# VAMPIRE

## THE ETERNAL STRUGGLE

# RULEBOOK
## FIFTH EDITION

# VTES Fifth Edition Credits

Rulebook version 1.1, October 2023.

# INDEX

# INTRODUCTION

*Vampire: The Eternal Struggle* is a customisable card game in which four or five players take on the roles of ancient **vampires** known as **Methuselahs**. The game is set in a shadowy, alternate reflection of our own reality called the World of Darkness. Methuselahs are considered to be mere legend by younger vampires. Younger vampires think that they pursue their own ends, even as they are being used by one Methuselah to undercut the influence of another. Throughout the world, Methuselahs manipulate their **minions** to frustrate the designs of the other Methuselahs, just as they have for as long as anyone can remember. These eternal struggles are sometimes covert and subtle, sometimes open and spectacular.

This set of rules includes all the rules needed to play Vampire: The Eternal Struggle. To make it easier to learn the rules, some of them appear in "Advanced rules" sections. Although they are an integral part of the game, we recommend new players to skip them whilst they learn the basic game.

# OBJECT OF THE GAME

Your goal is to accumulate the most **victory points** by destroying the influence held by rival **Methuselahs**. You accomplish this goal by using your influence to gain control of younger vampires and using those to perform actions to reduce the influence of rival Methuselahs. Influence is represented by **pool counters**, the main currency of the game. If a Methuselah runs out of **pool**, they are ousted from the game. As Methuselahs are ousted, other Methuselahs will earn victory points; the winner is the Methuselah with the most victory points at the end of the game.

# COMPONENTS

Your copy of Vampire: The Eternal Struggle Fifth Edition includes the following components:

■ This rulebook (www.blackchantry.com/rulebook/)
■ 5 decks containing 89 cards each (Malkavian, Nosferatu, Toreador, Tremere and Ventrue) and one card each to randomly determine the seating order.
■ 180 pool counters
■ 1 Edge token
■ 5 help sheets

### Decks

The VTES Fifth Edition features five different decks that are playable out of the box: one of clan Malkavian, one of clan Nosferatu, one of clan Toreador, one of clan Tremere, and one of clan Ventrue. Each deck contains 12 **crypt** cards, 77 **library** cards as well as one reference card.
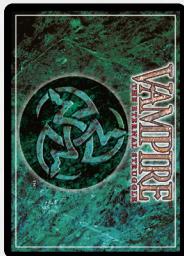
These decks are customisable with other Vampire: The Eternal Struggle cards.

**Cards:** Each Methuselah's deck has two components: a **crypt** and a **library**.

The cards in your crypt represent the **vampires** you hope to control; they have oval portraits on the front and amber marble backs.

The cards in your **library** represent the wider World of Darkness and allow you or your **minions** to operate in that world; they have square illustrations on the front and green marble backs.



The crypt and library form two independent stacks from which crypt cards and library cards are drawn during the game (see Game Setup, p. 14, Drawing cards, p. 7 and Influence Phase, p. 35). Library cards drawn are moved to their owner's hand. Crypt cards drawn are moved to their owner's uncontrolled region (see Play Area, p. 35).

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### DECK CONSTRUCTION

Each Methuselah must have at least 12 cards in their crypt and between 60 and 90 cards in their library. There is no maximum limit on the number of cards Methuselahs can have in their crypt.

A Methuselah can include any number of copies of a given card in either their library or crypt within the limits indicated above.

### ADVANCED RULES

Each vampire belongs to a specific **group**, identified by a number above the upper left corner of the text box. A Methuselah's crypt must be built using vampires from a single group or from two consecutive groups.

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**Counters:** Counters are an integral part of the game. Each Methuselah needs about 40 counters: 30 for their starting pool and extra counters, to represent the blood bank. The counters used to represent pool, blood or life are the same but are named differently when they are in your pool, on vampires (blood) or on allies (life). For instance, if you move a counter from your pool to a vampire, it becomes a blood. Similarly, a blood stolen from a vampire by an ally becomes a life. When you burn, pay, or spend 1 blood or pool counter, you return it to the blood bank. If you would gain 1 blood or pool counter you gain it from the blood bank. When blood is **added** to a vampire, it is added from the blood bank. Blood and pool counters can be any convenient items, such as coins, glass beads, or stones. Single-item methods of keeping track of changing numbers (for example, dice) are discouraged, due to the frequent need to move counters from one place to another.



**The Edge:** The Edge is a symbol showing that your minions have temporarily given you an advantage over the other Methuselahs. Choose an object to represent the Edge. Any small, distinctive object, such as a figurine, trinket or a glove will do.

## TURN SEQUENCE

Turns proceed clockwise around the playing area, starting with the first Methuselah. Each Methuselah's turn is composed of the following five phases, in order:

### 1. Unlock Phase
Unlock all your cards and deal with any active **contests**. If you have the **Edge**, you may gain 1 pool from the **blood bank**.

### 2. Master Phase
Take **master phase actions**, representing your direct influence in the World of Darkness.

### 3. Minion Phase
This is generally the longest part of your turn as your minions perform a wide variety of **actions** using abilities or cards. Actions can be **blocked** which may result in combat.

### 4. Influence Phase
Gain control of vampires in your **uncontrolled region** by using your pool and **transfers**.

### 5. Discard Phase
Use a **discard phase action** to **discard** a card from your hand and draw another, or (Advanced Rules) to play an **event card**.

Each of the phases is described in full detail later in this rulebook (see Detailed Turn Sequence, p. 17).

# Card Types

## CRYPT CARDS

Each crypt card has a set of elements that define the vampire as described below.

**Name:** Each crypt card is **unique**, so only one copy of each can be in play at a time.

### ADVANCED RULES
A second Methuselah could **contest** control of the vampire (see Contested Cards, p. 17), which means that the Methuselahs are struggling for control of them.

**Blood Capacity:** The number in the red circle in the lower right corner of the card is the vampire's capacity.



Ayelech

6

Camarilla Prince of Addis Ababa.

7

Illus. Samuel Araya   © 2020 Paradox Interactive AB

This number represents many things: the vampire's relative age, the amount of pool a Methuselah must invest in the vampire in order to bring them under their control, and the maximum ability they have to mend wounds or play cards (some cards cost **blood** to play). A vampire with a larger capacity

than another is said to be older, and one with a smaller capacity is younger. A vampire cannot have more blood than their capacity; if an effect puts more blood on them than their capacity allows, the excess is always moved to the blood bank immediately.

