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Game: **VAGRANTSONG**

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VAGRANTSONG

SETUP

Set up the **train board**. The board is divided into 3 train car sections (A, B, and C), and the connecting spaces between them. The connecting space closest to the humanity track is part of the train car to its left, and the connecting space closest to the cycle track is part of the train car to its right. Connecting spaces do not have a wooden border, are not edge spaces, and are not considered adjacent to any edge.

Each player chooses a **vagrant** and takes their 3 **coins**, their **standee(s)**, their **vagrant card**, and their 2 **starting skills**.

Place the 27 **rummage tokens** into the **bundle** and give it a shake. Effects throughout a campaign may modify this default setup. After the game, return the bundle to the default state, taking into account any permanent changes the game has made.

Shuffle the tier 1 **junk cards** to form the starting junk deck. Special junk cards are only acquired through playing scenarios, and are never shuffled into the junk deck.

Follow the setup rules of the scenario. When the instructions say to place a **haint**, that haint's art is usually found in the bottom-left of that scenario's first page.

If you are instructed to read an **event**, flip the page of the scenario book to see that scenario's event page, then read out loud and resolve the appropriate text.

PLAYING THE GAME

A scenario consists of a series of **rounds**, each of which is made up of alternating vagrant and haint turns.

At the start of each round, players decide which vagrant takes their turn first. After that vagrant has completed their turn, it is the haint's turn, then another vagrant's turn, and so on, ending with the last haint turn of the round. Players may alter the order of the vagrant turns from round to round.


When all **characters** (vagrants and haints) have taken their turn(s), the round is over. Move the round marker to the next highest number on the round track. If the marker is on the 6th space at the start of a round, it instead moves back to the 1st space on the track.

Rounds continue until the scenario's victory condition is met or all vagrants have become **westbound**. Then go to the camp phase.


VAGRANT TURN

At the start of your vagrant's turn, take back any coins that were placed on skills, general actions, or the train board.

During your turn, perform actions by placing your coins on skill cards and/or general actions. You may perform as many actions as you like as long as you have a coin available for that action.

 A vagrant usually has 3 **coins** available on their turn. They may be placed freely on general actions, but may only be placed on skills (and junk cards that require coins) if that card had 0 coins placed on it during the previous round.

You may perform multiple actions by placing individual coins on different actions, or place multiple coins on a single action to increase that action's success rate, power, or potential. After all coins are placed, perform your actions in any order you wish.

 When performing an action that lists a number of **bones** or has a **SUCCESS value** (✓) that must be met in order to succeed, roll that many bones (dice). Each result that meets or exceeds the action's success value is a success.

Booming boxcars: If you roll a natural 6 when performing an action, you may immediately roll an additional bone for that action.

You can continue to roll additional bones if you roll more 6s. These bones are considered part of the initial roll and not a separate action.

Passives provide special effects during the scenario phase for your vagrant. Some provide a benefit that is always in effect, while others require a condition to be met. When the passive's condition is met, its effect automatically occurs. Coins cannot be placed on passives, unless otherwise specified.

Skills

Vagrants may have up to 4 skills, in 2 types:

Common: These skills are available to every vagrant. Most are obtained by spending coins on them during the camp phase. Common skills can be exchanged between vagrants during the camp phase as well, or held in the belongings.

Exclusive: Only the vagrant that matches the symbol and color of this skill can use it. They do not cost coins and are obtained throughout the campaign. Exclusive skills cannot be traded, but vagrants may hold onto them as personal belongings, and may swap them out during the camp phase.

Summons

Some skills may place previously saved souls on the train board to assist vagrants, called **summons**. They may not be placed on terrain. Vagrants may move through a summon (but not end in its space), and haints may haunt it (to remove it from the train board). It cannot be targeted by skills other than the skill that placed the character.

If a summon is on the train board while that skill that placed it becomes wounded, the summon stays on the train board and its effects remain active until it becomes haunted.

Junk

Each vagrant can only hold 1 junk card at a time (in their junk slot). These provide passive effects (and occasionally actions or other bonuses). As long as a junk card is not **broken**, its passive effects are always active; they do not require a coin to use.

Some junk gives you additional benefits if you place a coin on its card. Coins can only be placed on junk if there were no coins on that card during the previous round.

Junk cards can be traded during the camp phase.

When junk would become wounded (flipped), it instead becomes **broken**. Broken junk can only be fixed (flipped back over) during the camp phase.

Humanity

Each vagrant has a **HUMANITY** value on their vagrant card (the solid heart), which is the maximum number of humanity they may have at a time. A haint has no humanity by default, and vagrants attempt to save a haint by giving them back their lost humanity.

