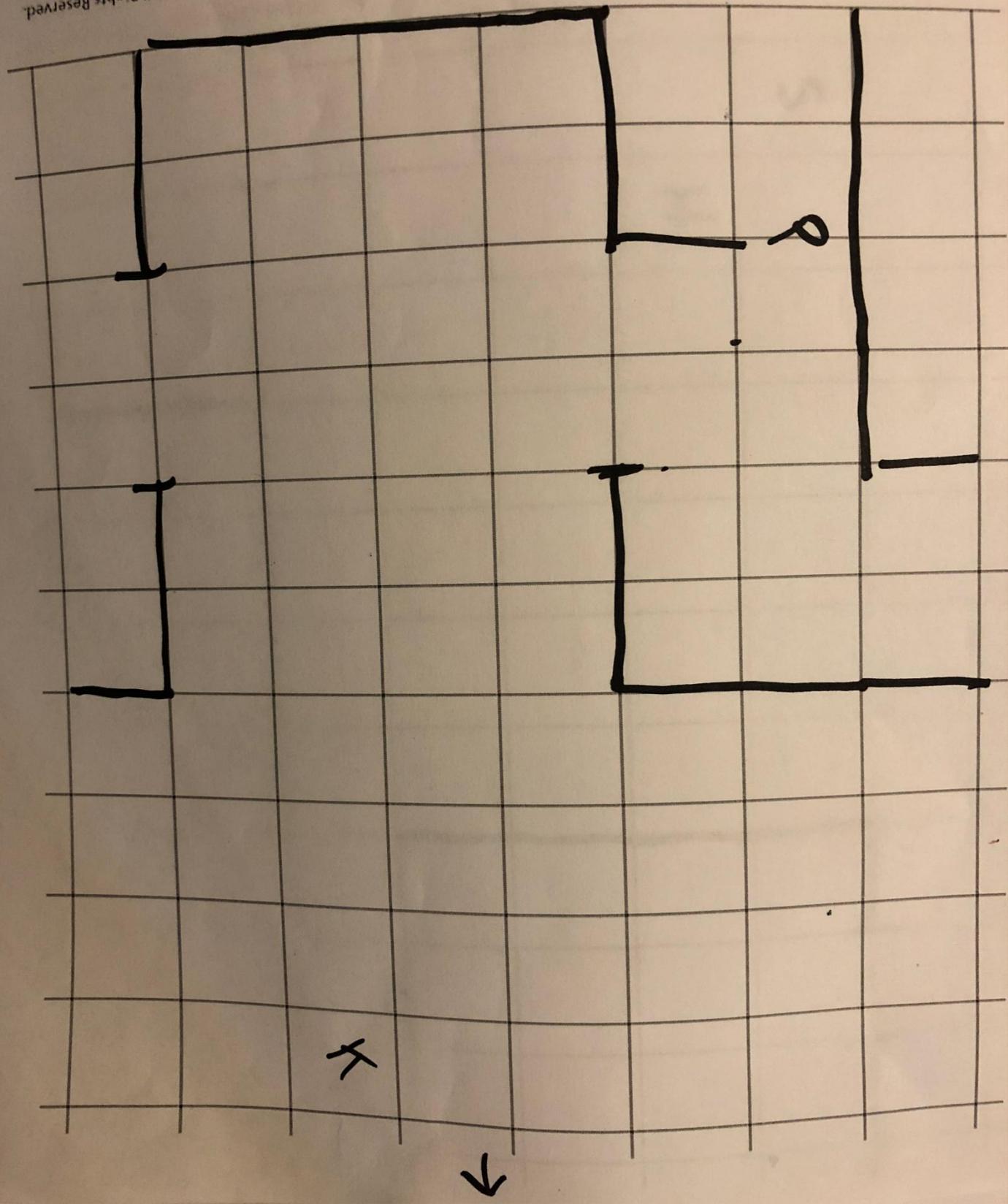
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