An uncontrolled vampire will have blood counters stacked on them representing the amount of pool that has been invested in them. During the influence phase, if that stack equals or exceeds their **blood capacity**, you can reveal the vampire and place them in the **ready region**. They retain the **pool** counters used to influence them on their card to serve as their blood, any blood counters in excess of the capacity drain back to the blood bank (see Influence Phase, p. 35).

**Clan:** Each vampire belongs to a **clan**, identified by the symbol at the top of the attribute bar (the marble stripe on the left side of the card).



See the Quick Reference page for a list of the clan symbols (page 53). Some library cards require a member of a particular vampire clan to play, while other library cards may affect only vampires of a particular clan.

**Disciplines:** These are supernatural powers that vampires possess. The Disciplines possessed by the **vampire** are represented by the group of symbols at the bottom of the attribute bar.



The vampire's Disciplines determine which **library** cards they can play. If a library card requires a Discipline (noted by a Discipline symbol on the attribute bar of the library card), then only vampires who have that Discipline can play it.

Each of a vampire's Discipline symbols is in the shape of either a square or a diamond. A square-shaped Discipline symbol means that the vampire has the basic level of that Discipline and they can use only the basic (plain text) effect listed on a card that requires that Discipline.

A Discipline symbol within a diamond signifies that the vampire has the superior level, and therefore may opt to use either the basic (plain text) or the superior (bold) effect listed on the card (but not both).

Some **library** cards have multiple Discipline symbols on the attribute bar (see Requirements for Playing Cards, p. 7).

## DECK CONSTRUCTION

**Group:** Each vampire belongs to a specific **group**, identified by a number above the upper left corner of the text box. A Methuselah's crypt must be built using vampires from a single group or from two consecutive **groups**. This does not restrict a Methuselah from stealing vampires from other groups through play, however.

## ADVANCED RULES

**Advanced:** An advanced card is a type of vampire card for your crypt. An advanced card looks just like a regular crypt card except that it has an Advanced icon under the clan icon. The advanced card is a vampire card in all respects, so it can be influenced in the normal manner (see page 37).

**Text box:** The area containing a vampire's sect (Camarilla in this case), **title**, special abilities or other attributes.

**Expansion symbol:** This symbol indicates the expansion set in which the crypt card was released, and has no impact on the game.

**Illustration:** Denotes the artist who produced the artwork for this card.

**Copyright:** Denotes the copyright of the game which belongs to Paradox Interactive AB (publ).

**Note:** Some advanced expansions include other types of crypt cards — to learn about those, check the **Appendix** (https://www.vekn. net/rulebook/appendix-imbued-rules).

## LIBRARY CARDS
### Card Types
There are two main types of library cards:

**Master Cards:** Master cards are played by Methuselahs. Master cards have no icon at the top of the attribute bar while the other cards have an icon there that indicates what type of card they are.



**Minion Cards:** Minion cards are played by the **minions** (vampires and allies) the Methuselah controls.

## ADVANCED RULES
**Event Cards:** Event cards are put into play during the **discard phase** to represent events that affect the World of Darkness as a whole (see page 13).

### Playing a Card
A card is played by announcing its effects, showing the card and placing it from the hand in the ash heap upon resolution. Sometimes a card will state to put it into play, you should announce its effects and place the card in the play area upon resolution. Some cards such

as action cards are not resolved immediately; in that case, they are temporarily out of play between the moment they are played and the moment they reach resolution.

## ADVANCED RULES
Some effects can cancel a card "as it is played." These effects, as well as **wake** effects (see page 44), are the only effects allowed during the "as played" time period of another card. Even drawing to replace cards, comes after this time period.

### Drawing Cards
Whenever you play a card from your hand, you draw another from your library to replace it (unless card text says otherwise). If your library is empty, then you do not draw to replenish your hand, but you do continue to play. The number of cards in your hand should always match your hand size (cards that are replaced later reduce your hand size for the duration of the effect). **The starting default hand size is seven cards in hand.** Whenever an effect changes your hand size or adds or removes cards from your hand, immediately discard down to or draw up to match your hand size.

### Requirements for Playing Cards
Each library card has symbols on the attribute bar (the marble stripe on the left side) for the card type (except for **master cards**), the clan, or Discipline (if any) required to play the card, and the cost (if any) of playing that card.

Some cards will have other requirements (such as **capacity** or **title**) stated in the card text. Only a minion who meets the requirements given on a **minion card** can play it, whereas only a Methuselah who controls a **ready minion** who meets the requirements of a master card can play it.

Some of the effects listed on cards may require one of the Disciplines listed, while other effects require another listed Discipline, and some effects may require the **vampire** to possess several Disciplines. Each effect shows the icon(s) of the Discipline(s) required.

A number in a red drop represents **blood** cost (the amount of blood the vampire must burn). Only a vampire with enough blood on them can play a card with a **blood** cost. A number in a white diamond with a skull represents **pool** cost (the amount of pool the Methuselah must burn). Only a Methuselah with enough pool can play a card with a pool cost.



Costs may only be paid with the Methuselah's or the minion's own resources. For instance, some cards or effects have an alternative cost such as burning the Edge or discarding a card; the Methuselah must control the Edge to burn it for a cost, or discard one of their own cards in hand. Minions controlled by a Methuselah have access to that Methuselah's resources in order to pay costs: for instance, a minion can discard a card from their controller's hand.

Optional cost reducers can be used when the card is played (in order to play the card) or upon resolution (you may wait until you know the action is successful). If the card is cancelled, then the effect is not used.

## Targeting of Cards
If a card is played on another card, or targets another card, the target card must be in play (that is, controlled). Vampires in the **torpor region** are eligible targets by default, but vampires in the **uncontrolled region** and **contested** cards are not.

## ADVANCED RULES
### Sequencing
If two or more Methuselahs want to play a card or effect, the acting Methuselah plays first. At every stage, the acting Methuselah always has the opportunity (called **"impulse"**) to play the next card or effect. So after playing one effect, they may play another and another. Once they are finished, the impulse passes to the next Methuselah in the following order: during combat or an action directed at a single Methuselah, the defending Methuselah first; during an action directed at a set of Methuselahs, those Methuselahs in clockwise order; during an undirected action, the prey first and the predator second. Then every other Methuselah in clockwise order gets the impulse until everyone passes.