When a vagrant gains or loses humanity, they move their humanity token on their humanity track. Ignore any humanity gained beyond a vagrant's **HUMANITY** value. If a vagrant's humanity token moves from 1 to 0, they suffer a **wound**, then they place their humanity token on the space equal to their maximum humanity. Ignore any additional humanity that would be lost from a single effect after suffering a wound.

Wounds

When a vagrant suffers a wound, flip over one of their skill cards; they can no longer perform its action. You may choose instead to flip over a junk card (to make it **broken**).

You may use an **apple** to flip a wounded skill card faceup, so long as the vagrant is not **westbound**. You may also spend 1 coin to heal 1 wounded skill during the camp phase.

HAIN TERN



Each scenario details the rules that apply to one of the 2 **moods** that haints switch in and out of. They always begin a scenario in the topmost mood (unless otherwise specified).

Haints are only ever in 1 mood at a time: ignore the actions, effects, and special rules from the other mood.

Place the **mood token** near the scenario book with the appropriate side faceup to keep track of a haint's current mood.

Track a haint's **HUMANITY** with the humanity token on the board's humanity track. Ignore any humanity gained beyond the threshold token and ignore any lost below 0.

If a haint gains humanity during their own turn, they continue their action as normal, even if they break (in which case they resolve any break effects after their action is complete).

When a haint's humanity token moves onto the **threshold token**, that haint **breaks**. Lower the haint's **BREAK** value on the break track by 1 and place their humanity token on 0, ignoring any additional humanity gained from the effect that caused them to break.

The next turn a haint would take immediately ends without any of their actions performed or effects resolved, and all vagrants in play gain 1 humanity.

If a haint has a **BREAK** value of 1 and they break again, they are no longer trapped on the train and are finally saved. This usually means the vagrants have won the scenario, but check the win condition for any additional requirements.

TARGETING AND RANGE



Most actions require a **target**, often a specific type of character: **V** for vagrant, **H** for haint, and **any** for any character. There may be additional targeting information.



If an action has a **range** value, count the number of orthogonal spaces from the character attempting the action to the target, starting with a space adjacent to the character attempting the action and ending on the target's space. A range of 0 means that the vagrant can target themselves.

Characters (both haints and vagrants) can draw range through other characters.

TERRAIN

Vagrants can never draw range through terrain (they may target characters in the same space as it), or move into or through it.

Haints can draw range through terrain, and can move into or through it, or end their turn on it.

VAGRANT GENERAL ACTIONS

MOVE



For each coin placed on this icon, a vagrant may move orthogonally a number of spaces up to their **MOVE** value. You may split your move however you like.

Vagrants may move through open spaces or spaces occupied by a haint, vagrant, or token, but may not end their move on a space occupied by a haint or another vagrant.

Vagrants may not move into spaces occupied by terrain.

A space with something in it is **occupied**, and one with nothing in it is **unoccupied**.

An adjacent space is one space either to the left, right, above, or below the given space (diagonal spaces are not adjacent). Two objects in the same space are considered adjacent to each other.

Toward and away

When subject to an involuntary move effect, vagrants always move the maximum distance.

When an effect states to move **toward** something, the character moves in the direction of the point of reference, so long as they are not breaking any other movement rules and never move further from the point of reference (from the perspective of the vagrant) at any point during the move.

When an effect states to move **away** something, the character moves in the direction opposite from the point of reference, so long as they are not breaking any other movement rules and never move closer to the point of reference (from the perspective of the vagrant) at any point during the move.

If a vagrant is forced to complete a move toward a haint that would result in them stopping on the haint's space, the vagrant instead stops adjacent to the haint, does not perform any additional movement, and becomes **haunted**.

RUMMAGE



Draw 1 **rummage token** from the bundle for each coin placed on this icon. Regardless of how many coins were placed, you may only keep 1 of the tokens you draw (return the unchosen tokens to the bundle).

A vagrant's **RUMMAGE** value is how many rummage tokens they can have at once. If this limit is exceeded, you must put excess rummage tokens of your choice back into the bundle. Event tokens that are treated as rummage tokens cannot be put back into the bundle this way and are put aside instead.

Vagrants may use rummage tokens at any point during a round, but **each vagrant may only use 1 rummage token per round**. Using a rummage token does not require any coins and is not an action.

If a vagrant uses a rummage token during a haint's turn, it can only be used after the haint has performed their action (or in the case of salt, in response to the action). It is then discarded.

If a character must draw a rummage token and none are available in the bundle, immediately **cycle** the rummage tokens (as if a limit on the cycle track had been reached) and then draw.

If a rummage token is discarded, place it on the cycle track. This does not count as using a rummage token.