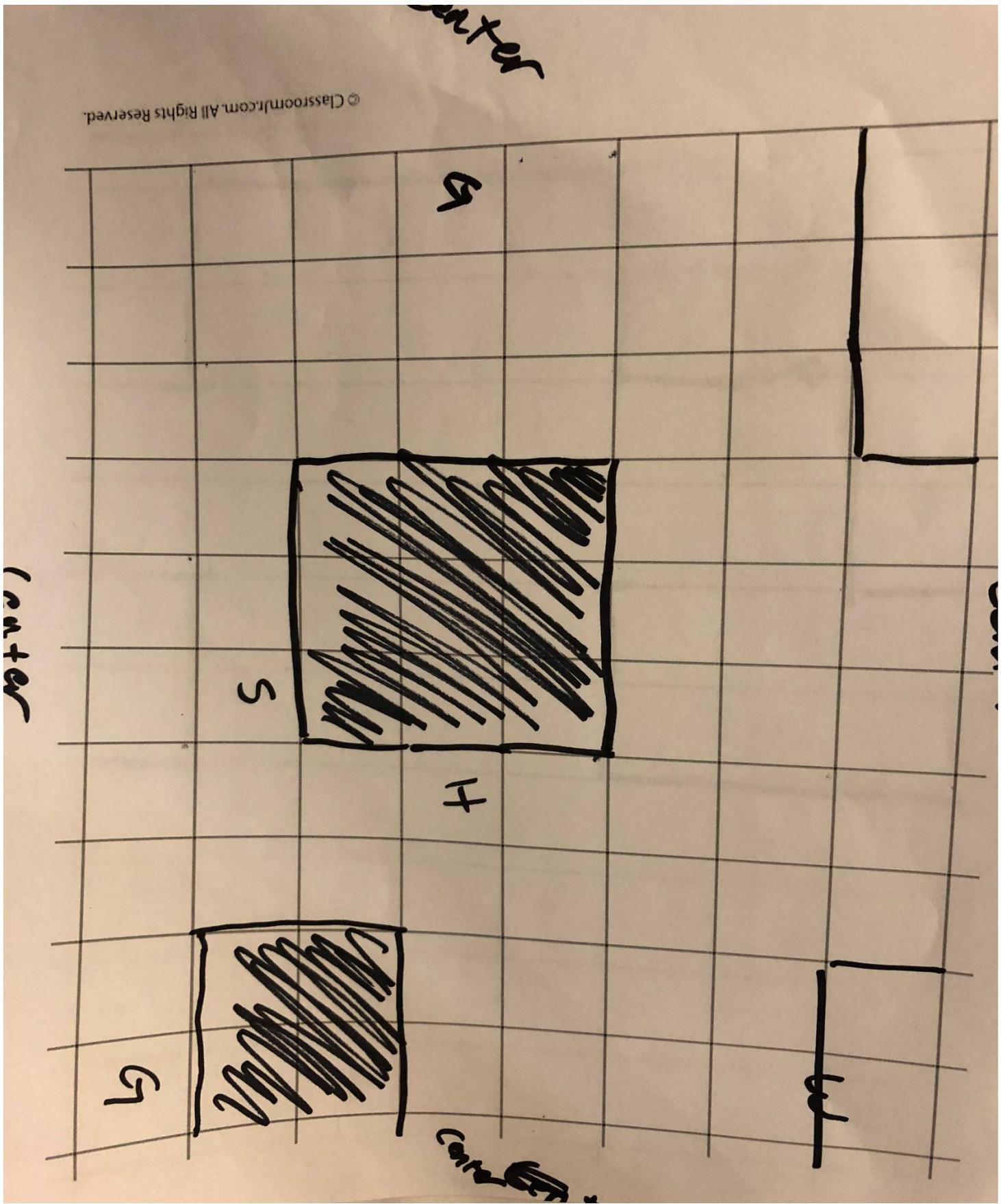