Note that if at any point any Methuselah uses a card or effect, the acting Methuselah again gets the impulse back.

### Master Cards
Master cards are cards you play in your role as a Methuselah. There are two categories of master cards: regular and **out-of-turn master cards**.

Regular master cards are played during your master phase as master phase actions. At the start of each of your master phases, you get one **master phase action**, which you can use to play a regular master card. Out-of-turn master cards can ONLY be played during other Methuselahs' turns. By playing an out-of-turn master card, you are using a master phase action from your next master phase, playing the card now instead of waiting until your next master phase.

A master card in play is controlled by the Methuselah who played it, even if it is played on a card controlled by another Methuselah.

The general types of master cards are as follows:

**Locations:** A location card represents a place (that is a building, a city, or a designated gathering place) that a Methuselah or their minions control. A location card stays in play and may be used repeatedly, even on the turn it is played. Some game effects can **burn** them.

**Trifle:** Some master cards are identified as trifles. When a Methuselah successfully plays a trifle, they gain an additional master phase action. For an out-of-turn trifle, they gain a master phase action in their next master phase. A Methuselah can gain only one master phase action from trifles in a given master phase; any subsequent trifles act like regular master cards.

**Other master cards:** Any master cards not explained here have their effects described on them.

## ADVANCED RULES

**Disciplines:** A Discipline card is played on a controlled **vampire** to give them an additional level of a Discipline, either giving a vampire the basic level of a new Discipline or increasing the level of a Discipline from basic to superior. Most of them also increase the capacity of the vampire by 1 (the "+1" in the red circle in the bottom right corner of the card indicates this in that case) along with the Discipline granted, but they do not automatically gain an extra blood to fill the new capacity.

**Trophy:** A trophy may be put into play using a master phase action (or can be retrieved as described in traits: Red List, p. 41). It has no effect until it is moved to a vampire. Once placed on a vampire, a trophy is controlled by the controller of the vampire it is on, and it cannot be awarded again.

**Out-of-turn:** You may play an out-of-turn master card whenever appropriate during another Methuselah's turn. Doing so counts against the allotted number of master phase actions you receive in your next master phase, even if the out-of-turn master card is cancelled (see Master Phase, p. 18).

Regardless of the number of master phase actions you normally have, you cannot play a second out-of-turn master card before your next master phase. You cannot play an out-of-turn master card on your own turn.

## Minion Cards

Minion cards are cards that your vampires and allies (collectively referred to as "**minions**") play.

**Enchant Kindred** — ACTION
▢ Ⓓ Bleed with 1 bleed.
◇ +1 stealth action. Add 2 blood to a younger vampire in your uncontrolled region.

*I saw pale kings, and princes too,
Pale warriors, death-pale were they all;
They cried, "La belle dame sans Merci
Three hath in thrall!"
John Keats, La Belle Dame Sans Merci*

Illus: Corenn Cornet          © 2020 Paradox Interactive AB (publ)

**Foreshadowing Destruction** — MASTER
Only usable during a bleed action.
Ⓓ +1 bleed (limited).
◇ +3 bleed if the target Methuselah has 9 or fewer pool (limited).

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## ADVANCED RULES

A minion card in play is controlled by the controller of the minion it is on. If a minion card is just in play and not on another controlled card, then it is controlled by the Methuselah who played it.

In many cases, a minion card will have a Discipline symbol, a clan symbol and/or a blood cost; in these cases, the card can only be played by a vampire who meets the requirements.

The general types of minion cards are as follows. It is possible for a minion card to be of multiple types.

**Action cards:** A ready unlocked (see Important Terms of the Game, p. 16) minion can play an action card to perform an action other than the default actions. Only one action card can be played for the action. Action cards cannot be used to modify other actions.

**Govern the Unaligned** — ACTION
🝛 Ⓓ Bleed with +2 bleed.
◇ +1 stealth action. Add 3 blood to a younger vampire in your uncontrolled region.

Illus: Carmen Cornet          © 2020 Paradox Interactive AB (publ)

**Ally cards:** These cards are put into play with their starting life from the blood bank, and remain independent from the acting minion.

**Underbridge Stray** — RECRUIT ACTION
Animal with 1 life, 0 strength, 0 bleed.
🐾 This ally can burn 1 life to give a minion you control 1 press. During a Ⓓ action against you (or a card you control), you can burn this ally if it is not blocking to unlock a ready minion you control.
◇ As above, but this ally has 2 life and 1 strength.

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**Equipment cards:** These cards are put into play on the acting minion. Equipment cards are burned when the minion they are played on (usually referred to as "the **bearer**") is burned.

**Bowl of Convergence**

Unique.
The bearer with Auspex gets +1 intercept. The bearer with superior Auspex can burn 1 blood during an action to get an additional +1 intercept.

**Retainer cards:** These cards are put into play on the acting **minion**, with their starting life from the blood bank. Retainer cards are burned when their last life is burned, or when the minion they are played on (usually referred to as "the **employer**") is burned.

**Raven Spy**

Animal with 1 life.
The employer gets +1 intercept.
As above, but Raven Spy has 2 life.

**Political action cards:** A political action card can be played to call a **referendum** as an action, or it can be burned during a referendum to gain a vote (see page 27).

Only vampires can play political action cards.

**Kine Resources Contested**

Allocate 4 points among two or more Methuselahs. Successful referendum means each Methuselah burns 1 pool for each point allocated.

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**Action modifier cards:** The **acting minion** can play these cards to modify their action at any time before action resolution. A minion cannot play the same **action modifier card** more than once during a single action (even if using a different Discipline level).

**Cloak the Gathering**

■ +1 stealth.
◆ **Only usable by a ready vampire other than the acting minion. The acting minion gets +1 stealth.**

*The shadow cloak'd from head to foot…*
Lord Tennyson, *In Memoriam*

Illus: Eric Deschamps          © 2020 Paradox Interactive AB (pub)

Some action modifier cards are played by minions "other than the acting minion". Only minions controlled by the same Methuselah can play those cards.

**Combat cards:** These are played by minions when in combat (see Combat, p. 28).

**Roundhouse**

□ Strike: hand strike at +2 damage.
◇ **Strike: hand strike at +3 damage.**

*The Anarchs are wusses, but you get enough of them in one room and they think they can take on anyone.*
Tyrus, Gangrel Archon

Illus: Carmen Cornet          © 2020 Paradox Interactive AB (pub)

**Reaction cards:** A ready unlocked minion can play a reaction card in response to an action taken by a minion controlled by ANOTHER Methuselah.

