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From the minds of James Spaid and Renee LeCompte

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Field Guide

"The open ground offers fewer warnings and harsher consequences. Vigilance is the only reliable shelter."

– Surveillance & Intelligence Director Yvette Tagore

60-90 1-4 14+

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Components List

The following game materials are found in your Loyal Vigil Expansion. Each component is listed by number and has a quantity shown in parenthesis.

1. Loyal Vigil Field Guide (this book)
2. Entrance Map Tile (1)
3. Two-Zone Special Map Tiles (6)
4. One-Zone Exploration Map Tiles (16)
5. Hazard Reference / Campsite Reference (1)
6. Hazard Tokens (14)
7. HQ Tokens (2)
8. Great Dane Cover Token (1)
9. Agent Condition Tokens (8)
10. Agent Standee Bases (4)
11. Agent Standees (8)
12. Dual-sided Canine Agent Boards (4)
13. Canine Agent Action Reference (3)
14. Campsite Operation Boards (6)
15. Demon Artifact Cards (3)
16. Initial Item Cards (6)
17. Scavenged Item Cards (14)
18. HQ Item Cards (17)
19. Essential Item Cards (14)

Components in this Expansion feature the Loyal Vigil icon.

The Loyal Vigil



The Loyal Vigil expansion adds new tools, allies, and challenges for Netherwatch teams.

With it, Agents now have access to Canine Operatives – highly trained companions bred for tracking, protection, and stability in the field. These loyal partners can join Operations as full **Canine Agents**, following similar rules of engagement as their human counterparts, though in a much more supportive role. Or they may serve as **Companions**, offering their human partner unique support and tactical advantages. These brave new agents have sharp instincts, unmatched senses, and unshakable loyalty in the face of the unknown.

This expansion also introduces Netherwatch's first **Randomized Location**: the Campsite.

Within these wild woods, the game map is randomly created as the Agents explore deeper and further from the safety of HQ. Paths twist, Rifts shift, and Hazards emerge in unpredictable patterns. Agents must adapt their strategy with every step, making each Operation in the Campsite a distinct and replayable experience.



How to Play With This Expansion

The Loyal Vigil is comprised of two main components that may be freely combined together or used with the Core Netherwatch experience: eight new **Canine Agents** or **Companions** with new Items to support them; the Campsite Location with six new Operations to form your mission. Expansion contents are meant to be kept in the Netherwatch Expansion Box.

- Separate the map tiles from the punchboards: 1 Quad-Zone Entrance Tile; 6 Dual-Zone Special Tiles; 16 Single Zone Exploration Tiles. These are only used in Step 3.1 and during gameplay of an Operation using the Campsite Location.
- Keep the 6 Campsite Operation cards with your Expansion map components. One Operation may be chosen during Step 1.2 of Setup.
- Keep the 4 double-sided Canine Agent Boards and 3 Canine Agent Reference Cards with your Expansion game components. Canine Agents may be chosen for play during Step 4.1 of the Setup of any Operation that has at least one Human Agent already in the team.
- Keep the extra Agent components (standees and colored bases) with this Expansion.
- Set the Campsite Hazard Reference aside. This is only used during gameplay of an Operation using the Campsite Location chosen in Step 1.2.

Mixing Item Decks

Several Item cards may be mixed together with other Netherwatch components.

- Place the 6 Initial Items (2 copies each of the Backpack, Dog Whistle, and the Chant of Renewal) with your other Initial Items. They may be chosen during Step 4.3 of the Setup of any Operation.
- Place the 14 Essential Items, (8 Canine Companions and 6 Collars) with your other Essential Items. They may be chosen during any Operation, though a **Canine Companion** may not be chosen if that breed is also an Agent (see page 6 and page 11).
- Shuffle the 3 Demon Artifacts with your other Demon Artifacts. They may be randomly drawn during any Operation.
- Shuffle the 17 HQ Items with your other HQ Items. They may be used in any Operation.
- Set aside the 14 Scavenged Items for the Campsite Location. **Do not shuffle these cards in with any other Scavenged Items deck.** These are placed in Step 2.2 when playing a Campsite Operation and not used in any other Location.



Game Setup Summary

Step 1: Game Selection (page 4)

1.1 **Choose your Location** – The Campsite, Mansion, etc.
1.2 **Choose your Operation** – Coffin Rock, Pine Hollow, etc.
1.3 **Choose your Agent Tier** – As a group, decide if you will be playing on **Initiate**, **Operative**, or **Veteran** Tier for your chosen Operation.

Step 2: Set Up HQ & Item Decks (page 5)

2.1 **Place the HQ & Item Stations** – Then gather the 5 Item Decks.
2.2 **Place the Essential, HQ, and Scavenged Item Decks** – Place these decks on the indicated spaces of the Item Station.
2.3 **Set aside the Initial and Demon Artifact Decks** – Set these decks next to your gaming table for future use.

Step 3: Prepare the Operation (page 5)

3.1 **Assemble the Map** – Build the map according to the Operation's setup diagram.
3.2 **Place Map Components** – Following the Operation's instructions, place all Cubes, Tokens, and any other components indicated by the chosen Operation.
3.3 **Set aside the Codex & Field Equipment Components**
3.4 **Randomly select one Demon Vault** – Carefully remove the Demon Event Cards from the Demon Vault and set aside.

Step 4: Agent Selection (page 6)

4.1 **Each player chooses an Agent Board**. At least one Agent must be Human.
4.2 **Prepare Agent Components** – Each Agent gains 2 Agent Action Beads, 2 Agent Cubes, 1 Condition Card (unique to each Agent, placed near the dossier image with no condition showing), 1 Lit Base, and their unique Agent standee. Assemble the Agent's Standee using the matching color base.
4.3 **Gain Assigned Items** – Human Agents may choose to gain up to 4 of their Assigned Items, while Canine Agents may choose to gain up to 2.
4.4 **Shuffle the Demon Artifact, HQ, and Scavenge Items Decks**

Step 5: Prepare the Event Deck (page 6)

5.1 **Gather Initial Events** – Shuffle the Initial Events. Draw the number indicated by your Agent Tier. Return all others to the game box.
5.2 **Gather Generic Events** – Shuffle the Generic Events. Draw the number needed so that, when combined with the drawn Initial Events, the total equals 15. Keep them separated.
5.3 **Assemble the Event Deck** – Combine the red Generic Events with the 15 red Demon Events from the chosen Demon Vault and shuffle thoroughly. Then, place the blue Initial Events, if any, on top of the Event deck. Place the finalized Event deck in the indicated space next to HQ.

Step 6: The Operation Begins (page 6)

6.1 Place all Agent standees in the HQ Zone (unless otherwise specified). Begin play in the Agent Phase.

Step 1: Game Selection



1.1 Choose your Location

The Location

Operations take place in cursed and desolate Locations. Locations represent the terrain of your investigation and are designed to immerse you in the haunting atmosphere of Netherwatch's missions. This Expansion comes with one randomized Location:

The Campsite: A remote wilderness site where civilization thins and the Veil encroaches. Agents face exposure, disorientation, and threats hidden among the trees.

1.2 Choose your Operation

Each Location is paired with a set of Operations – specific missions assigned to Agents that alter the map layout, introduce unique rules, and present escalating challenges.

We suggest **Operation: Coffin Rock Campground** for your first Loyal Vigil game, as it offers the best introduction. For subsequent games, pick an Operation of your choice, or select one at random. Each is replayable and offers unique scenarios and challenges.



Coffin Rock Campground: Unnatural trail markers, missing time, and battered rangers signal a lurking presence in these woods. Identify the entity responsible and banish it before the forest claims its first life.



Pine Hollow Camp: Strange lights, altered wildlife behavior, and tampered surveillance suggest an intrusion testing the boundaries of the Veil. Agents must determine what has entered the camp before containment fails.