Event tokens

Players may be asked to put specific **event tokens** in the bundle. If these are drawn during a vagrant's turn, the vagrant who drew the event token immediately reads and resolves the event text. If multiple event tokens are drawn, resolve them numerically, from lowest to highest.

Then, the vagrant who drew the token draws another rummage token to fulfill their rummage action.

If drawn during a haint's turn, the effects are resolved (on the vagrant that drew it for the haint, if required) immediately, and a new rummage token is drawn for the haint to perform an action.

Trading and giving rummage tokens

Vagrants may trade a rummage token for another or give one to an adjacent vagrant during their turn. Either is considered "using" the rummage token for that round, except the rummage token is not discarded when it is traded or given. The vagrant who gave away the rummage token is the one considered to have used a rummage token; if 2 vagrants trade rummage tokens, both vagrants are considered to have used a rummage token.

Negating haint effects

Vagrants may gain negative haint effects; generally, rummage tokens can be discarded to get rid of these effects. Unless specified otherwise, only the vagrant with the haint effect may discard the rummage token to remove the effect.

Rummage token types



Iron nails: When used, the vagrant may target a haint within range 2 to have that haint gain 2 humanity.



Candle: When used, place the candle token in an open adjacent space. A candle in the same train car as a haint becomes the haint's highest target priority. Once it moves onto the space occupied by the candle, the haint ends any remaining movement, and the candle is discarded. If there are any targets available for the haint's action after the candle is removed (or if the candle has not been removed due to the haint not reaching it), continue the action with the appropriate new target.



Salt: When used, the vagrant may ignore the effects of a haint's action that targets them. Salt does not nullify a haint's move, haunted effects, or effects that target another vagrant. If a haint's action affects multiple vagrants, only ignore the effects impacting the vagrant that used the salt.



Rabbit's foot: Treated like a fourth coin that the vagrant may use during their turn on any skill or action. After the action is resolved, discard the rabbit's foot.



Apple: When used, the vagrant may flip a wounded skill card faceup so that the skill can be used again.

INVESTIGATE



A vagrant in the same space as an **event token** may attempt to investigate it with this action. Turn to the **events** page and read the first portion of the event, then roll a number of bones equal to the number of coins you placed on the investigate icon. Each result that meets or exceeds the vagrant's **INVESTIGATE** value is a success.

Read the event text in the scenario book that corresponds to the number of successes the vagrant achieved.

Unless otherwise stated, when a vagrant succeeds in an investigate action, the corresponding event token is discarded for the rest of that scenario. Event tokens usually remain on the train board if the vagrant fails the attempt.

PATCH UP



Roll a number of bones equal to the coins placed on the **patch up** icon. Every result that meets or exceeds the vagrant's **PATCH UP** value is a success and gains the vagrant 1 humanity.

A vagrant may not gain more humanity than their maximum **HUMANITY** value, but may still succeed at a patch up action to remove any other related effects.

BUST



Roll a number of bones equal to the coins placed on the **bust** icon. Every result that meets or exceeds the vagrant's **BUST** value is a success.

When taking the bust action, the vagrant may target an adjacent haint to gain 1 humanity for each success.

HAINT ACTION

A haint's turn is performed in this order:

1. DETERMINE THE HAINT ACTION

At the start of a haint's turn, the vagrant who took the most recent turn draws a rummage token from the bundle. The haint performs the action listed next to the haint's current mood that matches the rummage token drawn.

If a haint draws an event token instead of a rummage token, resolve the event and draw again for the haint action. The event effects resolve on the vagrant that drew the token (usually who took the most recent turn). If the event token states that it is kept, the vagrant who took the most recent turn keeps the event token.

Set aside the rummage token that was drawn for this action. Place it onto the cycle track after the action is resolved.

Special target priority token

If an effect states that a vagrant gains **target priority**, that vagrant gains the special target priority token. While they have this token, they become the target of the haint's actions until they lose the token (by the effect that gave them the token, another effect, or another vagrant gaining the special target priority token).

If you lose target priority, put aside the token. It does not return to the vagrant who had it last.

2. DETERMINE THE TARGET PRIORITY

When a haint's action requires a target, if the first option in the following order is not available, move to the next available option. If multiple targets qualify, use the next option to pick between those qualifying targets.

- Special priority:** The vagrant with the special target priority token (in any train car).
- Action specific:** The vagrant or a (non-candle) token that is considered the target priority according to an action or effect (in any train car).
- Candle:** The closest candle in the same train car. Haints only target a candle with actions that would move the haint a number of spaces.
- Hurt vagrant:** A vagrant who has currently lost the most humanity (not the vagrant with the lowest humanity) in the same train car. The number of wounds a vagrant has is ignored. Westbound vagrants are not considered.
- Nearby vagrant:** The vagrant closest to the haint (in any train car). Westbound vagrants are not considered.
- Westbound vagrant:** A westbound vagrant (in any train car).
- Recent vagrant:** The vagrant whose turn was the most recent (in any train car).