**Protected District**

Requires a primogen. Only usable during a bleed action against you or during the polling step of a political action.
Reduce the bleed amount by 3 or this vampire gains +3 votes against the referendum.

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A minion cannot play the same reaction card more than once during a single action (even if using a different Discipline level). A reaction card does not **lock** the minion playing it.

## ADVANCED RULES
### Reflex cards

A minion can play a reflex card to cancel a specified kind of card played against them as it is played (see Playing a Card, p. 7).

## ADVANCED RULES
### Event Cards

Event cards are played to represent events that affect the World of Darkness as a whole. Once each **discard phase**, a Methuselah may use a **discard phase action** to put an event card in play. Each event can only be played once in a game. An event card is controlled by the Methuselah who played it.

# Playing the Game

## GAME SETUP
### Order of Play

Seating order can be determined by whatever method the Methuselahs choose. Randomly determine a Methuselah to act as first Methuselah. For each Methuselah, the Methuselah to your left is your **prey (1)**. They are the Methuselah you hope to oust from the game. The Methuselah to your right is your **predator (2)**. They are the Methuselah who hopes to oust you from the game. When your prey is ousted, the next Methuselah to your left becomes your new prey.

### Blood Bank

Each Methuselah takes 30 **blood counters** to form their starting **pool (3)**. The remaining blood counters are placed in the central area to form the **blood bank (4)**. The number of blood counters in the blood bank can never run out, just use additional counters, coins, stones etc as needed.

### The Edge
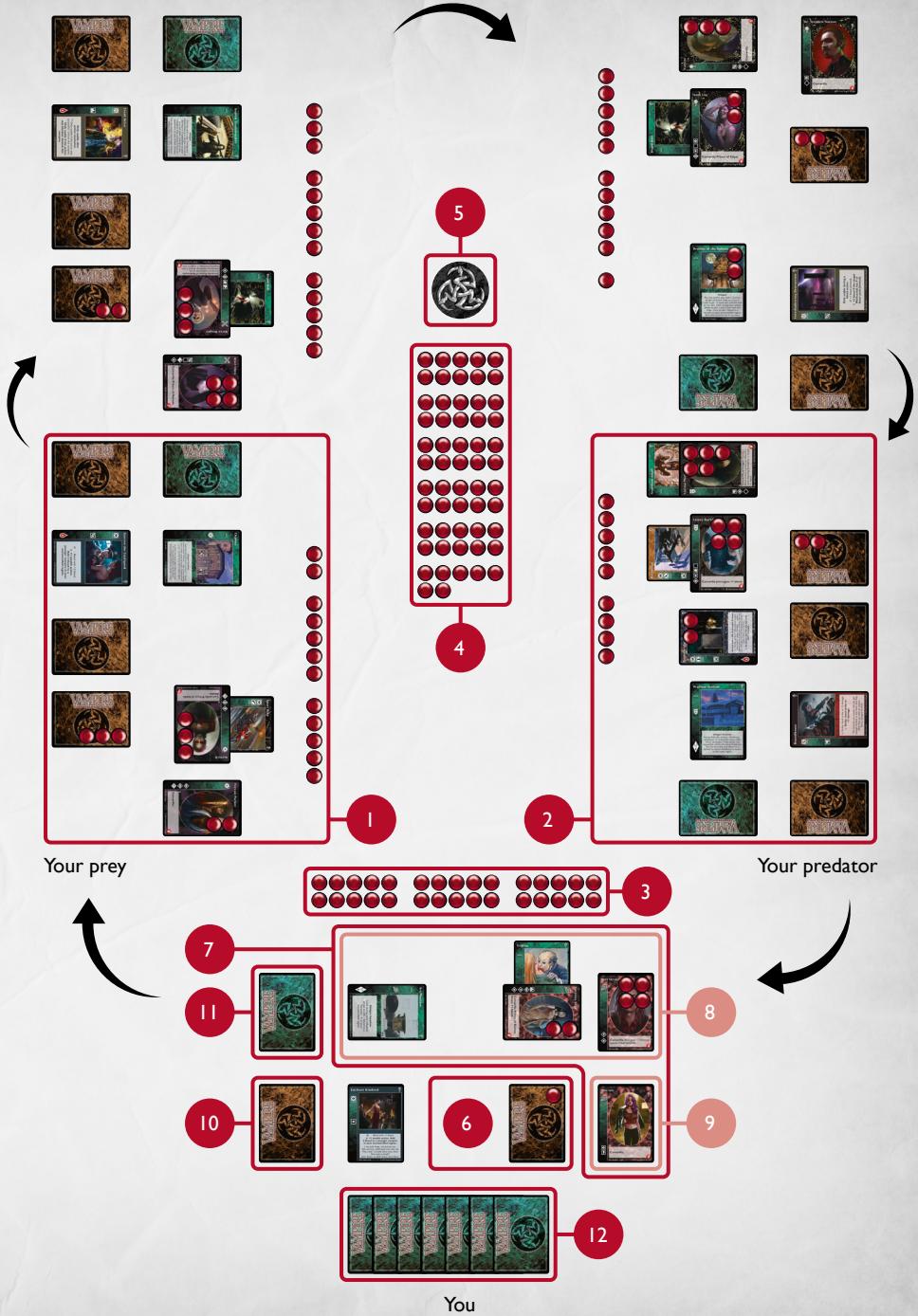
The **Edge (5)** begins the game uncontrolled and is placed in the central area as well.

### Play Area

The area in front of each Methuselah is divided into two regions: the **uncontrolled region (6)**, and the **controlled region (7)**. The controlled region is further divided into two areas: the **ready region (8)** and the **torpor region (9)**. Torpor is a special area for **wounded** vampires. As the game progresses, you will gain control of some of your minions, moving them to the ready region, face up.

To begin, separate your **crypt** cards **(10)** from your **library** cards **(11)**. Shuffle both decks and allow your predator to cut both. Place both decks in front of you. Draw the top seven library cards to form your **hand (12)** and deal the top four crypt cards face down into your **uncontrolled region (6)**. You can look at the cards in your hand and in your uncontrolled region at any time during the game.

