



NETHERWATCH

LOYAL VIGIL

Field Guide

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

– Surveillance & Intelligence Director Yvette Tagore



Table of Contents

COMPONENTS LIST	2
THE LOYAL VIGIL	3
HOW TO PLAY WITH THIS EXPANSION	3
GAME SETUP SUMMARY	4
STEP 1: GAME SELECTION	4
STEP 2: SET UP HQ & ITEM DECKS	5
STEP 3: PREPARE THE OPERATION	5
STEP 4: AGENT SELECTION	6
STEP 5: PREPARE THE EVENT DECK	6
STEP 6: THE OPERATION BEGINS	6
EXAMPLE GAME SETUP FOR 2 PLAYERS	7
DETAILED GAME PLAY	8
RANDOMIZED MAP LOCATIONS	8
LOYAL VIGIL OPERATIONS	8
EXPLORATION RULES	9
HAZARDS	10
HUMAN AGENTS	11
CANINE COMPANIONS & CANINE AGENTS	11
CANINE AGENT ACTIONS	12
ITEMS	13
INDEX	13
PLAYER AIDS	BACK COVER

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mariucci designs




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 Board (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 Campground, 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

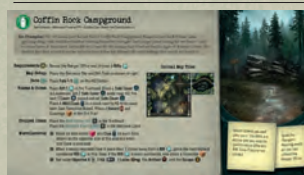
Operations take place in cursed and desolate Locations. Locations represent the terrain of your investigation and are designed to immerse you in the haunting atmosphere of Netherwatch's missions. This Expansion comes with one randomized Location:

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 Vieilleurs: 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 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.



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.



Black Tarn Campgrounds

"I checked the recordings myself—those whispers weren't just picked up from the bog... they were spoken into the mic."
—Technician Mara Kells, Arcane Observation Network (AON)

Operation Rules

- Requirements:** Reveal at least 6 Rifts and the Ravine Ledge.
- HQ Found:** When Rift 5 is placed, also place the Entrance Tile, connected to a Zone of your choice. HQ is now accessible. Place Rift 1 in the Trailhead and a Hazard in the Lavatories.
- Ghostly Presence:** Specters may move 1 extra Zone when they **MOVE**. If a Specter ends movement in a Zone with **Safe Cover**, return it to the Supply.
- We are the Light:** When you **CENTER** in a Lit Zone, choose one: gain 1 additional Sanity, or a Specter of your choice gains 1 Action to use immediately as if it were their turn.

Fate Effects

- 1** How did I get here?: At the start of an Agent's turn, if they have a Condition, they begin their turn in the Watchtower. Specters may begin their turn in any Rift Zone.
- 4-5** Frantic: You may lose 1 Sanity to **EXPLORE** a second time as a **FREE ACTION** on your turn.

Zone Interactions Unless otherwise indicated, remove the after use.

- Dock:** Draw 2 **Essential Items** of your choice. Do not remove this Interaction.
- Ravine Ledge:** Move to the Ravine Floor and become a Specter; or, discard an **Objective** to gain 3 **Sanity** and draw 3 **HQ** and/or **Scavenged Items**. Do not remove this Interaction.
- Animal Den:** All Canine Agents gain 4 **Sanity** and Human Agents gain 1. May remove **Breakdown**.
- Dirt Trail:** Place a **Safe Cover** in this Zone or a Zone that would contain **Cover**.
- Picnic Shelter:** Place a **Lit** and **Clue** in each adjacent Zone. If a Specter is in this Zone, also place the **Artifact** in this Zone.
- Split Log Bridge:** Each Agent may **INVESTIGATE** as a **FREE ACTION**.
- Torn Tent:** Gain an **Objective** (it is not an Item). Do not remove this Interaction.
- Watchtower:** Each Specter may **REVEAL** as a **FREE ACTION**. Agents within 2 Zones of a Specter gain 2 **Sanity** (may remove **Breakdown**). Do not remove this Interaction.

Escape Objective (Available when the Confrontation Stage begins)

- Escape is not possible on Operative or Veteran Agent Tier.
- After the Confrontation Stage begins and while there are no **Safe Cover** revealed, place the **Escape** in the Watchtower.
- While at least one Specter is in play, Living Agents may move 1 Zone from the Watchtower to Escape Black Tarn Campgrounds.



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:

- **I Collar:** Drawn from the **Essential Items** Deck.
- **I 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—B 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 Savenge 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 Savenge.
- Set aside Objective A, 2 HQ, 2 Locks, the Artifact, and the Escape.