Le Bois des Veilleurs: A hostile entity has turned a rural preserve into a hunting ground, leaving injured civilians and missing hikers in its wake. Immediate rescue and neutralization are authorized to prevent further loss of life.



Campamento La Cruz Quemada: Disrupted land rites have awakened something volatile beneath this abandoned and increasingly volcanic highland camp. Agents should expect aggressive manifestations tied directly to the terrain.



Karang Hollow Reserve: Ritual objects and shifting pathways indicate escalating Veil instability within the inner preserve. Investigate swiftly before the site becomes fully compromised.



Black Tarn Campgrounds: Severe memory loss and perceptual distortion plague this bogland site, suggesting deep and sustained Veil saturation. Agents must operate knowing their own senses may be unreliable.

1.3 Choose your Agent Tier

No changes from the Core Box.

Step 2: Set up HQ & Item Decks

2.1 Place the HQ & Item Stations

No changes from the Core Box.

2.2 Place the Essential, HQ, and Scavenge Item Decks

Place the Essential, HQ, and Scavenge Item decks on the indicated spaces on the Item Station. These decks need not be shuffled yet.

Mixing Cards

Combine the Core box and Loyal Vigil Essential Items, HQ Items, and Demon Artifact decks before play.

Do not mix the Scavenged Items decks. Play only the Scavenged Items deck that matches the location you've chosen (Campsite or Mansion).

2.3 Set aside the Initial and Demon Artifact Decks

No changes from the Core Box.

Step 3: Prepare the Operation

3.1 Assemble the Map

When using the Campsite random Location, during setup:

- Place only the map tiles listed on the Operation. Usually this is the Entrance Tile and one or more other Tiles, as specified by the Operation chosen. All other tiles will be revealed during gameplay through the EXPLORE action.
- Shuffle all remaining Exploration Tiles and Special Tiles into separate face-down stacks and place them near the players.

3.2 Place Map Components

Using the selected Operation board, refer to the Map Setup and layout pictured on the front of the board, and place all applicable Cubes and Tokens in their matching Zones.

See page 7 for an example layout of Coffin Rock Campground.

Requirements: Reveal the Ranger Office and at least 6 Rifts.

Map Setup: Place the Entrance Tile and Dirt Trail as shown at right.

Fate: Place Fate 1-5 on the HQ Station.

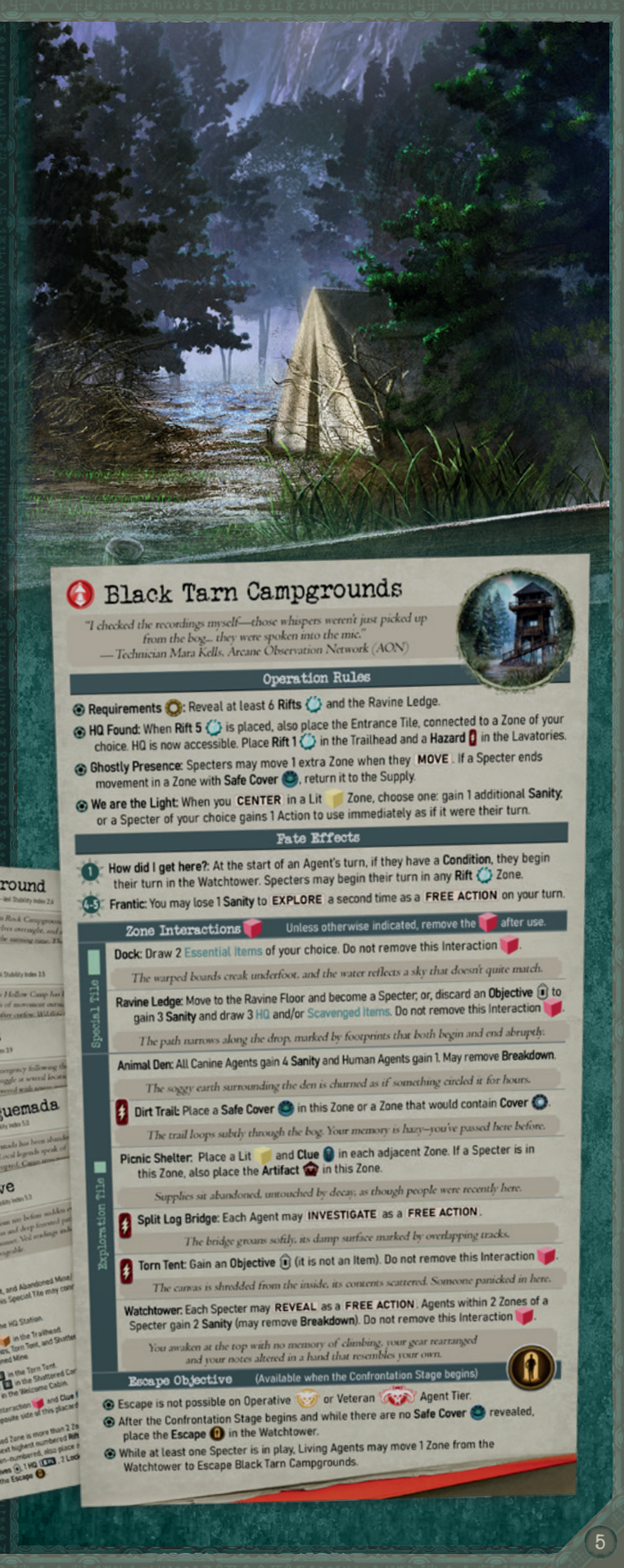
Tokens & Cubes: Place Rift 1 in the Trailhead. Place a Safe Cover in Lavatories. Set 2 Safe Cover aside near HQ; the next 2 Cover placed will be Safe Cover. Place 4 Wild Clues in a stack next to HQ to be used later (see Operation Rules). Place a Hazard and Scavenge in the Dirt Trail.

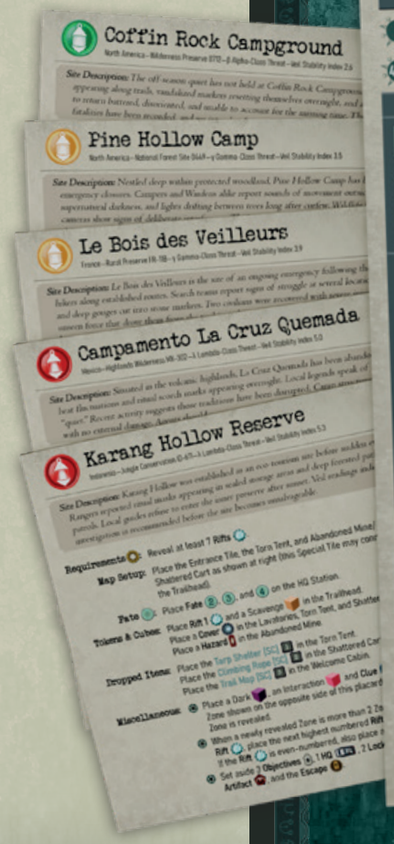
Dropped Items: Place the Bear Spray [SC] in the Trailhead. Place the Ranger's Keyring [SC] in the Welcome Cabin.

Miscellaneous:
- Place an Interaction and Clue on each Zone shown on the opposite side of this placard when that Zone is revealed.
- When a newly revealed Zone is more than 2 Zones away from a Rift, place the next highe numbered Rift in that Zone. If the Rift is even-numbered, also place a Scavenge
- Set aside Objective A, 2 HQ, 2 Locks, the Artifact, and the Escape.

Initial Map Tiles







3.3 Set aside the Codex & Field Equipment

No changes from the Core Box.

3.4 Randomly Select a Demon Vault

No changes from the Core Box.

Step 4: Agent Selection

4.1 Choose an Agent Board

Each player assumes the role of a Netherwatch Agent, an operative trained to investigate and combat demonic activity.

At least one Agent must be a Human Agent when playing with the Canine Agents.