Your prey

Your predator

You

## IMPORTANT TERMS IN THE GAME

**Burn:** When a card is **burned**, it is placed into its owner's **ash heap** (discard pile). The ash heap can be examined by any Methuselah at any time. When a counter is burned, it is returned to the blood bank. Sometimes, an instruction may say to remove a card from the game. While some cards and effects can retrieve cards from the ash heap, cards that are removed from the game cannot be retrieved or affected in any way. When a card is burned or removed from the game, any counters or other cards on it are burned.

**Control:** Vampires put into play by a Methuselah are controlled by that Methuselah.

A master card in play is controlled by the Methuselah who played it, even if it is played on a card controlled by another Methuselah.

A minion card in play is controlled by the controller of the minion it is on. If a minion card is just in play and not on another controlled card, then it is controlled by the Methuselah who played it.

Control can change through game effects and this is clearly noted when using those effects.

**Locking and Unlocking:** During play, you will turn cards sideways 90º to **lock** them, indicating that the cards have been used for some particular purpose or effect. **Unlocking** a card restores it to its original position, indicating that the card is reset and will be able to be locked again later. Only unlocked **minions** can perform actions or block the actions of other minions.

**Rules of Card Ownership:** The cards you start the game with are referred to as "owned". Your cards can become controlled by other Methuselahs but are never owned by them.

At the end of the game, the cards you own are returned to you. If you are ousted before the end of the game, any cards that you own that other Methuselahs control remain in play until burned as normal.

**The Golden Rule for Cards:** Whenever the cards contradict the rules, the cards take precedence.

**Wording templates**

**"During X, do Y":** The "during X do Y" template is used in several cards. When this template is used, only one Y can be done per X with this card. For instance, you may move blood from your vampire to your pool with Vessel only once per unlock phase.

**"Lock X to do Y":** These effects require an unlocked minion to be used, they cannot be used by locked minions.

**"Search":** Some effects have you search your library or crypt. You do not have to announce the card you are searching, and searching can result in not finding the card. If you search your library or crypt, you must shuffle it afterwards.

## ADVANCED RULES

**"Cancel a card":** A **cancelled** card has no effect, but it is still considered played.

If an **action card** is cancelled, the minion does not lock (they do not pay for the action card), and they can play the same action card again.

If a **non-action card** is cancelled, its cost should be paid as normal.

If a combat card used for a strike is cancelled, the minion who played it must choose a strike which may come from another strike card.

# Detailed turn sequence

Each of the phases is described in full detail in the following sections.

## 1. UNLOCK PHASE

You start your turn with your unlock phase. At the beginning of your unlock phase, you must unlock all of your cards. Any cards or effects that require or allow you to do something during your unlock phase take effect after you have unlocked your cards. You may choose the order in which these effects take place. Along with effects generated by cards, there are other effects that are resolved during the unlock phase:

If you have the Edge, you may gain 1 pool from the blood bank.

## ADVANCED RULES

Some cards have a burn option icon.



This icon means that a Methuselah who does not control a minion who meets the requirements of this card who does not control a minion who meets the requirements of this card or who is a legal target for it, may discard it during ANY Methuselah's unlock phase and and replace it. Each Methuselah is limited to one such discard each unlock phase.

## ADVANCED RULES
### Contested Cards

Some of the cards in the game represent unique resources, such as specific locations, equipment, or people. These cards will be identified as "unique" in their card text. In addition, all crypt cards represent unique minions. If more than one unique card with the same name is brought into play, that means control of the card is being contested. For the duration of the contest, all of the contested cards are turned face down and are out of play. If another unique card with the same name is brought into play, it is immediately contested and turned face down as well.

The cost to contest a card is 1 pool, which you pay during each of your unlock phases. Instead of paying the cost to contest the card, you may choose to yield the card. A yielded card is burned. Any cards or counters stacked on the yielded card are also burned.

If all other cards contesting your unique card are yielded, then the card is unlocked and turned face up during your next unlock phase, ending the contest.

## DECK CONSTRUCTION

**CAUTION:** Be careful about putting duplicates of the same unique cards in your deck. You cannot control more than one of the same unique card at a time, and you cannot voluntarily contest cards with yourself (if some effect would force you to contest a card with yourself, then you simply burn the incoming copy of the unique card). On the other hand, you may wish to have a second copy handy in case the first is burned.

## ADVANCED RULES
### Contested Titles

Some titles are **unique**. For example, there can be only one prince or baron of a particular city (see Vampiric Sects, p. 39). If more than one vampire in play claims the same unique title, then the title is contested. While the title is being contested, the vampires involved in the contest are treated as if they have no title, but they remain controlled and may act and block as normal.

The cost to contest a title is 1 blood, which is paid by the vampire during each of their unlock phases. Instead of paying the cost to contest the title, the vampire may choose to yield the title (or may be forced to yield, if they have no blood to pay). Only ready vampires can contest titles. Vampires in torpor must yield during the unlock phase.

If all other vampires contesting a title with your vampire have yielded the contest, then your vampire acquires the title during your next unlock phase, ending the contest.

The vampire **yielding** the title will now have no title and loses the benefits of the title for the remainder of the game.

## 2. MASTER PHASE

You receive **master phase actions** during your master phase. A master phase action represents your personal activity during the turn as a Methuselah.

By default, you receive only one master phase action, but some cards may change this amount. You may use a master phase action to play a master card, and some cards can give you alternate ways to use your master phase actions.

If other effects happen during your master phase, you choose the order in which these effects and your master phase actions are performed.

It is not compulsory to use your master phase actions. However, you cannot save master phase actions for later; master phase actions not used during this phase are lost.

## ADVANCED RULES

You can use a master phase action to mark a Red List minion (see page 41).

If you've played an out-of-turn master card against this master phase (even if it was cancelled), then you gain one fewer master phase actions than normal (see Master Cards, p. 8).

## 3. MINION PHASE

Most of the activity in the game occurs in the minion phase. During your minion phase, you may have your minions perform actions. Only ready **unlocked minions** can perform actions, and taking an action **locks** the acting minion. Ready unlocked minions, controlled by other Methuselahs, may attempt to **block** your action, and blocking **locks** the blocking minion (see Resolve Any Block Attempts, p. 25). An action is successful only if it is not blocked. Each action must be resolved (successful or blocked) before another action can be performed.

If a minion manages to unlock (due to a card or an effect) during this phase, it is possible for them to perform another action.

Some actions are **mandatory**. Any of those actions must be performed before any non-mandatory actions. If you have two or more minions with mandatory actions, they may

be done in the order you choose. A minion required to take a mandatory action cannot perform any other action. For example, a ready vampire with no blood must **hunt** as a mandatory action.

