

Setup

Place all Hook, Generator, and Totem tokens on the matching icons on the map. Randomly select 2 chest icons on the map and place Chest tokens on those spaces. Place all other tokens nearby within reach of all players.

Decide which player will play the role of the killer and which player(s) will place the survivors. There will always be 4 survivors and 1 killer regardless of the number of players. Players choose character card(s) and matching standee for their role.

Each player may take the perk(s) listed on the front of their character card. Set aside Dead Hard and No Mither if they were unused, and then shuffle all remaining perks into their respective decks. Deal each player random perk(s) from their respective decks until they have a total of 2 perks. Each survivor places a generic token on the Healthy status on their health tracker. The survivor player(s) take the survivor dice and the killer player takes the killer dice.

The killer chooses an edge of the board on which to start and places their standee on any of the Exit Gate spaces on that edge. Survivors place 2 of their standees on any Exit Gate spaces on the opposite edge of the board. Place survivors on each of the remaining Exit Gates, 1 on Exit Gate.

Take the common Item deck and shuffle in 1 random ultra-rare (pink, no tracker) item card.

Modes

Standard Mode (90-120 minutes):

Additional setup- Place the Emblem Tracker near the play area. Place tokens on the indicated spaces.

When the Gatekeeper/Lightbringer and the Devout/Unbroken trackers have both reached 0, OR either tracker passes 0, the Exit Gates are powered and the end game begins. After all survivors are sacrificed or escape, the side with the highest score wins the game. See Emblem system Explanation after reading all other rules.

Classic Mode (120-180 minutes):

The classic Dead by Daylight experience with no frills or objectives. When 4 generators are complete, Exit gates are powered. When there is only 1 survivor remaining in the map, spawn the hatch.

Gameplay/General rules

Survivors repair generators, complete objectives, and ultimately escape while the Killer attempts to sacrifice all survivors by placing them on hooks.

A round begins with each survivor taking turns in any order they choose, and finishes with the killer taking their turn. Repeat rounds until the game ends.

Movement and Blocking

-Killers and survivors have a base movement (usually 3 spaces) and may use this movement anytime on their turn before or after any ability, broken up however they like. Example: a character may move 1 space, use an ability, and then move 2 spaces. Survivors may use 1 ability per turn while killers may use several. Players may move diagonally or orthogonally.

-Survivors are not hindered by windows and may drop pallets adjacent to them or on their space. Killers may not move onto dropped pallets and must use an extra movement to vault windows.

-Characters and tokens take up space and may not be moved through unless otherwise stated. Walls may never be moved around diagonally (note the wall extending past the intersections), however tokens and models may not be moved through, but may be moved around diagonally.

Survivor Abilities (1 per turn)

Sprint-Roll a die and add the result to the survivor's base movement for this turn. The number of dots indicate how many spaces of movement to add. Anytime a survivor is instructed to "take a sprint action" outside of their turn, this action includes their base movement of 3 spaces plus the result of a die roll.

Repair-Roll a die to make a skill check while adjacent to a generator and apply the results. Great skill checks increase the progression by 2.

Once a generator is powered (8 successes applied) the generator is complete. It cannot be interacted with, but still takes up its space.

Heal- Roll a die to make a skill check. If the result is a good or great skill check, heal the survivor 1 as indicated on their health tracker. A survivor may not have more than 1 healing success applied to them per turn.

Let me Help- A survivor within 4 spaces of you may immediately roll a skill check to heal or repair. Survivors in the chase may not give or receive the Let me Help action.

Rescue-Unhook an adjacent survivor and place their standee adjacent to the hook. They may take their turn as normal if they have not already tried to escape the hook this round.

Search- Take a full turn (without moving) to search an adjacent chest. Draw and acquire 1 random item card from the item deck. Flip the Chest token to show that it is open, and randomly spawn a chest on one of the empty chest icons on the map if one is available. Survivors may never carry more than 1 item. If they search a Chest while carrying an item, they must place one of the two items on their space.