Your Agent's Archetype determines their strengths and unique abilities. Each player now selects an Agent Board (either Human or Canine). You may select an Agent from the Core Box, or any of Netherwatch's Expansions, if you have one.

The following Canine Agents are newly available in this Expansion:



Doberman: Best for those willing to draw the Demon's attention to protect the team.



Great Dane: Best for defensive players to create safe ground and act as a shield. Also take the **Great Dane Cover**.



Bloodhound: Best for players who want to guide the team toward evidence quickly.



Golden Retriever: Best for those who focus on recovery and emotional stability.



Border Collie: Best for players who want to keep the team moving together.



German Shepherd: Best for players who want flexible support through items and actions.



Husky: Best for tactical players to heal and support through managing Cold Zones.



Saint Bernard: Best for players who want to keep the team supplied and moving.

4.2 Prepare Agent Components

No changes from the Core Box.

4.3 Gain Assigned Items



No changes from the Core Box for Human Agents.

Canine Agents, however, do not gain Initial Items during setup. For Canine Agents, locate any of the two Items listed in the Collar and Accessory Inventory slot, from their respective decks, and add them to your Inventory before play begins:

- **1 Collar:** Drawn from the Essential Items Deck.
- **1 Accessory:** Drawn from the HQ Items Deck.
- **No Initial Items:** Canines do not gain Initial Items during setup.



In this example, the German Shepherd has chosen to begin the game with both the Training Collar [ES] and the Headlamp Mount [HQ].

4.4 Shuffle the Demon Artifact, HQ, & Scavenge Items Decks

No changes from the Core Box.

Step 5: Prepare the Event Deck

No changes from the Core Box.

5.1 Gather Initial Events

No changes from the Core Box.

5.2 Gather Generic Events

No changes from the Core Box.

5.3 Assemble the Event Deck

No changes from the Core Box.

Step 6: The Operation Begins

No changes from the Core Box.



Coffin Rock Campground

North America—Wilderness Preserve 0712—a Alpha-Class Threat—Veil Stability Index 2.6

Site Description: The off-season quiet has not held at Coffin Rock Campground. Rangers report stacked stone cairns appearing along trails, vandalized markers resetting themselves overnight, and a ranger patrol missing for two hours—only to return battered, disoriented, and unable to account for the missing time. These are familiar signs of demonic activity. No fatalities have been recorded, and we intend to keep it that way. Identify the entity stalking these woods and banish it.

Requirements: Reveal the Ranger Office and at least 6 **Rifts**.

Map Setup: Place the Entrance Tile and Dirt Trail as shown at right.

Fate: Place **Fate 1-5** on the HQ Station.

Tokens & Cubes: Place **Rift 1** in the Trailhead. Place a **Safe Cover** in Lavatories. Set 2 **Safe Cover** aside near HQ; the next 2 **Cover** placed will be **Safe Cover**. Place 4 **Wild Clues** in a stack next to HQ to be used later (see Operation Rules). Place a **Hazard** and Scavenge in the Dirt Trail.

Dropped Items: Place the Bear Spray [SC] in the Trailhead. Place the Ranger's Keyring [SC] in the Welcome Cabin.

Miscellaneous:
- Place an Interaction and **Clue** on each Zone shown on the opposite side of this placard when that Zone is revealed.
- When a newly revealed Zone is more than 2 Zones away from a **Rift**, place the next highest numbered **Rift** in that Zone. If the **Rift** is even-numbered, also place a Scavenge.
- Set aside **Objective A**, 2 **HQ**, 2 **Locks**, the **Artifact**, and the **Escape**.

Initial Map Tiles





*In this setup example, the players have chosen Operation Coffin Rock Campground. They note the **Summoning Circle** Requirements and then place the following components:*

***Map Setup:** The Entrance Tile and Dirt Trail are placed as shown.*

***Fate Token: Fate 1-5** is placed in the center circle above the Active Fate. Something special may happen when Fate is any number!*

***Tokens & Cubes: Rift 1** is placed in the Trailhead. One **Safe Cover** is placed in the Lavatories. Two **Safe Cover** and four **Wild Clues** are placed near HQ. A **Hazard** and Scavenge are placed in the Dirt Trail.*

***Dropped Items:** 2 **Dropped Item Tokens** are placed. The players locate the two specified Item cards from their deck (the Bear Spray [SC] and Ranger's Keyring [SC]), and place them on the Item Station in slots 1 and 2. They also place Dropped Item Tokens 3 and 4 on the Item Station, because those tokens have not been placed on the map yet.*

***Miscellaneous:** The players set aside an **Objective**, 2 **HQ**, 2 **Locks**, the **Artifact**, and the **Escape**.*

They set the rest of the map tiles aside and then place their Agent Standees in HQ, and the Demon Standee next to the Event Deck.

Example Game Setup for 2 Agents



Detailed Game Play

Randomized Map Locations

Unlike the static floor plan of The Mansion Location in the Core game, randomized Locations introduce more unpredictability and replayability to Netherwatch Operations. Instead of assembling a preset layout, Agents will discover the map dynamically through exploration. Each tile represents one or more Zones of the Location – drawn, oriented, and connected as Agents explore the site. Randomized Map Locations consist of one single Floor (unless otherwise indicated in future Locations).

The first randomized map introduced in the Netherwatch series is The Campsite, a sprawling area of ruined cabins, overgrown trails, and forgotten clearings.

Anatomy of the Random Map Location

Entrance Tile:	A 4-Zone tile connected to HQ with 4 Path options to explore. 1 Entrance Tile is included in this Expansion.
Exploration Tile:	Single Zone tiles that may be generic trails, dead ends, or generally minor points of interest. 16 Exploration Tiles are included in this Expansion.
Special Tile:	Dual Zone tiles that represent large points of interest with unique opportunities. 6 Special Tiles are included in this Expansion.



Entrance Tile



Exploration Tile



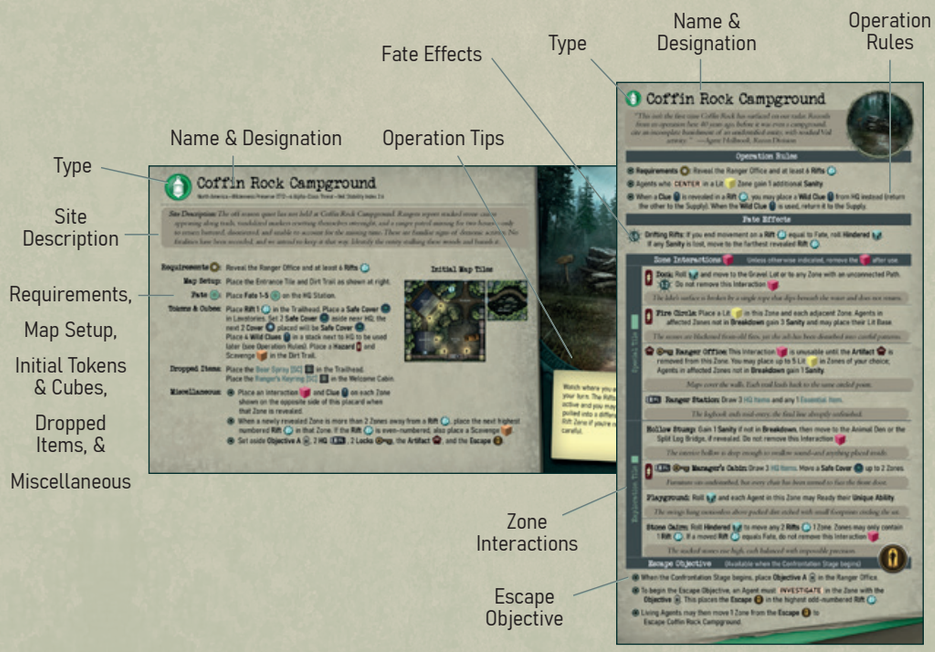
Special Tile

Loyal Vigil Operations

Anatomy of Operation Boards

Loyal Vigil Operation Boards share many similarities with the Core box Operations, but there are a few minor differences, defined below.

