



The Order of Vampire Hunters

Customization Kit

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1 Mini-Maps and BGMapEditor

This kit includes 4 zip files that can be added to the Board Game Map Editor to allow you to create mini-maps for your custom Hunts.

You will need to download and install the free, third-party application BGMapEditor.exe first. It can be found on Source Forge:

<https://sourceforge.net/projects/bgmapeditor/>

You can add the zip files from the menu, Packs/Add. You do not need to unzip these files or copy them to a special location yourself. They will show up as 4 separate Map Packs, but objects from the separate Map Packs can be combined into one mini-map image. You only need to Add the Map Pack you want to use.

2 Card Customization

The Card Customization directory contains many files to help create new cards for the Game.

Card Templates: These files are the blank cards themselves. Some are png files with transparent windows; paste these templates over your image and it will show through. Others are jpg files where you will need to cut the image to size and paste it over the template.

Encounter Bars: Three different encounter bar images to allow you to create your own Encounter Cards.

Icons: These two directories contain png files with different sized versions of the icons used on the cards. You should be able to paste these onto the cards with little need to resize them.

Fonts: You can download the fonts we used on the cards from these locations:

<https://www.dafont.com/search.php?q=vermin+vibes+ex>

<http://fontsgreek.com/fonts/Franklin-Gothic-Medium-Regular>

There are many graphic editing applications that manipulate these files, include GIMP, which is free:

<https://www.gimp.org/downloads/>

If you print the cards at 300 DPI, they will be the same size as the cards in the game. We recommend you sleeve your cards to help with shuffling, etc.

3 Hunt Template

A simple MS Word file, "OVH - Simple Hunt Template.docx" has been included, which you can use to help organize the description of your Hunt in the same way we do the in the Hunt section of the rule book.

Feel free to edit the file in any way or to present your Hunt differently.