Initial Map Tiles



Watch where you end your turn. The Rifts are active and you may be pulled into a different Rift Zone if you're not careful.

Grab the Ranger's Keyring early so you can unlock the Ranger Office.

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 Savenge 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

Special Tiles: A stack of Special Tiles showing a campsite scene.

Dropped Item Tokens: Tokens placed on the map tiles, including a Bear Spray and a Ranger's Keyring.

Initial Tokens: Tokens placed on the map tiles, including a Rift 1 and a Safe Cover.

Initial Cube: A cube placed on the map tiles.

Exploration Tiles: A stack of Exploration Tiles showing a campsite scene.

Demon Standee: A standee of a demon placed next to the Event Deck.

Event Deck: A deck of cards with a Fate Token and an Event Card.

Fate Token: A Fate Token placed on the HQ Station.

HQ Station: The Headquarters area with a Fate Token and an Event Card.

Tokens near HQ: Tokens placed near the HQ Station, including a Rift 1 and a Safe Cover.

Agent Standees: Standees of two agents placed in the HQ Station.

Item Station: A station for Dropped Items, including a Bear Spray and a Ranger's Keyring.

Essentials: A card showing the Essentials section of the game rules.

Loadout: A card showing the Loadout section of the game rules.

Requisition: A card showing the Requisition section of the game rules.

Pick Up: A card showing the Pick Up section of the game rules.

Discarded Items: A card showing the Discarded Items section of the game rules.

Initial Dropped Items: Dropped Item Tokens 3 and 4 placed on the Item Station.

The Historian: An agent card with a unique ability and a sanity meter.

The German Shepherd: An agent card with a unique ability and a sanity meter.

Arms Analysis: A card with a unique ability and a sanity meter.

Scrying Orb: A card with a unique ability and a sanity meter.

Training Collar: A card with a unique ability and a sanity meter.

Headlamp Mount: A card with a unique ability and a sanity meter.

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).

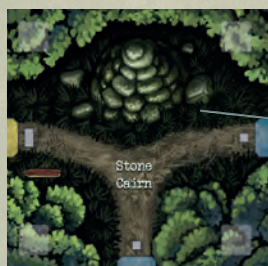
The first randomized map introduced in the Netherwatch series is The Campsite, a sprawling area of ruined cabins, overgrown trails, and forgotten clearings.

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).

Name & Designation

Operation Rules

Site Description

Operation Tips

Requirements

Map Setup

Initial Tokens & Cubes

Dropped Items

Miscellaneous

Zone Interactions

Escape Objective

Fate Effects

Type

Name & Designation

Operation Rules

Requirements

Map Setup

Initial Tokens & Cubes

Dropped Items

Miscellaneous

Zone Interactions

Escape Objective

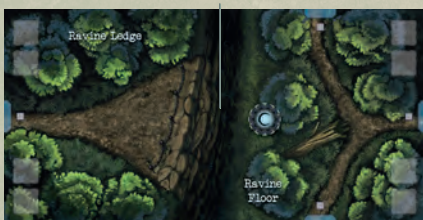
Map Zones

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”.

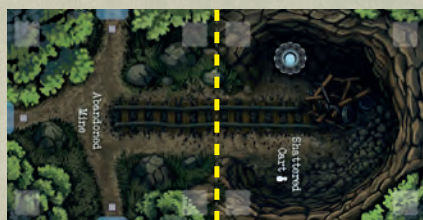
- Exploration Tiles always contain 1 Zone.
- Special Tiles always contain 2 Zones.
- The Entrance Tile contains 4 Zones.

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

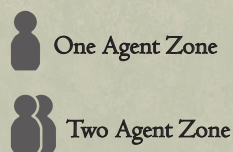


Dotted Line: Movement is possible



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.



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.



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).



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

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

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 Holbrook, 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

- **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.

- **Docks:** Roll and move to the **Gravel Lot** or to any Zone with an unconnected Path. 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.*
- **Ranger Station:** Draw 3 **HQ** Items and any 1 **Essential Item**. *The logbook ends mid-entry, the final line abruptly unfinished.*
- **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.*
- **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.

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.

Obstacle



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.



Great Dane Cover Token

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 I: 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.

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).



Companion Essential Items



Mode 2: Canine Agents

A Canine Agent may join 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.
- 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.