3. MOVE THE HAINT

Haints move orthogonally like vagrants, but they may move through spaces occupied by terrain and vagrants.

If a haint moves through or ends on a space occupied by a vagrant, that vagrant is **haunted**. If a haint would end its move on a space occupied by a vagrant or another haint, that vagrant (or other haint) moves to any adjacent open space of the player's choosing.

During their turn, a haint only moves during this step (unless specified by the haint action). A haint moves up to the **MOVE** value given, so that it ends this move in range of the target for its current haint action. The haint will go out of its way with any excess movement to haunt as many vagrants as possible (including the target). If a haint can haunt their target and end movement in range of their target, they will.

A haint action with a **MOVE** value but no specific range or target is treated as having a range of 1 while moving. The haint will still move toward the highest target priority, haunting as many vagrants as possible, ending their move as close to the target priority as possible, in a space adjacent to or on the target, if able.

If a haint would move but is already in range of the target, the haint instead moves so that it haunts as many vagrants as possible while ending its move so that it remains in range of the target for the action.

If the target priority is not in range of the haint action and won't be after moving, the haint still moves toward the target priority, haunting vagrants along the way.

If a haint would move, but there are multiple paths that the haint can take, first choose the path that follows the **hobo code**. If there is not a potential worst outcome, players may choose (if they cannot, roll bones to decide).

4. RESOLVE THE ACTION

After a haint has finished moving, resolve the haint action's effect(s). If the haint action moved the haint in such a way that it isn't able to perform the action against its target, it instead takes the action targeting the next available target (listed in the target priority) that is within the range of the action.

If the haint action cannot be resolved, its effects are ignored.

5. ADD THE RUMMAGE TOKEN TO THE CYCLE TRACK

The rummage token that was drawn for that action is now added to the **cycle track**. The haint's turn is now over.

Cycling and the cycle effect

Many haints have a **cycle effect**, which may change depending on a haint's current mood. When the number of any rummage token on the cycle track equals (or exceeds) its **CYCLE** value, the cycle effect is resolved at the end of the current character's turn. Then, return all rummage tokens on the cycle track to the bundle. Shake the bundle to shuffle the tokens.

Haunted

After the current move is resolved, if any vagrants become **haunted**, resolve the haunted effect written in the haint's current mood in the scenario book. The haint continues to move, if able, after haunting a vagrant. A vagrant may only be haunted by each haint once per turn.

Haint effects

In the scenario, a haint effect is represented by either a black or white **haint effect token**. These tokens do not stack (unless specifically stated). Normally, a vagrant may only gain 1 of each type at a time. Haint effects remain on the vagrant until they are removed in a specific way. A haint effect that is still on a vagrant at the start of the camp phase is removed.

WESTBOUND

If all of a vagrant's skills (and junk) are flipped over to wounds (or broken), the vagrant becomes **westbound**.

Discard any haint effect tokens, flip over their vagrant card to the westbound side, and place their humanity token on 1. Keep any rummage tokens. Then place your vagrant's **westbound action card** on top of one of your skill cards (if it had any coins on it, take these back). That westbound action may be freely used on their next turn. A westbound vagrant cannot lose humanity if their humanity token is on 1.

Westbound vagrants cannot perform skills (even if those skills are healed during a scenario), but can perform general actions, use rummage tokens, use their westbound action, and use their passives.

If a vagrant is ever told to immediately flip their card to the westbound side due to an effect, flip all their skills to wounded and their junk to broken.

Unless otherwise stated by the scenario, **if all vagrants are westbound at the end of a scenario, read moment 13**.

If a vagrant is still westbound at the end of a scenario, at the start of the camp phase, they must permanently discard (return to the box) the skill under their westbound action card. If they became westbound several times during a scenario, they would only have to discard 1 skill. The discarded skill may be wounded or normal.

Westbound vagrants gain a unique westbound action they may perform, which works exactly like performing a general action. This is not a skill, and may be used multiple turns in a row.

If a westbound vagrant loses humanity (and their humanity is greater than 1), **the closest other vagrant** (who is not westbound) **may choose to lose that humanity instead**.

When a westbound vagrant gains their maximum humanity (either during a scenario or at the start of the camp phase), flip over any one of their wounded skills, flip their vagrant card back to its normal side, and place their humanity token on their maximum humanity. Finally, put aside the westbound action card.