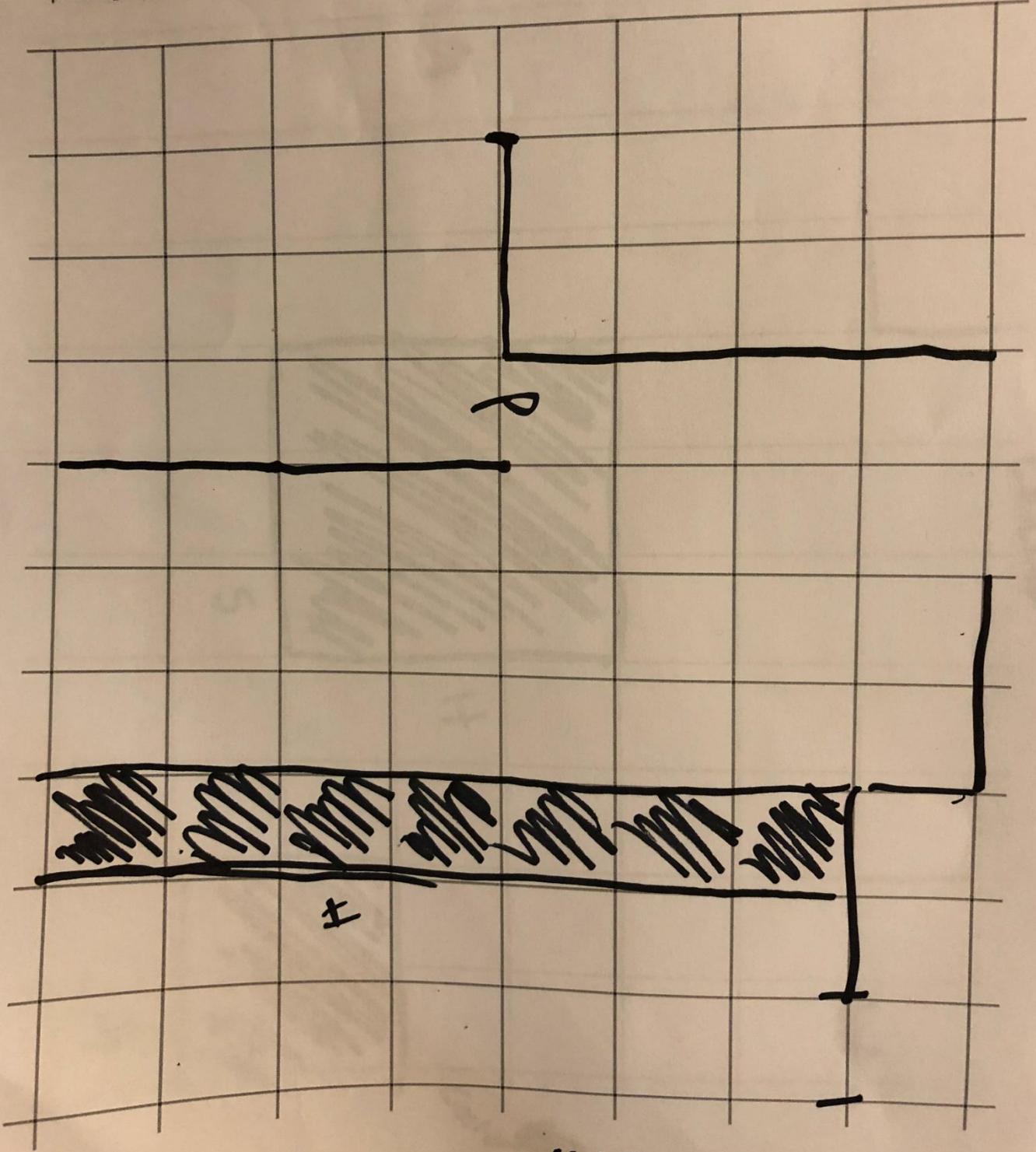


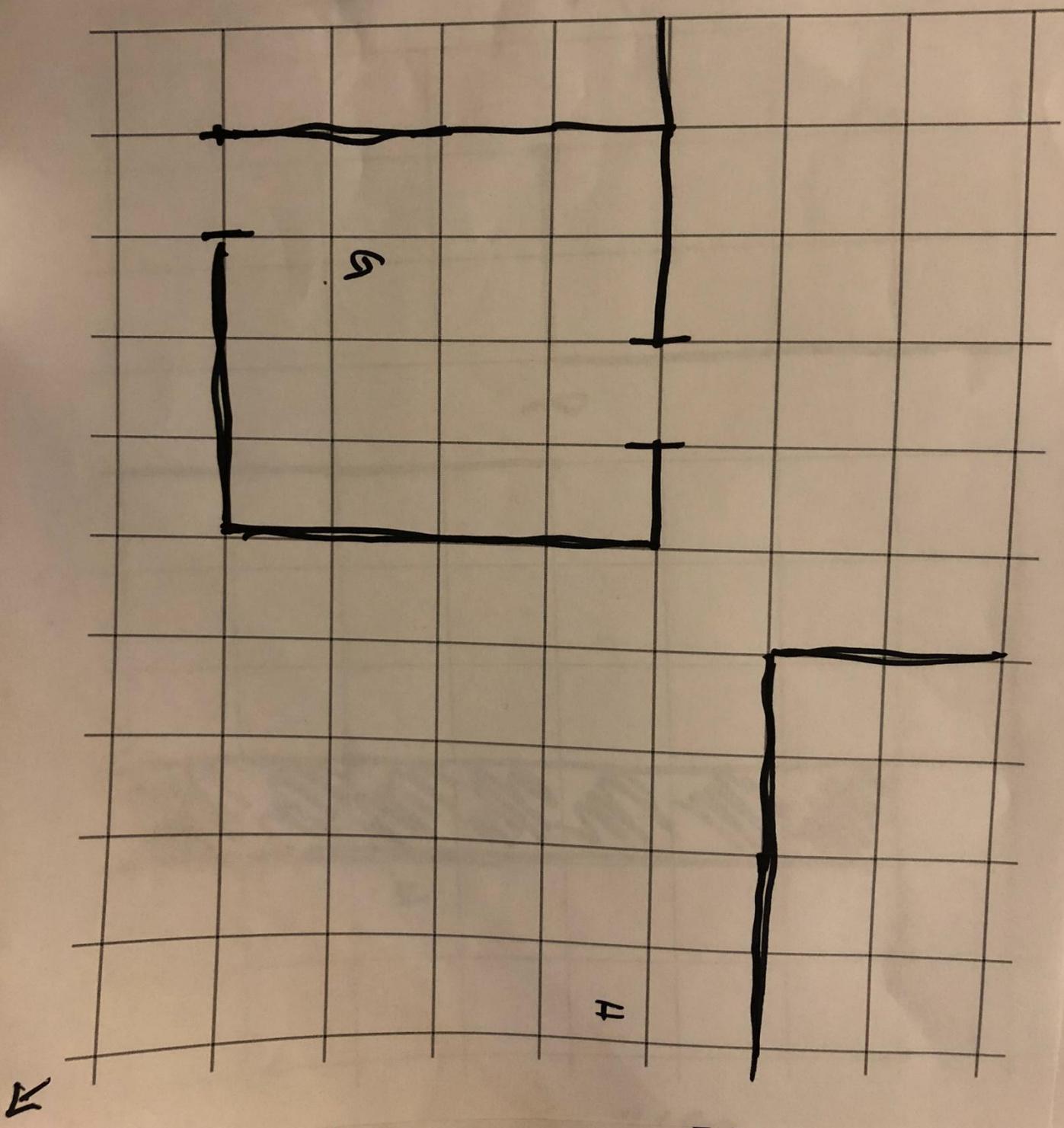












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