Dormant Actions <small>Costs 1 or more Actions</small>	Free Actions <small>No Action required, may be used during movement.</small>	HQ Actions <small>Costs 1 or more Actions</small>
CENTER Gain 2 Sanity . Not available while Frightened/Breakdown .	DROP Drop any items in your Zone or Discard.	ESSENTIALS Search through the Essential Items and gain any number of cards.
FETCH 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.	EXPLORE Random Map Locations Only. If your Zone has an unconnected Path, draw a tile that matches the Path type and connect it. Additional uses cost 1 Action.	LOADOUT Draw 3 HQ Items . Keep 1 and place the rest on the bottom of the deck.
INVESTIGATE Choose one option: ● 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 in your Zone. Costs 2 Actions while Frightened/Breakdown .	HEEL Move up to 1 Zone toward a Human Agent. Additional uses cost 1 Action.	REQUISITION Costs 2 Actions. Search through the HQ Items Deck and gain any 1 card, then reshuffle the deck.
MOVE Move up to 4 Zones. Reveal any face-down tokens in your final Zone.	HIDE Enter or Exit Safe Cover . Not available in Breakdown . Agents may not MOVE , or LIGHT while hiding.	
PICK UP Discard a Scavenge Cube to draw 2 Scavenged Items or pick up any Dropped Items in your Zone.	LIGHT While you have an item with LIGHT , place or remove your Lit Base . Additional uses cost 1 Action.	Canine Actions
USE Use an ACCESSORY , ARTIFACT , COLLAR , or BANISHMENT RELIC in an Accessory Slot; use an item with SYNERGY in another Agent's Inventory in your Zone; or give and/or receive any items from another Agent in your Zone.	UNIQUE ABILITY Activate your Agent's Unique Ability (on your turn). Move the Agent to the "Spent" box. It may not be used again unless the Unique Ability is refreshed.	

Manifested Actions <small>Costs 1 or more Actions</small>	Free Actions <small>No Action required, may be used during movement.</small>	Agent Phase
DASH 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 .	DROP Drop any items in your Zone or Discard.	While the Demon is Dormant , the Active Agent takes 3 Actions, then move to the Demon Phase. After all Agents have taken their Dormant Actions , all Agents refresh their Action Beads to 3.
GUARD If not in Breakdown , gain 1 Sanity and become the Target .	EXPLORE Random Map Locations Only. If your Zone has an unconnected Path, draw a tile that matches the Path type and connect it. Additional uses cost 1 Action.	While the Demon is Manifested , all Agents take 2 Actions. The final Agent becomes the Active Agent. Then move to the Demon Phase. If the Demon remains Manifested , refresh all Agent Manifested Action Beads to 2.
INVESTIGATE Choose one option: ● Resolve an Interaction in your Zone; ● A Human Agent in your Zone may INVESTIGATE as a FREE ACTION . Costs 2 Actions while Frightened/Breakdown .	HEEL Move up to 1 Zone toward a Human Agent. Additional uses cost 1 Action.	Adjacency Trauma While the Demon is Manifested , Canine Agents who begin their turn adjacent to the Demon, roll (not cumulative with the Dark Zone effect).
MOVE Move 1 Zone. Reveal any face-down tokens in your final Zone.	HIDE Enter or Exit Safe Cover . Not available in Breakdown . Agents may not MOVE , DASH , or LIGHT while hiding.	HQ Lockout When the Demon Manifests , Agents in HQ move 1 Zone. While the Demon is Manifested , Agents may not enter HQ.
PICK UP Discard a Scavenge Cube to draw 2 Scavenged Items or pick up any Dropped Items in your Zone.	LIGHT While you have an item with LIGHT , place or remove your Lit Base . Additional uses cost 1 Action.	Frightened & Breakdown Frightened: Cannot CENTER and 2 Actions to INVESTIGATE . Gain Sanity to remove. Breakdown: As Frightened , and cannot HIDE . End turn at HQ to remove.
USE Use an ACCESSORY , ARTIFACT , COLLAR , or BANISHMENT RELIC in an Accessory Slot; use an item with SYNERGY in another Agent's Inventory in your Zone; or give and/or receive any items from another Agent in your Zone.	UNIQUE ABILITY Activate your Agent's Unique Ability (on your turn). Move the Agent to the "Spent" box. It may not be used again unless the Unique Ability is refreshed.	

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 Campground. 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.