EVENT TOKENS

If an event token is on a track, its effects are triggered when the marker on that track enters, or moves past, that space. If the marker moves past an event token on the humanity track, the event is immediately resolved after the humanity is gained.

If an event token is drawn from the bundle, resolve its effects immediately, then draw a new rummage token.

An event token on the board can be investigated by a vagrant with an investigate action.

When an event is triggered, read and resolve the text in the scenario that corresponds to the event token's number. Unless otherwise stated, then discard the associated event token.

WINNING AND LOSING

If players met the **victory conditions** of a scenario, read the **victory moment** at the start of the camp phase.

If all vagrants are westbound during a scenario, they are defeated. A scenario may also include other defeat conditions. Read the **defeat moment** at the start of the camp phase.

Some effects reward players with **mile posts**, which are used to track the progress players have made during the game. When a mile post is gained, check off its box on the *Mile Posts* sheet. Then, check off the total number of mile posts gained. Once a certain number of mile posts are gained, vagrants gain access to special moments that may have long-lasting impacts.

Each scenario has several **rituals** the vagrants can perform to help them reach victory, providing powerful effects upon their completion. Rituals are double-sided cards, with one side providing the objective that must be met and the other providing the reward once the objective is complete. Do not read the reward side of the card until the ritual has successfully been performed.

Regardless of whether vagrants are victorious or defeated in a scenario, any coins that were gained from completed rituals are kept and are available to use during the camp phase.

THE HOBO CODE

- Rules on events, cards, and scenarios supersede the rulebook. If these rules contradict one another, follow the rules on the event first, then the card, then the scenario, and finally the rulebook.
- If players are in a situation where they must make a choice and the game assumes there is only a single option, but there are actually multiple valid options, the players must choose the outcome that is the *worst* for the vagrants.
- If players cannot decide how to break a tie, who goes first, or have a disagreement, they should roll bones to determine the outcome.
- Note that sometimes components used for one thing, such as tokens, are used for something else in a scenario.
- Keep a pen and scrap paper handy to jot down notes.

VAGRANTS'ONG

CAMP PHASE

TEAR DOWN

Perform these steps in order:

1. Restore humanity

Vagrants flip over their card from westbound to normal, if needed, and restore all their lost **HUMANITY**, placing their humanity token back onto their maximum humanity.

If a vagrant is westbound at the end of a scenario, they must permanently discard the skill card beneath their westbound action card.

Haint effects (and in-between effects) are also removed from vagrants. Skill cards remain wounded for now.

Any coins that are not available to a vagrant are now returned to them.

2. Clean up scenario

Put away any components from the previous scenario. Remove any unused event tokens from the bundle, and return any rummage tokens to the bundle (including those on vagrant cards).

If the séance card was not used during the previous scenario, it is also discarded, and must be purchased again.

BUILD UP

Shuffle the junk deck, draw the top card, and reveal it to all players. Then perform these steps in order:

1. SPEND COINS

Players collaboratively make choices this step.

Each vagrant who played in the previous scenario adds their coins to the pool (usually 3 each). Then, players look at the rituals they completed to see if any of the rewards grant coins. If so, add a coin from an unplayed vagrant to the pool for each coin gained from a ritual. Lastly, if any other sources granted coins to be used during the camp phase, add those to the pool as well.

During this step, players may permanently discard any of their broken junk cards (either attached to a vagrant or in their belongings) to **gain a coin for each broken junk card discarded**.

Any coins gained from rituals from the previous scenario or from discarded broken junk that are not spent during this step are removed and cannot be used later.

Any coin in the pool can be used to pay for an effect, even if it has a different vagrant's symbol on it. Each option has a cost in coins.

a. Acquire new skill(s)

Two common skills per scenario are made available. A common skill can only be acquired once, and players may not return to previous camp phases to acquire skills from previous scenarios.

Each new common skill costs 2 coins. Once acquired, all players should discuss who receives the skill. The chosen vagrant adds the common skill to one of their skill slots, removing another skill from a slot, if necessary. Skills removed this way may be placed in the belongings.

If vagrants are asked to read moments instead of acquire skills, any skills they would gain from those moments do not cost coins to acquire.

b. Heal a wound/fix broken junk

Players may heal wounded skills or broken junk on any vagrant at the cost of 1 coin per wound (or broken junk). Wounded/broken cards may not be traded with others, or swapped with other cards in the belongings.

c. Rummage

For 1 coin, the players may rummage 1. For each additional coin spent, rummage 1 again. These rummage tokens may be given to any vagrant in play and they carry over to the next scenario.

d. Acquire junk

The revealed junk card is available for purchase for 3 coins. Players decide what to do with newly acquired junk; if it is given to a vagrant that already has junk, they may place the old junk in the belongings.