Name/Designation:	The name of the Operation. Its Designation is purely thematic.
Operation Type:	Represents the overall danger and complexity of the mission. Recon · Containment · Extermination
Site Description:	A short backstory introducing the Operation. Purely thematic.
Requirements:	This section lists any special Requirements that must be achieved before the Summoning Circle is placed.
Map Setup:	New to Loyal Vigil: This lists which Location Tiles to place before play begins.
Tokens/Cubes:	This specifies the Cubes and Tokens placed before play begins.
Operation Tips:	Agents who failed in previous missions may leave tips to help future strategies.
Operation Rules:	Unique Rules that change game play in various ways.
Fate Effects:	Each Operation may have added Fate Effects. These effects occur whenever the active Fate matches the number shown.
Escape Objective:	Each Operation has its own unique Escape Objective. This does not become relevant until the Confrontation Stage begins.
Zone Interactions:	This section describes how Interaction are used during play. An Agent may use the INVESTIGATE Action in this Zone to play the Interaction effect written here. Unless otherwise specified, remove the Interaction after use. New to Loyal Vigil: Many Interaction Zones also feature additional token icons (like a Lock, Hazard, or HQ). When this Zone is placed, also place any icons shown next to the Zone name (see page 10).



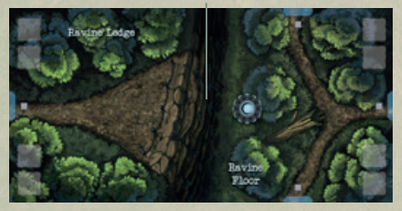
Map Zones

Each Tile is divided into one or more Zones which are the fundamental units of movement and interaction for both Agents and the Demon. Each Zone has a unique name and Cube placement region. Zone names are referenced on Operation boards and represent a conceptual point of interest such as an "Animal Den" or the "Abandoned Cabin".

- **Exploration Tiles** always contain 1 Zone.
- **Special Tiles** always contain 2 Zones.
- The **Entrance Tile** contains 4 Zones.

Dotted lines between Zones on the Entrance Tile and each Special Tile represent the Zone barrier between those Zones. If the Dotted line exists, Agents may move freely into the adjacent Zone on that Tile. The Ravine Ledge/Ravine Floor is the only Special Tile without the dotted line. This means Agents may not move from the Ravine Ledge to the Ravine Floor and vice versa (the Demon may move normally between these Zones).

No Dotted Line: May not move to/from



Dotted Line: Movement is possible



Agent Zone Limit

Like the Core game, some Zones may only contain one or two Agents, as indicated by an icon shown next to the Zone name. This limit affects both Human and Canine Agents equally.


One Agent Zone


Two Agent Zone

Zone Cube Slots & Other Zone Icons

Each Zone has 4 Cube Slots (one of which may be an Illumination slot, see below). These function the same as in the Core game. Zones may also feature other icons. They are:

- **Illumination Cube Slot:** Some Zones have a Cube Slot with a light bulb icon in them. This means that this Zone may be Lit by a Human Agent using the **LIGHT** Action. Canine Agents may not Light these Zones this way. Zones without this icon may still contain a Lit or Dark , if another effect triggers it.
- **Cover Icon:** When this Zone is revealed, unless otherwise specified by an Operation's rules, place a random **Cover** on it (if one is available), with the common side face-up. If a Zone has the icon but no **Cover** , ignore the icon.
- **Rift Zone:** Only the Entrance Tile contains a **Rift** icon. **Rift I** is always placed in the Trailhead Zone (unless otherwise specified by the Operation).
- **Exploration Path Marker:** This marker means that only an Exploration Tile (single Zone Tile) may be drawn to create a new path connecting to it.
- **Special Path Marker:** This marker means that only a Special Tile (dual Zone Tile) may be drawn to create a new path connecting to it.



Rift Icon



Cover Icon



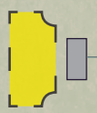
Illumination Cube Slot

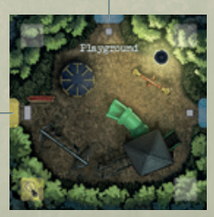


Exploration Path Marker



Special Path Marker





Exploration Rules

Expanding the Map (Revealing a Tile)

Whether it is a single Zone Exploration Tile or a dual Zone Special Tile, Zones are considered adjacent to each other only if they share a connecting Path as described below. A Path can only appear on the orthogonal sides of a Zone. Each Zone has at least one Path, and may contain up to four.

On an Agent's turn, if they are in a Zone with at least one unconnected Path, they may **EXPLORE** as a **FREE ACTION**. Draw a tile that matches the Path type (Exploration or Special) and connect it to your Zone. Additional uses in the same turn cost 1 Action. At least one Path must connect between the current Zone and the new tile.

Impossible to Place

If the new tile would prohibit the entire map from being expanded, it cannot be placed. Return it to the bottom of its respective stack and draw again.

Multiple Tile Placement

Certain game effects may allow Agents to draw more than one Tile. Unless otherwise specified, draw the number from the top of the indicated deck and place only the number specified (if it can be placed). Place any remaining Tiles to the top or bottom of the stack.







For example, an Agent is in the Playground. There are two unplaced paths. One is an Exploration Path Marker and the other is a Special Path Marker. They use the **EXPLORE** *action as a* **FREE ACTION** *and decide to place a Special Tile. They do not move into the newly placed Zone. Next, they decide to spend one Action to* **EXPLORE** *again. This time they place the missing Exploration Tile (Torn Tent).*

Impassable Borders

A Path that is touching another Zone but is not connected to another Path Marker is considered to be an impassable border (for both the Agents and the Demon).

No Path Marker

Exploration Path Marker



For example, an Agent in the Overgrown Grove has just placed the Animal Den. The Watchtower and Playground were already placed.

The right edge of the Animal Den does not contain a Path Marker leading to the left edge of the Watchtower.

Movement between the Animal Den and Watchtower is not permitted (represented by the yellow line).

Placing Rifts & Scavenge Cubes

When a new Zone is revealed, check the distance to the nearest **Rift**.

If the new Zone is more than two Zones away from any existing **Rift**, place the next highest numbered **Rift** in the revealed Zone. To simplify placement and unless otherwise specified by an Operation, a Scavenge Cube is placed in the same Zone as every even-numbered **Rift**. Additional Scavenge Cubes may be placed as specified by the Operation or any other game effects.



*For example, the newly placed Animal Den is now 3 Zones away from the nearest **Rift** (the Watchtower).*

*__Rift 3__ is the highest revealed **Rift** in play, so the Agent now places __Rift 4__ in the Animal Den. Because it is also an even-numbered **Rift**, they also place a Scavenge there.*

Some Operations include a requirement to reveal a specified number of **Rifts** before the **Summoning Circle** can be used – and it is up to the Agents to reveal them. Your knowledge of the Operation's area is imperative in order to properly harness the energy of the Nether.

Rift Substitution

If a game Effect would trigger in a **Rift** number that is not yet revealed, the next lowest numbered revealed **Rift** is used instead.

*For example, a Demon __Manifests__ in a **Rift** equal to Fate, which is 5. Only __Rifts 1-3__ are revealed, so it __Manifests__ in __Rift 3__ instead.*

Placing Interaction and Other Tokens

Every Operation features Zones that contain Interaction Cubes.

Each time a new Tile is placed, check the Operation to see if the Zone is listed in the Zone Interaction table. If it is, place a **Clue** in that Zone and an Interaction Cube in any Cube slot of that Zone.

Some Interaction Zones may also contain the **Hazard**, HQ, **Lock**, or **Artifact** icon. Place these Tokens in that Zone if the Icons are shown.

Locked Zones

Unless otherwise specified, **Locks** are always placed in the middle of a Zone. This means the Zone may not be entered from any path until the **Lock** is removed.