Drop/Pick up Item- Choose an item in their possession, on their space, or on an adjacent space and move it to their inventory, space, adjacent space, or to an adjacent player's inventory. Items do not take up space and are ignored for movement purposes. Survivors may only ever have a single item in their possession.

Cleanse- Take a full turn (without moving) to discard an adjacent Totem. Flip the Totem token to the back indicating that it has been cleansed. It still occupies a space.

Special Actions (Survivor)

While Hooked-

Struggle- Decrease the hook timer by 1 and roll 2 dice. If the result shows 2 identical faces, place your standee next to the hook in the injured state and take an immediate sprint action.

While in the Dying (red) state-

Crawl- Gain 1 space of movement and heal yourself by 1.

Killer Abilities (Each may only be used once per turn)

Note: All dice associated with a single ability are rolled simultaneously. For example, if you spend 3 dice to Hunt, you roll all 3 dice at once. Once a die is used for an ability, set it aside because it cannot be used again this round.

Hunt- Roll 1 or more dice. Gain 1 movement for each dot on the resulting die roll plus one additional movement.

Attack- Pick an adjacent survivor then roll 1 or more dice to Attack. If 1 or more weapon icons are showing, the attack was successful. If the target of the attack is on the opposite side of a window, ignore successes with only 2 dots (because the survivor is more difficult to hit). Otherwise, if any success was rolled move the survivor down the health track 1 as indicated by the attack icon on the health tracker.

Special Actions (Killer)

Vault- Spend 2 movement to travel to an adjacent space on the other side of a window. You may take this action any number of times.

Kick-Spend 1 action and 1 movement to flip an adjacent dropped pallet to the smashed side or regress an adjacent generator by 2 as long as it has not been completed (may not regress below 0). Smashed pallets may not be used again by survivors and count as an empty space.

Pick up-spend ALL dice before using any other ability to pick up a survivor. This does not remove your base movement of 3. Place the survivor's standee on the "Pick up" space on the killer carry track.

Carry-While a survivor is on the carry track, killers may only move, Hunt, or Attack. The killer does not receive the +1 if they Hunt. If the killer elects to Hunt or Attack, advance the survivor on the carry track. Once the survivor would advance on the tracker, but there are no spaces left they place their model adjacent to the killer's model and heal them to the injured state. Killers and survivors are not considered in the chase when a survivor is being carried.

Hook-A killer may hook a survivor they are carrying 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 as normal. When a survivor is hooked for the first time, place a killer token on the hooked icon on their player board and place a generic token on the hook track on the hook icon. Advance this token by 1 at the beginning of each round and when a survivor tries to Escape the Hook as described by the ability. Hooked survivors may pass their turn, but the tracker still advances at the beginning of the round. When it reaches the sacrifice icon, the survivor is sacrificed.

When a survivor is hooked for the second time, they are sacrificed and removed from the game. Replace any other broken hook tokens, and then break the token on which the sacrifice was made.

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 die for the turn. This effect is cumulative for consecutive turns in the chase to a max of 5 total dice. If a killer does not begin their turn in the chase, they are reduced to their base of 2 dice. Survivors within 6 tiles from the killer are considered in the chase. If they sprint on their turn, roll an additional die called the Chase Die.

If the Chase Die results in a great skill check, finish the survivor's movement, then remove the standee and place a survivor token in its place. That survivor has successfully evaded the killer and is temporarily removed from the game. When the next round begins, replace the token with the standee. If the space is blocked, place it as close to that space as possible. If there are multiple eligible spaces, the survivor player decides where to place the model.

If the results are not a great skill check, 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 or other means

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

Collapse-The realm falls apart as the trial comes to a close. Survivors are placed on a timer. The faster they escape the more they are rewarded. Place a token on the Collapse tracker. When all survivors escape, they are rewarded with bonus points as stated on the tracker.