Only 1 junk card may be purchased during each camp phase.

e. Draw different junk

For 1 coin, place the junk that was offered on the bottom of the junk deck and draw a new junk card.

f. Perform a séance

For 1 coin per vagrant in play, vagrants may gain the séance card. The séance card can only be used during the next scenario.

g. Bank coins

Vagrants may bank any number of coins each camp phase. They cannot be used for anything else during this or any future camp phase.

If they do, go to the mile post sheet and mark off a number of unmarked boxes in the **banked coins** section equal to the number of coins banked. These boxes are not considered mile posts.

Once a certain number of coins are banked, vagrants will gain access to special moments that may have long-lasting impacts.

3. MANAGE VAGRANTS

Vagrants may either shape their character by switching out skill or junk cards, or choose a new vagrant altogether.

If a vagrant would like to try a different skill or junk, or are in need of a skill/junk because they have that slot open, they may take a skill/junk card from the belongings (or immediately trade common skills or junk with another vagrant) and place it on their vagrant card (if they have the available slot open). If they do not have a slot open, they will have to add a card to either the group's belongings or their own personal belongings first.

Vagrants may also swap out exclusive skills that they already have in their personal belongings.

Wounded skill cards (and broken junk) may not be traded or added to the belongings until they are healed.

Belongings

Belongings represent junk and common skills that vagrants aren't actively using, but may want to later. There is no limit to the number of junk and skill cards that can be held in the belongings.

Players are free to switch junk and common skill cards in and out of the belongings during the camp phase so long as those cards are not wounded or broken.

Each vagrant also has their own **personal belongings**, which includes any exclusive skills they have gained, but are not currently using. There is no limit as to how many a vagrant can hold. These skills cannot be traded, but may be swapped in and out during this step.

Choosing a new vagrant

During this step, players may choose to play as a different vagrant. To do so, first permanently discard any exclusive skills you have learned. Starting skills are not permanently discarded this way and may be taken if a player decides to play that vagrant.

Retain any non-wounded common skills and non-broken junk you would like to keep. Choose a vagrant that is not westbound and gain that vagrant's starting skills (even if they were permanently discarded by another player).

The vagrant that was once being played is now available for another player.

Changing vagrants generally makes that player weaker and is not encouraged.

Adding new players

If a new player would like to join, they may do so during this step. Their coins are not added to the group's pool of coins that are used when choosing actions during the camp phase, but the vagrant that player chooses may gain any skills and/or junk from the group's belongings.

4. WITNESS THE IN-BETWEEN

Coins that were pooled together as collective resources at the start of the camp phase are now returned to each vagrant.

Draw the top card from the in-between deck. Any player reads out loud the story text and options. Do not flip the card over to read the other side yet.

Each player then decides how their vagrant reacts to the environment they are witnessing. These choices are made individually in secret and should not be discussed beforehand. Each vagrant places their relevant coin facedown next to the in-between card.

Then, flip the in-between card over. Each vagrant resolves the effects of their decision individually. Once the in-between card has been resolved, place it in the box, not back into the in-between deck. This concludes the camp phase.

The in-between deck is in numerical order and should not be shuffled. They are drawn and read in order.

Some choices will provide the vagrant with a special type of haint effect during the next scenario. These in-between effects remain on the vagrant during the next scenario and are not removed until the beginning of the next camp phase, or until the effect text states when it is removed.

5. START NEXT SCENARIO

Progress to the next scenario, as indicated by the victory or defeat text or in-between cards.


If the in-between card drawn previously has any lasting effects for the next scenario, these will carry over and must be applied.

If vagrants performed a séance during the camp phase, they receive the séance benefits for the next scenario.

VAGRANTSONG

PLAYING THE GAME

Each round players decide which vagrant takes their turn first. Then it is the haint's turn, then another vagrant's turn, and so on, ending with the last haint turn of the round. When the round is over, **move the round marker** up on the round track. Rounds continue until the scenario's victory condition is met or all vagrants are **westbound**. Then go to the camp phase.


 **Targets:** **V** for vagrant, **H** for haint, and **any** for any character. Characters (both haints and vagrants) can draw range through other characters.


Vagrants can never draw range through terrain (they may target characters in the same space as it), or move into or through it. **Haints** can draw range through terrain, and can move into or through it, or end their turn on it.

VAGRANT TURN

First take back any of your coins that were placed on skills, general actions, or the train board.

Perform actions by placing your coins on skill cards and/or general actions.

 A vagrant usually has 3 coins available each turn. They may be placed freely on general actions, but may only be placed on skills and junk cards if that card had 0 coins placed on it during the previous round.