For example, the Agents are playing Coffin Rock Campground and the Ranger Office is placed. The Agent checks the Zone Interaction Table and finds it listed there (circled at right).

*This Zone also shows both the **Lock** and **Artifact** icons, so the Agent places the Interaction, a **Clue**, the **Lock**, and the **Artifact** in the Ranger Office Zone.*

HQ Tokens



HQ Token

The HQ icon is shown in certain Interaction Zones. When this Zone is revealed, place an HQ Token inside to indicate the HQ is adjacent to this Zone. Agents may move between this Zone, HQ, and other Zones that are adjacent to HQ.

Hazards


Hazard Token

Hazards represent persistent environmental or supernatural dangers that affect specific Zones during an Operation.

The Hazard Reference Board features 7 unique Hazards. Some Zones display the **Hazard** Icon, as indicated in the Zone Interaction table on the Operation card or indicated in Map Setup.

When a Zone containing a **Hazard** is placed, immediately draw a random **Hazard** Token and place it common side face-up in that Zone.

- **Revealing Hazard Tokens:** Hazard Tokens are revealed when an Agent enters the affected Zone. Refer to its effect on the Hazard Reference Board immediately upon entering the Hazard Zone.
- **Trigger Timing:** Hazards may activate on entry into the Zone (even if the Token was just revealed), while an Agent is present in the Zone, on exit from the Zone, or if an Agent ends their turn in the Zone, as specified.
- **Mandatory:** Hazard effects are not optional, unless another effect overrides them. Each Agent in the Zone resolves them separately.
- **Permanent:** Hazard effects are permanent (even if the Zone Interaction is removed) and remain in play until the **Hazard** is explicitly removed.
- **Stops and Limits:** If a Hazard causes movement to stop, the Agent's MOVE or DASH immediately ends in that Zone and any extra Zones of movement are lost.


Coffin Rock Campground

"This isn't the first time Coffin Rock has surfaced on our radar. Records from an operation here 40 years ago, before it was even a campground, cite an incomplete banishment of an unidentified entity, with residual Veil activity." —Agent Hollrook, Recon Division

Operation Rules

- Requirements: Reveal the Ranger Office and at least 6 Rifts.
- Agents who CENTER in a Lit Zone gain 1 additional Sanity.
- When a Clue is revealed in a Rift, you may place a Wild Clue from HQ instead (return the other to the Supply). When the Wild Clue is used, return it to the Supply.

Fate Effects

5: Drifting Rifts: If you end movement on a Rift equal to Fate, roll Hindered. If any Sanity is lost, move to the farthest revealed Rift.

Zone Interactions — Unless otherwise indicated, remove the after use.

Special Tile

- Dock: Roll and move to the Gravel Lot or to any Zone with an unconnected Path. 5: Do not remove this Interaction. *The lake's surface is broken by a single rope that dips beneath the water and does not return.*
- Fire Circle: Place a Lit in this Zone and each adjacent Zone. Agents in affected Zones not in Breakdown gain 3 Sanity and may place their Lit Base. *The stones are blackened from old fires, yet the ash has been disturbed into careful patterns.*
- Ranger Office: This Interaction is unusable until the Artifact is removed from this Zone. You may place up to 5 Lit in Zones of your choice; Agents in affected Zones not in Breakdown gain 1 Sanity. *Maps cover the walls. Each trail leads back to the same circled point.*
- HQ Ranger Station: Draw 3 HQ Items and any 1 Essential Item. *The logbook ends mid-entry, the final line abruptly unfinished.*

Exploration Tile

- Hollow Stump: Gain 1 Sanity if not in Breakdown, then move to the Animal Den or the Split Log Bridge, if revealed. Do not remove this Interaction. *The interior hollow is deep enough to swallow sound—and anything placed inside.*
- HQ Manager's Cabin: Draw 3 HQ Items. Move a Safe Cover up to 2 Zones. *Furniture sits undisturbed, but every chair has been turned to face the front door.*
- Playground: Roll and each Agent in this Zone may Ready their Unique Ability. *The swings hang motionless above packed dirt etched with small footprints circling the set.*
- Stone Cairn: Roll Hindered to move any 2 Rifts 1 Zone. Zones may only contain 1 Rift. If a moved Rift equals Fate, do not remove this Interaction. *The stacked stones rise high, each balanced with impossible precision.*

Escape Objective (Available when the Confrontation Stage begins)

- When the Confrontation Stage begins, place Objective A in the Ranger Office.
- To begin the Escape Objective, an Agent must INVESTIGATE in the Zone with the Objective. This places the Escape in the highest odd-numbered Rift.
- Living Agents may then move 1 Zone from the Escape to Escape Coffin Rock Campground.



For example, the Agents are playing Coffin Rock Campground and the Manager's Cabin is placed using the EXPLORE FREE ACTION.

*The Agent checks the Zone Interaction Table and finds it listed there. The Agent places a **Hazard**, HQ, **Lock**, **Clue**, and the Interaction in this Zone.*

*With their first Action, the Agent USES the Ranger's Keyring [SC] to remove the **Lock**. The Agent is low on **Sanity**, and the HQ is now within reach! Their next Action is used to MOVE into the Manager's Cabin, triggering the **Hazard** reveal.*

Obstacle

The Agent flips over the token to find it is an Obstacle. The trigger for this Zone occurs when the Agent enters the Zone, so that effect is immediately played.



Great Dane Cover Token



Great Dane Cover Token

This token is used by the Great Dane only, as part of their Passive and Unique Abilities. It represents **Safe Cover** for any one Agent other than the Great Dane. If an effect targets **Safe Cover**, this token is unaffected. This token remains in play until moved by the Great Dane.

Human Agents

Agents from the Core game are referred to as "Human Agents" in this Expansion. At least one Human Agent must be present when playing with Canine Agents.

Canine Companions & Canine Agents

Netherwatch employs trained canines to extend the team's reach, speed, and control of the field. A canine brings reliable movement, secure transport of gear, and a steadying presence amid the chaos of fear.

A canine may serve as a personal Companion assigned to a human Agent or may join the roster as a full Agent. In the rules that follow, these modes will be specifically referred to as either a "**Canine Companion**" (Mode 1) or as a "**Canine Agent**" (Mode 2).

A breed may appear in only one mode during an Operation. If a breed is chosen as a Companion, that breed cannot also appear as an Agent in the same game. Different breeds may appear in different modes in the same game.

Mode 1: Canine Companions

A Canine Companion is represented by an Essential Item [ES] card with the COMPANION tag. These Items may only be placed in a Human Agent's Pocket slot. A Human Agent may only have a maximum of one Canine Companion at a time.



Companion Essential Items

The Companion provides its listed passive effect, generally improving existing actions. Game effects cannot force a Canine Companion to be DROPPED.

The carrying Agent may willingly DROP it or may transfer it to another Human Agent in their Zone using the PICK UP action. COMPANIONS do not have **Sanity** and do not die (although Canine Agents, in Mode 2, do).

The canine standee may be placed for clarity when using a COMPANION card. If used, it always remains in the same Zone as the carrying Agent.

Human Agents may choose a COMPANION card to place in a Pocket slot during game setup, or when taking the ESSENTIALS action at HQ. Companions also feature the CONTAINERS tag (see page 13). They may each hold up to 2 other items.

If an Agent carrying the COMPANION card is killed, that card may immediately be transferred into the Inventory of the closest Human Agent or discarded (returned to the Essential Items deck).





Mode 2: Canine Agents

A Canine Agent may joins the team as a full Agent if at least one human Agent is present.

Canine Agents are treated as human Agents for all game effects, targeting, movement restrictions, and interactions with the map, items, the Demon, and Events. The differences are limited to the Canine Action list and minor alterations to certain existing actions and rules as noted below.