If a minion has two or more different mandatory actions or one mandatory action they cannot take, then they are "stuck" and cannot perform any action (this does not prevent your other minions from performing actions, however).

## Types of Actions

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### DIRECTED AND UNDIRECTED ACTIONS

The actions described below are either directed or undirected, depending on their targets (see Who May Attempt to Block, p. 25).

As a convenience, when a card describes an action that is typically directed at another Methuselah, the card's text will usually include a Ⓓ symbol as a reminder that the action is typically directed. If not it is considered undirected.

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### STEALTH AND INTERCEPT

The success of an action is determined by two things:

**Stealth** represents the measures the acting minion is taking to conduct their business while not been detected by their enemies.

**Intercept** represents the blocking minion's efforts to detect and counter an acting minion's attempts to avoid them.

</div>

Any ready unlocked minion you control can perform an action. The procedure for resolving an action is described in the following sections. Note that **action modifiers** and **reaction cards** can be played at any time in this process as appropriate, subject to the restrictions on adding **stealth** and **intercept** listed below. The same minion cannot play the same action modifier or reaction card more than once during each action (see Minion Cards p. 10). All cards must follow the same sequencing structures of all effects (see Sequencing, p. 8).

A **ready vampire** may generally perform one of two basic actions which do not require the play of action cards: **bleed** or **hunt**, whereas a **ready ally** may perform only one basic action which does not require the play of action cards: **bleed**.

Instead of performing a basic action, a **ready minion** could play an action card to perform the action indicated on the card. Some action cards are enhanced versions of the basic bleed or hunt actions, while others are original types of actions.

Ready **minions** can also use actions to bring different types of permanent resources into play. These three actions are very similar, although the cards they bring into play are not:

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**Equipment:** such as computers, guns, and exotic artefacts. An equipment card is brought into play with an equip action. Equipment can also be moved from one minion to another by performing an action.

**Retainers:** henchmen, attendants, or animals commanded into the service of the minion. A retainer is brought into play with the employ retainer action. Retainers cannot be moved from one minion to another.

**Allies:** non-vampire minions, such as mages, werewolves, or ordinary mortals. An ally is brought into play with the recruit ally action.

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A minion cannot play (unless cancelled) the same named action card more than once each turn, even if they unlock. A minion cannot perform each action via the same copy of a card in play (including from the minion's own card text) more than once each turn, even if they unlock.

## Bleed

*Performing a bleed action represents the efforts of your minion to undermine the power and pool of the target Methuselah. You might picture bleeding as paying bribes, changing bank records, spreading rumors, or the like.*

A bleed can be made with an action card or through the basic bleed action. During a bleed action, an action modifier card cannot be played to increase the bleed if the bleed amount is already being increased by another action modifier card (unless any of them does not count against that limit). This rule is reminded on those cards by the "**(limited)**" card text.

- **Who can bleed:** Any ready minion. A minion cannot perform more than one bleed action each turn, even if they unlock.
- **Default cost:** None.
- **Default target:** Your prey. Directed action. However some cards or effects may allow or force you to bleed a Methuselah other than your prey. You can never bleed yourself.
- **Default stealth:** 0 stealth.
- **Effect:** If the action succeeds, the target Methuselah burns an amount of pool equal to the bleed amount. By default, all vampires have a bleed amount of 1. If the action succeeds and the bleed amount is 1 or more, then the bleed is successful and the controller of the acting minion gets the Edge, taking it from the Methuselah who has it, if any.
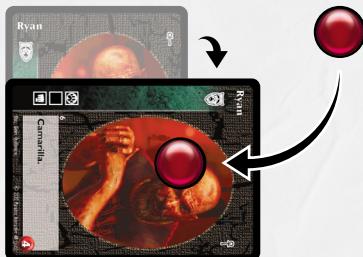
## Hunt

*Hunting is a vampire's means of satisfying their hunger for blood.*

A hunt can be made with an action card or through the basic hunt action.



■ **Who can hunt:** Any ready vampire. Note that hunting is a mandatory action for a ready unlocked vampire with no blood. During your minion phase, none of your minions can perform any non-mandatory actions if any of your ready unlocked vampires have hunt actions yet to perform. If you have two or more vampires with mandatory hunt actions, they may be done in the order you choose.

■ **Default cost:** None.

■ **Default target:** None. Undirected action.

■ **Default stealth:** +1 stealth.

■ **Effect:** The acting vampire gains an amount of blood counters from the blood bank equal to the hunt amount. By default, all vampires have a hunt amount of 1. If this causes the vampire's blood to exceed their blood capacity, then (as always) the excess is immediately returned to the blood bank.

## Equip

■ **Who can equip:** Any ready minion.

■ **Cost:** As listed on the equipment card, when playing that card from your hand; or none, when equipping from another minion you control.

■ **Default target:** None. Undirected action.

■ **Default stealth:** +1 stealth.

■ **Effect when equipping from your hand:** Equipment cards are action cards that give minions special abilities. If the action to equip with an equipment card from your hand is successful, the equipment card is placed on the acting minion. There is no limit to the number of equipment cards a minion can have.

■ **Effect when equipping from another minion you control:** Equip with an equipment card currently possessed by one of your other minions. More than one equipment card can be taken from a minion in a single action, but the equipment you wish to take must be announced as the action is announced. If the action is unsuccessful, the equipment remains where it is.

## ADVANCED RULES

If equipping the equipment requires a Discipline and the equipment is put into play by some means other than equipping, use the basic version of the equipment.



### Employ Retainer

- **Who can employ a retainer:** Any ready minion.
- **Cost:** As listed on the retainer card.
- **Default target:** None. Undirected action.
- **Default stealth:** +1 stealth.
- **Effect:** Retainers are action cards that give minions special abilities. If the action is successful, the retainer is placed on the acting minion. There is no limit to the number of retainers a minion can have. Unlike equipment, a retainer cannot be transferred. When a retainer is brought into play, it receives blood counters from the blood bank to represent its life (listed on the retainer's card). When a retainer loses their last life counter, they are burned.



## ADVANCED RULES

If employing the retainer requires a Discipline and the retainer is put into play by some means other than employing, use the basic version of the retainer.