Exit gates- When the exit gates are powered, each side selects 1 of the 4 exit gates to be powered and places the Exit Gate light tokens next to them. A survivor may attempt to open the gate by spending a full turn (no movement) standing on one of the Exit Gates. If a survivor does this during the round, advance the open tracker on the gate by 1 by flipping over an Exit Gate light token. The tracker cannot advance more than once per round. Dying survivors may not open gates. Survivors must spend one movement from any opened exit gate tile to escape. Dying survivors may escape through the exit gate. The Hatch may be triggered during the end game.

HATCH: If all but one survivor has been killed or escaped, the hatch spawns. Randomly select one of the uncompleted generators to be replaced by the hatch token. A survivor must occupy the hatch tile and spend 1 additional movement to escape. Dying survivors may escape through the hatch.

Emblem System Explanation

Gatekeeper/Lightbringer-When 2 totems are cleansed or a generator is complete, advance the emblem toward the survivor's side of the tracker.

Devout/Unbroken-When a survivor is hooked or sacrificed, advance the emblem toward the killer's side of the tracker.

Malicious/Benevolent-When a chest is searched OR a survivor is healed a full health state, advance the tracker toward the survivor's side. When a survivor is put in the dying state, advance the tracker toward the killer's side.

Chaser/Evader-When a survivor is hit by an attack, move the tracker toward the killer's side. When a survivor is within 6 spaces of the killer at the beginning of the killer's turn but is NOT hit by an attack, OR a survivor is removed from the board as a result of the chase die, move the tracker toward the survivor's side. Calculate this at the end of the killer turn.

Scoring: Each emblem tracker awards the number of points on its space to either survivor or killer based on its location. For example, a Gatekeeper/Lightbringer emblem would award the survivor players 6 points if it was at the farthest possible spot on the survivor's side. Total the number of points scored by each team from the emblem trackers and the bonus objectives. The side with the highest score wins!

Special Rules/Terms/icons

Adjacency-Tiles are considered adjacent if they are touching corners or sides that are not hindered by a wall. Walls block all adjacency, so tiles that share a corner that is a wall are not considered adjacent.

Broken hooks and Sabotage-When another hook is broken, flip all other broken hooks onto their normal side.

Exhaust (killer)-When you exhaust a perk, place a generic token on it. Killers remove that token when they place a survivor on a hook. Survivors remove it when they are hooked.

Good skill check-

Great skill check-

Health state-Healthy, Injured, or Dying.

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

Pallets- Survivors may place a pallet token on an adjacent pallet icon as any part of movement. If the pallet is on the same tile as a killer, the survivor moves the killer to any adjacent tile. Killers may not move through dropped pallets. Survivors treat pallets as blank spaces.

Slugging-If a killer leaves a survivor on the ground for at least 3 consecutive turns, the survivor may immediately heal to the injured state. Keep track of this by progressing the dying track on the health tracker when crawling.

Totem-All totems are considered dull until a perk says to activate them. Unless otherwise specified, when activating a totem, the killer chooses which totem to activate and places a killer token next to it. When the activated totem is cleansed, discard the perk associated with it.

Items

Medkit-Use as an action, then discard.

Brown-Take a Heal action on yourself.

Yellow-If you are injured later this round, apply 1 healing success.

Green-Apply 1 healing success to you or an adjacent survivor.

Ultra Rare-Heal you or an adjacent survivor one full health state.

Toolbox-May be used after seeing the result of a skill check. Discard after a single use.

Brown-Ignore failed repair skill checks this turn.

Yellow-Reroll failed repair skill checks this turn.

Green-Add 1 progression to a generator.

Ultra Rare-When making a repair skill check, you may discard this item to add 2 to the result. Reroll failed checks when applying this result.

Skeleton Key-When the hatch spawns, discard this card and place the hatch token on your space.

Ultrabright Flashlight-As an action, discard this item while within 3 spaces of the killer when they are carrying a survivor. Place that survivor on a space adjacent to the killer. They may take their turn as normal.