How Canine Agents Differ from Human Agents

- **Starting a Turn in a Dim Zone**: At the start of its turn in a Dim Zone, the Canine Agent does not roll the Sanity Die. If any other game effect calls for a roll because of being in a Dim Zone, resolve that effect as written. Canine Agents roll the Sanity Die normally when beginning their turn in a Dark Zone (or while adjacent to the Demon).
- **Lighting Zones**: Canine Agents may not use the LIGHT action to place a Lit in a Zone with an Illumination Cube Icon (they may still use the LIGHT action to place or remove their Lit Base. See the Canine Action Reference or page 12 for detail.



Illumination Cube Slot

- **New Actions:** Canine Agents have a different set of Actions available to them during play. See page 12 for a complete list of Actions and how they differ from Human Agents. Canine Agents use the Canine Action Reference (with the Loyal Vigil icon) during play instead of the Core Action Reference.
- **Initial Items:** Canines do not gain Initial Items at the beginning of the game. They still begin with a Collar and an Accessory (see page 6).
- **Inventory Slots:** Canines do not have Hand or Pocket Inventory Slots. Instead, they have two Accessory Slots (on the left and right side of their board), and three Utility slots (on the bottom of their board). See page 13.
- **Item Use:** Although Canine Agents may carry any Items, they may only USE Items with the following tags: ACCESSORY, ARTIFACT, BANISHMENT RELIC, or COLLAR.

Canine Death

- If a Canine Agent dies, it becomes a Specter and follows normal Specter rules. However, upon death, each Agent in that Canine Agent's Zone or adjacent Zones immediately lose 1 **Sanity** and become **Frightened**.
- If all Human Agents die and only Living Canine Agents remain, immediately discard any remaining Event Cards and perform the actions listed in the Demon Ascended rules. Remaining Canine Agents may only perform the Escape Objective to complete the Operation.

Canine Agent Actions

During their turn, Canine Agents perform Actions just like Human Agents do, however Canine Agents use a new Canine Action Reference with different Action rules. Each player playing a Canine Agent should have a Canine Agent Action Reference.

Dormant & Manifested Actions

Each of the Actions in this section cost 1 or 2 Actions to perform. Some Actions are only available when the Demon is in a specific state (**Dormant** or **Manifested**), as indicated in their descriptions.

CENTER **Dormant** only: Costs 1 Action. Gain 2 **Sanity**. Not available while **Frightened**/**Breakdown**.

DASH **Manifested** only: Costs 2 Actions. Move up to 4 Zones, become the **Target**, and you may **INVESTIGATE**, **PICK UP**, or **USE** as a **FREE ACTION**. Do not trigger **Entity Overlap**. If you would have, lose 2 **Sanity** and become **Frightened**.

FETCH **Dormant** only: Costs 1 Action. Move up to 2 Zones and **PICK UP** as a **FREE ACTION** in each Zone departed and entered. You may give and/or receive any Items with any Agents in those Zones.

GUARD **Manifested** only: Costs 1 Action. If not in **Breakdown**, gain 1 **Sanity** and become the **Target**.

INVESTIGATE **Dormant** or **Manifested**: Costs 1 or 2 Actions (see below). Choose one:

- Resolve an Interaction in your Zone;
- A Human Agent in your Zone may **INVESTIGATE** as a **FREE ACTION**; or,
- Lose 3 **Sanity** and place a **Clue** from the Supply in your Zone (**Dormant** only).

Costs 2 Actions while **Frightened**/**Breakdown**.
Note that Canines may not **INVESTIGATE** to use **FIELD EQUIPMENT**.

MOVE **Dormant** or **Manifested**: Costs 1 Action. Move up to 4 Zones (while **Dormant**) or up to 1 Zone (while **Manifested**). Then reveal any face-down tokens in your final Zone (like **Clues**, **Cover**, etc.). **Banishment** may be revealed (or kept face-down) as specified by the Demon's Banishment Ritual.

PICK UP **Dormant** or **Manifested**: Costs 1 Action. Discard a Scavenge Cube to draw 2 Scavenged Items or pick up any **Dropped Items** in your Zone.

USE **Dormant** or **Manifested**: Costs 1 Action. Use an **ACCESSORY**, **ARTIFACT**, **COLLAR**, or **BANISHMENT RELIC** in an Accessory Slot; or give and/or receive any items from another Agent in your Zone. Canines may only use items of the types listed here. Canine Agents may also **USE** items carried by another Agent in their Zone that have the **SYNERGY** tag, so long as that Item also is an **ACCESSORY**, **ARTIFACT**, or **BANISHMENT RELIC**.
You may not **USE** a **Dropped Item** in your Zone, unless otherwise specified.

HQ Actions

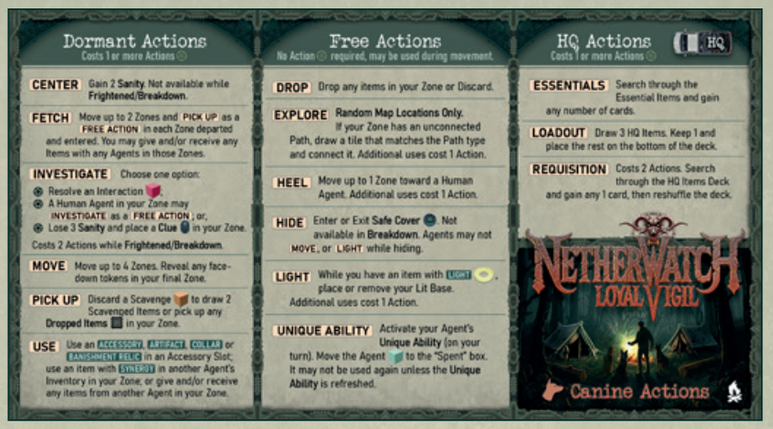
These actions represent the Agents' ability to resupply, restock, and prepare for the trials ahead. HQ actions may only be performed while in the HQ Zone and only while the Demon is **Dormant**. While the Demon is **Manifested**, Agents cannot enter HQ making these moments of safety vital to mission success.

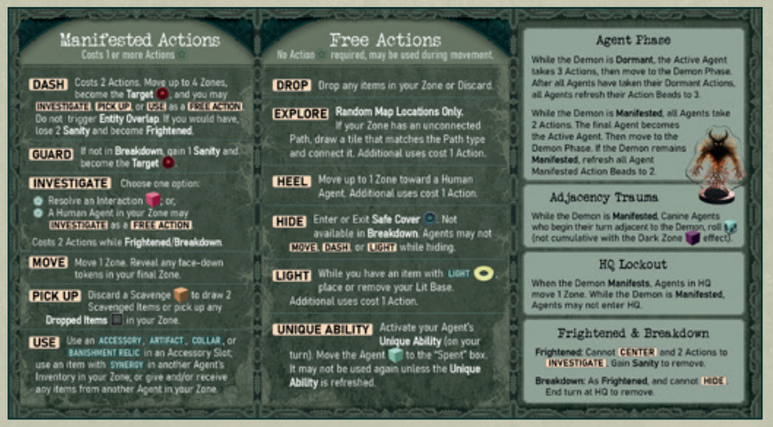


ESSENTIALS **Dormant** and HQ only: Costs 1 Action.
Search the Essential Items Deck and gain any number of cards.

LOADOUT **Dormant** and HQ only: Costs 1 Action. Draw 3 HQ Items.
Keep 1 and place the rest on the bottom of the deck.

REQUISITION **Dormant** and HQ only: Costs 2 Actions. Search through the HQ Items Deck and gain any 1 card, then reshuffle the deck.





Free Actions

Certain game effects may grant an Agent a **FREE ACTION**, allowing them to perform specific tasks without using an Action. These Free Actions may be performed in either Demon state, and may be used in the middle of another Action (like **MOVE** or **DASH**).

DROP **Dormant** or **Manifested**. Drop any items in your Zone or Discard.

EXPLORE **Dormant** or **Manifested**. The Explore Action is only used in Random Maps like the Campsite. If your Zone has an unconnected Path, draw a tile that matches the Path type (Exploration or Special) and connect it. Additional uses cost 1 Action. See page 9.