### Recruit Ally

- **Who can recruit an ally:** Any ready minion.
- **Cost:** As listed on the ally card.
- **Default target:** None. Undirected action.
- **Default stealth:** +1 stealth.
- **Effect:** Allies are action cards that become minions in their own right, capable of acting and blocking independently of the minion that recruits them. If the action is successful, the ally is placed in your ready region, but they cannot act this turn. When an ally is brought into play, they receive blood counters from the blood bank to represent their life (listed on the ally's card). When an ally loses their last life counter, they are burned.



## ADVANCED RULES

Note that allies brought into play by other means are able to act on the same turn.

If recruiting the ally requires a Discipline and the ally is put into play by some means other than recruiting, use the basic version of the ally.

## Political Action

■ **Who can take a political action:** Any ready vampire. A vampire cannot perform more than one political action each turn.

■ **Cost:** As listed on the political action card.

■ **Default target:** None. Undirected action.

■ **Default stealth:** +1 stealth.

■ **Effect:** A political action is an action that is used to call a referendum. If the action is successful, the terms of the referendum are chosen and votes are cast and tallied to see if the referendum passes or fails (see Politics, p. 27).



## Leave Torpor (See Torpor, p. 34)

■ **Who can leave torpor:** A vampire in torpor.

■ **Default Cost:** 2 blood.

■ **Default target:** None. Undirected action.

■ **Default stealth:** +1 stealth.

■ **Effect:** If the action is successful, the acting vampire moves from the torpor region to the ready region. If this action is blocked, there is no combat (vampires in torpor cannot enter combat). Instead, if the blocker is a vampire, they get the opportunity to diablerise the acting vampire (see Diablerie, p. 34). If they choose not to, or if they are an ally, then the action simply fails (the acting vampire remains in torpor, and no cost is paid). A vampire leaving torpor is no longer wounded.



Ready

Torpor

## Rescue a Vampire from Torpor

■ **Who can rescue a vampire from torpor:** Any ready vampire.

■ **Default Cost:** 2 blood, which can be paid by the acting vampire or the rescued vampire, or the cost may be split between them (this is an exception to the rule that states that costs must be paid with the vampire's own resources).

■ **Default target:** A vampire in torpor.

  ▪ Undirected action, if the acting vampire and the vampire in torpor have the same controller.

  ▪ Directed action, if the acting vampire and the vampire in torpor have different controllers.

■ **Default stealth:**

  ▪ +1 stealth, if the acting vampire and the vampire in torpor have the same controller.

  ▪ 0 stealth, if the acting vampire and the vampire in torpor have different controllers.

■ **Effect:** If the action is successful, the vampire in torpor is moved to the ready region. The rescued vampire does not lock or unlock as a result of being rescued. If the action is blocked, the acting vampire and the blocking minion enter combat as normal. A vampire rescued from torpor is no longer wounded.



Ready

Torpor

## Diablerise a Vampire in Torpor

■ **Who can diablerise:** Any ready vampire.

■ **Default cost:** None.

■ **Default target:** A vampire in torpor.

  ▪ Undirected action, if the acting vampire and the vampire in torpor have the same controller.

  ▪ Directed action, if the acting vampire and the vampire in torpor have different controllers.

■ **Default stealth:**
  ▪ +1 stealth, if the acting vampire and the vampire in torpor have the same controller.
  ▪ 0 stealth, if the acting vampire and the vampire in torpor have different controllers.

■ **Effect:** If the action is successful, the victim is **diablerised** (see Diablerie, p. 34). If the action is blocked, the acting vampire and the blocking minion enter combat as normal.



Torpor region

Ready region

## Action Card (or Card in Play)

■ **Who can perform an action by default:** Any ready minion. A minion cannot perform an action with the same action card from hand or in play more than once each turn, even if they unlock.

■ **Cost:** As listed on the card.

■ **Default target:** As listed on the card.

■ **Default stealth:** Unless otherwise noted on the card, these actions are at 0 stealth.

■ **Effect:** If the action is successful, it resolves as indicated on the card. If the card describes a special version of a basic action, then all the rules that apply to the basic action apply, except as otherwise noted on the card.

## Become Anarch

■ **Who can become Anarch:** Any ready untitled non-Anarch vampire.

■ **Cost:** 2 blood, or 1 blood if the controller controls at least 1 other ready Anarch.

■ **Default target:** None. Undirected action.

■ **Default stealth:** +1 stealth.

■ **Effect:** If the action is successful, the acting vampire is now of the Anarch sect.

## SUMMARY OF THE COURSE OF AN ACTION

**1.** **Action is announced:** Play the card for the action or indicate another effect (card in play, basic bleed or hunt) used to announce the action and lock the minion who is performing the action. Some cards are played "as the action is announced", those cards must be played before regular action modifier cards and reaction cards.

**2.** **Target Methuselah(s) may try to block** the action with any of their ready unlocked minions or if the action does not target another Methuselah, or targets a card controlled by the acting Methuselah, then the minions of the prey and predator may try to block.

■ If a **block attempt is unsuccessful**, another attempt can be made.

■ If a **block attempt is successful**, then the blocking minion locks and enters combat with the acting minion.

**3.** If no attempt is successful and no more attempts are made, then the **action is successful**, and the cost of the action is paid.

**Action modifiers** and **reaction cards** can be played at any time before resolution during an action, with the acting Methuselah getting the opportunity to play first. Only the acting minion can play action modifiers, while only other

Methuselahs' ready unlocked minions can play reaction cards. The effect of an action modifier or a reaction card lasts for the duration of the current action. Also remember that the same minion cannot play the same action modifier or reaction card more than once per action.

### 1. Announce the Action

All details of the action are defined when the action is announced, including the target(s), the cost, the effects, and so on. Any card required for the action is played (face up) at this time, but is temporarily set aside (out of play) until the action resolves. Lock the acting minion (only ready unlocked minions can perform actions).

Some cards are played "as the action is announced", those cards must be played before regular action modifier cards and reaction cards.

**EXCEPTION:** Any decisions to be made for a **referendum** are not announced until the action succeeds (see The Political Action, p. 27).