 When attempting an action that lists a number of **bones** or has a **SUCCESS value** (✓) that must be met in order to succeed, roll that many bones (dice). Each result that meets or exceeds the action's success value is a success.

Booming boxcars: If you roll a natural 6 when performing an action, you may immediately roll an additional bone. You can continue to roll additional bones if you roll more 6s.

When a vagrant gains or loses humanity, move their humanity token on their humanity track. Ignore any humanity gained beyond their **HUMANITY** value. If the token moves from 1 to 0, they suffer a **wound**, then place their humanity token on the space equal to their maximum humanity, ignoring any additional humanity that would be lost from a single effect.

When a vagrant suffers a wound, flip over one of their skill cards; they can no longer perform its action. You may choose instead to flip over a junk card (to make it **broken**).

HAINT TURN



Each scenario details the rules that apply to one of the 2 **moods** that haints switch in and out of. Haints are only ever in 1 mood at a time.

Track a haint's **HUMANITY** with the humanity token on the board's humanity track. If a haint gains humanity during their own turn, they continue their action as normal, even if they break (in which case they resolve any break effects after their action is complete).

When a haint's humanity token moves onto the **threshold token**, that haint **breaks**. Lower the haint's **BREAK** value by 1 and place their humanity token on 0, ignoring any additional humanity gained from the effect that caused them to break.

The next turn a haint would take immediately ends without any of their actions performed or effects resolved, and all vagrants in play gain 1 humanity.

If a haint has a **BREAK** value of 1 and they break again, they are saved, which usually means the vagrants have won the scenario.

VAGRANT GENERAL ACTIONS

MOVE



For each coin placed on this icon, a vagrant may move orthogonal spaces up to their **MOVE**. You may move through spaces occupied by a haint, vagrant, or token, but may not stop on a space occupied by a haint, another vagrant, or terrain. Two objects in the same space are adjacent.

If a vagrant is forced to complete a move toward a haint that would result in them stopping on the haint's space, the vagrant instead stops adjacent to the haint and becomes **haunted**.

RUMMAGE



Draw 1 **rummage token** from the bundle for each coin placed on this icon. You may only keep 1 of the tokens you draw (return the rest to the bundle).

Your **RUMMAGE** value is how many rummage tokens you can have at once. **Each vagrant may only use 1 rummage token per round** (this does not require any coins and is not an action). **If a vagrant uses a rummage token during a haint's turn, it can only be used after the haint has performed their action.**

If a character must draw a rummage token and none are in the bundle, immediately **cycle** the rummage tokens and then draw. When a rummage token is discarded, place it on the cycle track.

If you draw an event token, read and resolve the event text, then draw another rummage token.

Vagrants may trade a rummage token for another or give one to an adjacent vagrant during their turn. Either is 'using' the rummage token for that round.

Rummage token types



Iron nails: Target a haint within range 2 to have that haint gain 2 humanity.



Candle: Place the candle token in an open adjacent space. A candle in the same train car as a haint is its highest target priority. Once it moves onto the candle space, the haint ends its movement and the candle is discarded. If there are any targets available for the haint's action after the candle is removed, continue the action with the appropriate new target.



Salt: The vagrant ignores the effects of a haint's action that targets them. Salt does not nullify a haint's move, haunted effects, or effects targeting other vagrants.



Rabbit's foot: Treated like a fourth coin that the vagrant may use during their turn on any skill or action. After the action is resolved, discard the rabbit's foot.



Apple: When used, the vagrant may flip a wounded skill card faceup so that the skill can be used again.

INVESTIGATE



A vagrant in the same space as an **event token** may investigate it. Read the first portion of the event, then roll bones equal to the number of coins placed on the investigate icon. Each result that meets or exceeds your **INVESTIGATE** is a success. Read the event text that corresponds to the number of successes.

PATCH UP



Roll bones equal to the coins placed on the **patch up** icon. Every result that meets or exceeds your **PATCH UP** is a success and gains you 1 humanity.

BUST




Roll bones equal to the coins placed on the **bust** icon. Every result that meets or exceeds the vagrant's **BUST** value is a success. The vagrant may target an adjacent haint to gain 1 humanity for each success.

VAGRANTSONG

PLAYING THE GAME

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When a vagrant suffers a wound, flip over one of their skill cards; they can no longer perform its action. You may choose instead to flip over a junk card (to make it **broken**).

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If a character must draw a rummage token and none are in the bundle, immediately **cycle** the rummage tokens and then draw. When a rummage token is discarded, place it on the cycle track.

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BUST



Roll bones equal to the coins placed on the **bust** icon. Every result that meets or exceeds the vagrant's **BUST** value is a success. The vagrant may target an adjacent haint to gain 1 humanity for each success.