HEEL **Dormant** or **Manifested**. Move up to 1 Zone toward a Human Agent. Additional uses cost 1 Action.

HIDE **Dormant** or **Manifested**. Enter or Exit an unused **Safe Cover**. Not available in **Breakdown**. Agents may not **MOVE** or **LIGHT** while hiding. Agents in Hiding still roll when beginning their turn in Dark Zone or adjacent to the Demon.

LIGHT **Dormant** or **Manifested**. While you have an item with **LIGHT**, place or remove your Lit Base. Additional uses cost 1 Action.

UNIQUE ABILITY **Dormant** or **Manifested**. Activate your Agent's Unique Ability (on your turn, unless otherwise stated). Move the Agent Cube to the "Spent" box. It may not be used again unless the Unique Ability is refreshed.

Items

New Items are contained in this Expansion that function similarly to the Items in the Core box. Aside from the new Items and their effects, Items in The Loyal Vigil do feature a few changes from the Core Box, including: new Canine Inventory Slot names and new Item Properties.

Canine Inventory Slots

Canine Agents do not have Hand or Pocket Slots. Instead, their left and right slots are Accessories, and the bottom three slots are Utility.

A Canine Agent may only USE Items equipped in an Accessory slot and may only USE Items that have the ACCESSORY, ARTIFACT, BANISHMENT RELIC, or COLLAR tags. Items with the REACTION tag may trigger only while inside a Canine Agent's Accessory slot (though they must be able to use the item normally).



Canines may also use Items carried by another Agent in their Zone that have the SYNERGY tag, so long as that Item is also an ACCESSORY, ARTIFACT, or BANISHMENT RELIC.

Items stored in a Utility slot may be transferred to other Agents in your Zone via the USE action normally. All five Canine Inventory slots may hold either Hand or Pocket Items, and Canines gain their 3rd Utility Slot regardless of the number of Agents in play. Like Human Agents, Canine Agents may move any of their Items into other slots at any time.

While Canine Agents are limited by the types of Items they can USE*, their increased carry capacity and their ability to get Items to Human Agents can be extremely useful. To get the most use out of your Canine Agents, be sure to make use of the* FETCH *and* HEEL *actions, and pay attention to Items you carry with the* SYNERGY tag. These Items can be used by Human Agents in your Zone while they are in your Inventory!

New Item Properties

The following Item Properties are new to the Loyal Vigil and do not appear in the Netherwatch Core box:

ACCESSORY These items may be used by either Canine or Human Agents.

COLLAR Only Canine Agents may USE these Essential Items. A Collar provides a passive effect or an action as specified. Game effects cannot force a Collar to be dropped if in an Accessory Slot. Human Agents may carry a Collar, but may not use it.

COMPANION Found only in the Essential Items Deck. These Companion cards may be used only by Human Agents, as specified on page 11. Game effects cannot force a Companion to be dropped.

CONTAINER Containers may hold a specified number of Items of any type. Items may be placed inside at any time (moved from another Inventory slot, etc). Items in a Container are placed under the Container card. These Items and their effects are inaccessible while they are in the Container.

The USE action moves any number of Items out of the Container and into another Inventory Slot, DROPPED into your Zone, or Discarded.

If the Container is DROPPED, it and all Items inside are affected as if it were one Item. Agents who place a Demon Artifact in a Container still possess the **Target** (and suffer **Sanity** loss from the DRAIN property).

Canine Agents may place items in a Container, even if they cannot USE the item.



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Example of Play

Getting Started



Daniel and Maya are sitting down for their first **Loyal Vigil** Operation together. They choose the **Campsite** as their Location and **Coffin Rock Campground** as their Operation. Wanting a more dangerous investigation, they agree to play at **Veteran Tier**.



They set out the **HQ and Item Stations**, prepare the Item Decks, and begin assembling Coffin Rock according to its setup diagram. Unlike the Mansion, the entire Campsite is not built during setup. They place only the **Entrance Tile** and **Dirt Trail**, along with the starting Cubes, Tokens, Items, and other components indicated by the Operation. The remaining **Exploration and Special Tiles** are set nearby; the Agents will reveal the rest of the Campsite as they explore.



Daniel chooses the Occultist.



Maya chooses the Bloodhound

Because at least one Human Agent is present, the Bloodhound can join the Operation as a full Agent. They prepare their Agent Boards, Items, and components, with Daniel using the standard Human Action Reference and Maya using the new Canine Action Reference. For Initial Items, Daniel chooses a Flashlight [IN] and the Canine Whistle [IN].

Finally, they randomly select a **Demon Vault** and prepare the Event Deck. Because they chose **Veteran Tier, there are no Initial Events**. The Demon could **Manifest** during the very first Demon Phase.

With setup complete, Daniel and Maya place their Agents at HQ.

Turn 1 — Maya, The Bloodhound

Maya's Bloodhound explores the Campsite. She takes the **Active Agent Token** and begins at HQ with 3 Actions.

For her first Action, Maya **MOVES** 3 Zones to the Welcome Cabin. With two unconnected Paths available, she uses her first **EXPLORE** of the turn as a **FREE ACTION**, drawing the Picnic Shelter. It has no components listed by the Operation, so she connects one of its Exploration Paths to the Welcome Cabin. Maya could continue her **MOVE** into the new Zone, but chooses not to. Because she ended a **MOVE**, the Bloodhound's Passive Ability places a **Clue** in her Zone. It is a **Special** / **Weakness** — which the Occultist could use. Because she has the Evidence Satchel [HQ], she chooses to place the **Clue** on the Satchel instead.



Maya then uses **FETCH** to move up to 2 Zones and **PICK UP** as a **FREE ACTION** in each Zone she departs and enters. Before leaving the Welcome Cabin, she **PICKS UP** the Ranger's Keyring [SC], placing it in Utility Slot 1. **Dropped Item Token** returns to the Item Station.

Maya then moves through the Trailhead and into the Dirt Trail. She leaves the Bear Spray [SC] in the Trailhead. Entering the Dirt Trail reveals its Hazard: an Obstacle. Canine Agents are unaffected by this Hazard, though a Human Agent entering the Zone would have to stop moving. **FETCH** also lets Maya **PICK UP** the Dirt Trail's Scavenge Cube; she discards it, draws a Tarp Shelter [SC], and places it in Utility Slot 2.

With one Action remaining, Maya **EXPLORES** from the Dirt Trail. She has already used her free **EXPLORE** this turn, so this use costs 1 Action. She draws the Hollow Stump and connects it to the Dirt Trail. Checking the Operation, Maya places an Interaction Cube and a face-down **Clue** there. The Hollow Stump also has a Cover icon, so she places a face-down **Cover** as well.



The Agent Phase ends and the Demon Phase begins. Maya reveals the top card of the Event Deck, places the card in the Event Sleeve, resolves the instructions shown on its Dormant side, then discards it face down. The Demon does not **Manifest**, and the discarded Event shows 2, so Fate is now 2.

Turn 2 — Daniel, The Occultist

With Maya scouting ahead, Daniel's Occultist takes the **Active Agent Token**. He begins in HQ with 3 Actions. Before leaving HQ, Daniel uses the **LIGHT** **FREE ACTION** to place himself in his Lit Base, because he is holding the Flashlight [IN].

For his first Action, Daniel **MOVES** to the Trailhead, then **EXPLORES** as a **FREE ACTION**, drawing the Split Log Bridge. He places the new Tile, connecting their Exploration Paths. He could use his final Zone of movement, but chooses to stay in the Trailhead, which contains **Rift I**. Coffin Rock's Drifting Rifts Fate Effect triggers when an Agent ends movement on a **Rift** matching Fate, but since Fate is 2, Daniel is safe.

Fate Effects

1-5 **Drifting Rifts:** If you end movement on a **Rift** equal to Fate, roll **Hindered**. If any **Sanity** is lost, move to the farthest revealed **Rift**.