Index

ACCESSORY	13
AGENT CONDITION TOKENS	2
AGENT STANDEE BASES	2
AGENT STANDEES	2
AGENT ZONE LIMIT	9
ASSIGNED ITEMS	6
CAMPSITE OPERATION BOARDS	2, 4, 8
CANINE AGENT ACTION REFERENCE	2, 12
CANINE AGENT ACTIONS	12
CANINE AGENT BOARDS	2, 6
CANINE AGENTS	11
CANINE COMPANIONS	11
CANINE DEATH	11
CANINE INVENTORY	13
CANINE/HUMAN DIFFERENCES	11
CENTER, ACTION	12
COLLAR	13
COMPANION	11, 13
COMPONENT LIST	2
CONTAINER	13
DASH, ACTION	12
DEMON ARTIFACT ITEMS	2, 13
DROP, ACTION	12
ENTRANCE MAP TILE	2, 8
ESSENTIAL ITEMS	2, 5
ESSENTIALS, ACTION	12
EXPANDING THE MAP	9
EXPLORATION MAP TILE	2, 8
EXPLORE, ACTION	9, 12
FETCH, ACTION	12
GREAT DANE COVER TOKEN	11
HAZARD REFERENCE	2
HAZARD TOKENS	2, 10
HAZARDS	10
HEEL, ACTION	12
HIDE, ACTION	12
HUMAN AGENTS	11
HUMAN/CANINE DIFFERENCES	11
HQ ITEMS	2, 5
HQ TOKENS	2, 10
IMPASSABLE BORDERS	9
INITIAL ITEMS	2, 6
INVESTIGATE, ACTION	12
ITEMS	2, 5, 6, 11, 13
ITEM SLOT	13
LIGHT, ACTION	12
LOADOUT, ACTION	12
LOCATION	4, 8
LOYAL VIGIL EXPANSION ICON	2
MAP ZONES	9
MIXING ITEM DECKS	3, 5
MOVE, ACTION	12
OPERATION	4, 8
PICK UP, ACTION	12
PLACING HAZARD TOKENS	10
PLACING INTERACTION CUBES	10
PLACING LOCKS	10
PLACING RIFTS	10
PLACING SCAVENGE CUBES	10
RANDOMIZED MAP LOCATION	8
REQUISITION, ACTION	12
RIFT SUBSTITUTION	10
RIFTS	10
SCAVENGED CUBES	10
SCAVENGED ITEMS	2
SPECIAL MAP TILE	2, 8
UNIQUE ABILITY, ACTION	12
USE, ACTION	12
ZONE CUBE SLOTS	9
ZONE ICONS	9

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.

Roll twice and take the most desirable outcome.

Focused : 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.

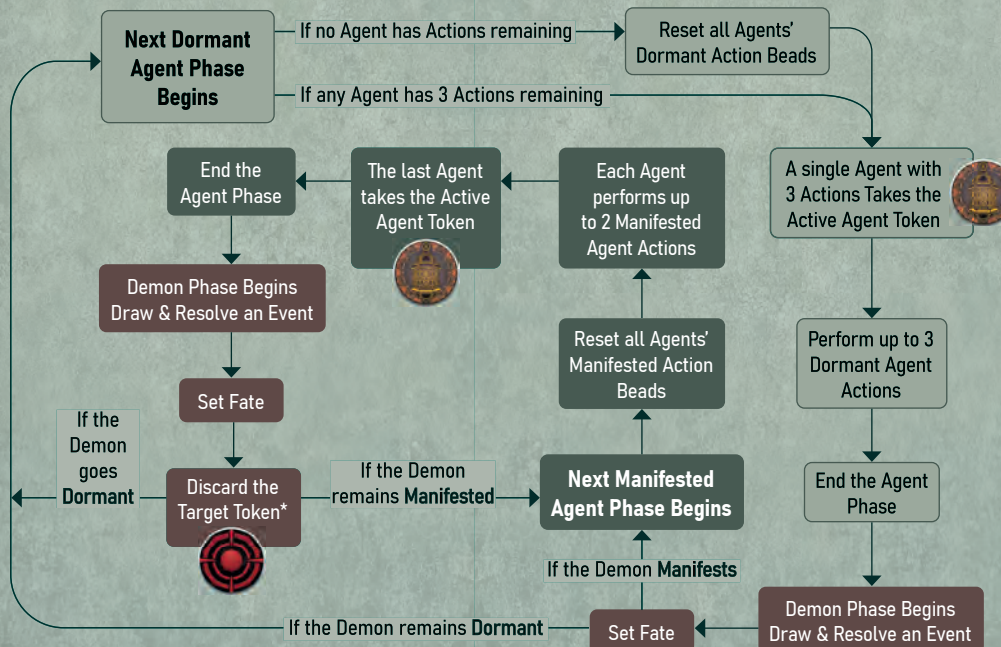


Turn Structure

Agent Phase (Dormant)

Agent Phase (Manifested)

Demon Phase



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.