HAINT ACTION

1. DETERMINE THE HAINT ACTION

The vagrant who took the most recent turn draws a rummage token, and the haint performs the matching action listed next to the haint's current mood.

2. DETERMINE THE TARGET PRIORITY

- Special priority:** The vagrant with the special target priority token (in any train car).
- Action specific:** The vagrant or a (non-candle) token that is considered the target priority according to an action or effect (in any train car).
- Candle:** The closest candle in the same train car. Haints only target a candle with actions that would move the haint a number of spaces.
- Hurt vagrant:** A vagrant who has currently lost the most humanity (not the vagrant with the lowest humanity) in the same train car. The number of wounds a vagrant has is ignored. Westbound vagrants are not considered.
- Nearby vagrant:** The vagrant closest to the haint (in any train car). Westbound vagrants are not considered.
- Westbound vagrant:** A westbound vagrant (in any train car).
- Recent vagrant:** The vagrant whose turn was the most recent (in any train car).

3. MOVE THE HAINT

Haints move orthogonally like vagrants, but they may move through spaces occupied by terrain and vagrants.

If a haint moves through or ends on a space occupied by a vagrant, that vagrant is **haunted**. If a haint would end its move on a space occupied by a vagrant or another haint, that vagrant (or other haint) moves to any adjacent open space of the player's choosing.

A haint moves up to its **MOVE** so that it ends this move in range of the target for its current action (or as close as possible), going out of its way with any excess movement to haunt as many vagrants as possible (including the target).

4. RESOLVE THE ACTION

After a haint has finished moving, resolve haint action effect(s).

5. ADD THE RUMMAGE TOKEN TO THE CYCLE TRACK

Add rummage token that was drawn for that action to the **cycle track**. The haint's turn is now over.

Cycling and the cycle effect

When the number of any rummage token on the cycle track equals (or exceeds) its **CYCLE** value, resolve the cycle effect at the end of the current character's turn. Then, return all rummage tokens on the cycle track to the bundle and shake it.

Haunted

After the current move is resolved, if any vagrants become **haunted**, resolve the haunted effect written in the haint's current mood in the scenario book. The haint continues to move, if able, after haunting a vagrant. A vagrant may only be haunted by each haint once per turn.

Haint effects

In the scenario, a haint effect is represented by either a black or white **haint effect token**. These tokens do not stack (unless specifically stated). Normally, a vagrant may only gain 1 of each type at a time. Haint effects remain on the vagrant until they are removed in a specific way. A haint effect that is still on a vagrant at the start of the camp phase is removed.

WESTBOUND

If all of a vagrant's skills (and junk) are flipped over to wounds (or broken), the vagrant becomes **westbound**.

Discard any haint effect tokens, flip over their vagrant card to the westbound side, and place their humanity token on 1. Keep any rummage tokens. Then place your vagrant's **westbound action card** on top of one of your skill cards (if it had any coins on it, take these back). That westbound action may be freely used on their next turn (and multiple turns in a row). A westbound vagrant cannot lose humanity if their humanity token is on 1.

Westbound vagrants cannot perform skills, but can perform general actions, use rummage tokens, use their westbound action, and use their passives.

Unless otherwise stated by the scenario, **if all vagrants are westbound at the end of a scenario, read moment 13**.

If a vagrant is still westbound at the end of a scenario, at the start of the camp phase, they must permanently discard (return to the box) the skill under their westbound action card. If they became westbound several times during a scenario, they would only have to discard 1 skill. The discarded skill may be wounded or normal.

Westbound vagrants gain a unique westbound action they may perform, which works exactly like performing a general action. This is not a skill, and may be used multiple turns in a row.

If a westbound vagrant loses humanity (and their humanity is greater than 1), **the closest other vagrant** (who is not westbound) **may choose to lose that humanity instead**.

When a westbound vagrant gains their maximum humanity, flip over any one of their wounded skills, flip their vagrant card back to its normal side, and place their humanity token on their maximum humanity. Put aside the westbound action card.

THE HOBO CODE

- Rules on events, cards, and scenarios supersede the rulebook. If these rules contradict one another, follow the rules on the event first, then the card, then the scenario, and finally the rulebook.
- If players are in a situation where they must make a choice and the game assumes there is only a single option, but there are actually multiple valid options, the players must choose the outcome that is the *worst* for the vagrants.
- If players cannot decide how to break a tie, who goes first, or have a disagreement, they should roll bones to determine the outcome.
- Note that sometimes components used for one thing, such as tokens, are used for something else in a scenario.
- Keep a pen and scrap paper handy to jot down notes.

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