For his second Action, Daniel **PICKS UP** the Bear Spray [SC]. Because there are only 2 Agents, Daniel has access to Pocket Slot 3 and places the item there. **Dropped Item Token** returns to the Item Station.

Because they are playing at playing at Veteran difficulty, if the Demon were to **Manifest** now, Daniel would die and become a Specter — the Bear Spray [SC] only stops the Demon moving into an adjacent Zone. Looking for safety, Daniel **MOVES** to the Lavatories, ending movement there. He flips the **Cover** — it is **Safe**.

The Demon Phase begins. Daniel draws the next Event, places it in the Event Sleeve, and resolves its Dormant instructions. His prudence pays off — the Demon **Manifests**! He must roll the Sanity Die, although he rolls **Focused** (due to the Occultist's Passive Ability).

He unfortunately still loses 1 **Sanity**. He also places a **Cover** face-down in an adjacent Zone — he chooses the Welcome Cabin.



Finally, the Demon **Manifests** in **Rift 1** (the closest Rift). The Event is discarded and Fate is now 5.

Turn 3 — Demon Manifested

With the Demon **Manifested**, both Agents will act this Agent Phase with 2 Actions each. The team has enough **Safe Cover** to potentially force the Demon **Dormant**, but Daniel wants a chance to use his Occult Talisman [ES] near the Demon, so they decide to keep it active.

Daniel acts first. He **MOVES** into the Welcome Cabin, uses the **LIGHT** **FREE ACTION** to place a Lit Cube there, then flips the **Cover** — it is **Safe**. He then **MOVES** again to the Picnic Shelter. With both Actions spent, he uses his once-per-turn **EXPLORE** **FREE ACTION**, drawing the Dining Hall/Camp Lodge Special Tile.

He connects the Dining Hall to the Picnic Shelter and places a face-down **Cover** in the Camp Lodge. The Dining Hall is now 3 Zones from the nearest **Rift**, so Daniel places **Rift 2** there. Because it is even-numbered, he also places a Scavenge Cube.



Maya acts next and takes the **Active Agent Token** as she is the last Agent to act. Beginning adjacent to the Demon forces her to roll the Sanity Die; she loses 1 **Sanity**.

For her first action, Maya **MOVES** to the Hollow Stump and reveals its **Cover** and **Clue**.

The **Cover** is **Safe** and the **Physical** / **Weakness** **Clue** cannot be used right now.

Maya then **EXPLORES** as a **FREE ACTION**, drawing the Torn Tent. She connects it to the Hollow Stump and places a face-down **Cover**.



The new Zone is 3 Zones from **Rift 1**, so she also places the next **Rift**, **Rift 3**. As an odd-numbered Rift, it does not receive a Scavenge Cube.

Rather than risk moving into the Torn Tent and revealing **Exposed Cover**, Maya examines the Interaction cube effect:

Hollow Stump: Gain 1 **Sanity** if not in **Breakdown**, then move to the Animal Den or the Split Log Bridge, if revealed. Do not remove this Interaction.

The interior hollow is deep enough to swallow sound–and anything placed inside.

She could use it to move to the Split Log Bridge, but that could mean death! She decides to skip her second Action, opting to **HIDE** as a **FREE ACTION**, entering the **Safe Cover**.

The Demon Phase begins. The next Event instructs the Demon to move up to 3 Zones toward the Agent with the most **Sanity**, stopping once adjacent to an Agent. Daniel has the most **Sanity**, so the Demon moves toward him, leaving a **Clue** when it exits the Trailhead. It stops adjacent to Daniel, meaning his Bear Spray [SC] is not triggered. Daniel still rolls the Sanity Die; thanks to the Occultist's Passive Ability, he rolls **Focused** and loses no **Sanity**.



The Event is discarded, and the active Fate remains at 5.



Agent Tier

Initial Event Cards : 6 **Sanity Gained in HQ:** 3

Entity Overlap: Hidden Agents unaffected. **Exposed** Agents roll **Deadly** (see page 18). Agents not killed move into an adjacent Zone, if possible, as a **FREE ACTION**. If an Agent died and it is the Discovery Stage, the Demon goes **Dormant** at the end of the phase.

Initial Event Cards : 3 **Sanity Gained in HQ:** 2

Entity Overlap: Hidden Agents unaffected. **Exposed** Agents roll **Hindered Frightened Deadly** (see page 18). Agents not killed move into an adjacent Zone, if possible, as a **FREE ACTION**.

Initial Event Cards : 0 **Sanity Gained in HQ:** 1

Entity Overlap: Hidden Agents roll **Hindered Frightened Deadly**. **Exposed** Agents die.

Sanity Dice

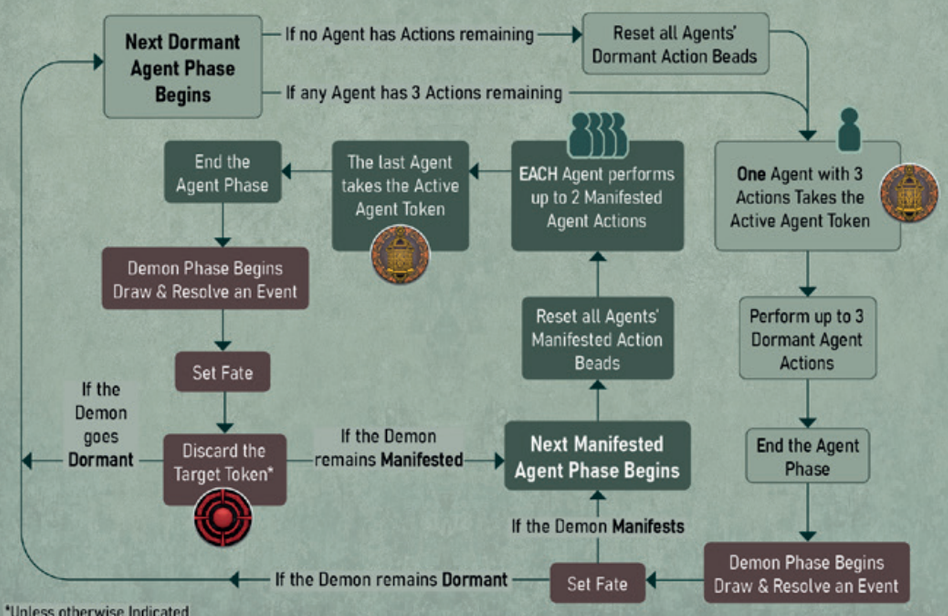
:	Lose 0 **Sanity.** / Lose 1 **Sanity.** / Lose 2 **Sanity.**
Focused :	Roll twice and take the most desirable outcome. Effects granting both a **Focused** and **Hindered**, roll instead.
Hindered :	Roll twice and take the least desirable outcome.
Frightened :	If you lose Sanity, also gain **Frightened**. May be combined with any other roll type.
Deadly :	If you are in **Breakdown** after this effect, your Agent dies. May be combined with any other roll type.



NETHERWATCH

Turn Structure

Agent Phase (Dormant)
Agent Phase (Manifested)
Demon Phase



*Unless otherwise Indicated

Demon Targeting Priority

1. **Target Token**: If an Agent is the **Target**, they automatically become the target of the effect played, regardless if they are **Hiding** or if the effect would target another Agent. If no Agent is the **Target**, move to step 2.

2. **Discovery Stage & Manifested Only—No Exposed Targets:** If the Demon is **Manifested** during the Discovery Stage and all Living Agents are **Hiding**, the Demon goes **Dormant**. Ignore the Event card effect and discard. If the Demon is **Dormant** or it is the Confrontation Stage, move to step 3.

3. **Event Card Target:** Read the played effect to determine a specific target. Only Living Agents qualify (even if they are in HQ). If there is no valid target (for example, the effect targets only Agents in a **Rift** and there are none), move to step 4.

4. **The Active Agent:** The Active Agent becomes the target.