*During Sarah's minion phase, she decides that one of her unlocked minions, Belinde, will take an action to bleed her prey, Alexis. Sarah locks Belinde and says, "Belinde bleeds Alexis for 1 (meaning 1 pool)."*

*After resolving that action (successful or not), Sarah decides that another of her unlocked minions, The Dowager, will recruit an ally, the Underbridge Stray, from her hand. She locks The Dowager and plays the Underbridge Stray, announcing: "The Dowager recruits the Underbridge Stray at +1 stealth, costing The Dowager 1 blood." (The blood is not paid until the action succeeds.)*

### 2. Resolve Any Block Attempts
### Who May Attempt to Block

If the action targets one or more other Methuselahs or things controlled by other Methuselahs, then the action is called directed, and only the Methuselahs who are targeted may use their ready unlocked minions to attempt to block the action. If more than one Methuselah has been targeted by the action, block attempts are made in a clockwise order.

If the action is not directed at another Methuselah or at something controlled by another Methuselah, then the action is called undirected and can be blocked by the acting Methuselah's prey or predator, with the prey getting the first opportunity to block.

A minion can attempt to block as many times as they wish as long as another minion is not already blocking.

If one attempt to block fails, another can be made as often as the blocking Methuselah wishes.

Once a Methuselah decides not to make any further attempts to block, that decision is final.

If the target of the action is changed (e.g. a bleed action is redirected), this will reopen block attempts, following the normal rules.

As a reminder, when a card describes an action that is typically directed at another Methuselah, the card's text will usually include a Ⓓ symbol as a reminder that the action is typically directed.

# Ⓓ

Remember, political actions are always undirected.

*Belinde's action to bleed Alexis is directed at Alexis, so only Alexis's ready unlocked minions can attempt to block. If one block attempt fails, another can be made.*

*The Dowager's action to recruit the Underbridge Stray, an ally, is not directed at another Methuselah, so it is undirected. It can be blocked by the ready unlocked minions of Sarah's prey or Sarah's predator. If her prey's first attempt fails, another can be made and so on until her prey declines to make any further attempts, at which point her predator may begin attempting to block.*

**Stealth and Intercept**
*Stealth* represents the measures that the acting minion is taking to conduct their business discreetly, to avoid attracting the attention of those who would oppose them. *Intercept* represents the blocking minion's efforts to discover the plans of the acting minion and to stalk or chase them in order to detain them (by fighting with them) before they can accomplish their goal.

To see if a block attempt succeeds, compare the acting minion's stealth to the blocking minion's intercept. The action is blocked if the blocker's intercept is equal to or greater than the acting minion's stealth. By default,

minions have 0 stealth and 0 intercept. So a block attempt will normally succeed unless the action has inherent stealth (such as hunting) or a card or effect is used to increase the acting minion's stealth.

Some actions have an inherent stealth, as noted in the action list and on some action cards. The minion taking such an action starts with greater stealth than normal. Additionally, some cards and other effects can be used to increase or decrease (even below 0) a minion's stealth or intercept, as noted on card text.

Stealth can be added during an action **only when needed**, that is, only if the action is currently being blocked and the blocking minion has enough intercept to block the acting minion. Likewise, intercept can be added during an action **only when needed**, only by a blocking minion when the acting minion's stealth exceeds their intercept.

Note that all modifications made to a minion's stealth or intercept remain in effect for the duration of the action. Increased stealth and intercept return to normal after the action is resolved.

*Sarah announces that Wauneka is hunting and locks Wauneka. The action is undirected and has a default of +1 stealth. Her prey declines to block. Her predator, however, plays a reaction card to give +1 intercept to one of her ready unlocked minions, Ayelech. Sarah has no cards to play to increase Wauneka's stealth, so the action is blocked. Ayelech is locked, and combat begins.*

If a block attempt fails, either another attempt is made or the defending Methuselah declares that they will not make any further attempts to block the action. Once all Methuselahs have declined to block, the impulse goes back to the acting Methuselah (then the other Methuselahs following the order previously given) to play more cards and effects before resolving the action.

*Sarah announces that Sully is bleeding Alexis. Sarah has no effects that she wishes to play before Alexis decides whether to block, so Sarah says "Do you block?" Alexis decides not to block, so then Sarah plays Bonding (an action modifier that adds 1 to the bleed). Alexis is bled for 2 pool.*

## Detailed course of an action
The action has been announced and:

### A. There is no current block attempt
**1.** The sequencing rule applies as normal.
**2.** In addition to any effect that can be used during an action (playing an action modifier or reaction card, using effects of cards in play etc.), a Methuselah who can block (see Who May Attempt to Block, p. 25) can declare a block attempt, switching to "B. There is an ongoing block attempt".
**3.** If a Methuselah passes, that Methuselah cannot declare any block attempt until the end of the action unless the target of the action changes.
**4.** Once every Methuselah has passed, switch to "C. Blocks have been declined by all Methuselahs".

### B. There is an ongoing block attempt
**1.** The sequencing rule applies as normal.
**2.** The target of the action cannot be changed.
**3.** The Methuselah who has declared the current block attempt may use effects that force the minion who is currently blocking to attempt to block (no other minion can attempt to block until this block attempt is resolved).
**4.** Once every Methuselah has passed, the block attempt is resolved: if it is successful, the action is unsuccessful and blocked. Otherwise, switch back to "A. There is no current block attempt".

### C. Blocks have been declined by all Methuselahs
**1.** The sequencing rule applies as normal.
**2.** If the target of the action is changed, switch to "A. There is no current block attempt".
**3.** Once every Methuselah has passed, the action is successful and resolves.

### 3. Resolve the Action
If the action is successful (all block attempts were unsuccessful), then the cost of the action is paid and the effects of the successful action take place.

If the action is blocked, then any card played to perform the action is burned and the block is resolved with these two simultaneous consequences: the blocking minion is locked and enters combat with the acting minion (see Combat p. 28). If an effect ends the action before the **block resolution** or one of these two consequences (such as entering combat), neither consequence occurs. The effects of the action do not take place when the action is blocked. Note that the action's cost, if any, is only paid if the action succeeds; the cost is not paid if the action is blocked. The costs of action modifiers and reaction cards are always paid when the cards are played, regardless of the success of the action.

## Politics
*Politics and diplomacy are as critical to vampires as hunting and feeding. Like mortal society, Kindred society has its own laws, creeds, and customs. Politics come into play when a vampire performs a political action or when a **blood hunt** is called (see The Blood Hunt, p. 35).*

## The Political Action
**Important:** The specific terms of the **referendum** (the choices to be made, if any, by the Methuselah who calls the referendum) are not chosen until the action itself is successful.

## The Referendum
If a political action is successful, its cost is paid, and the referendum is called. The referendum consists of three steps:

**1. Choose the terms,** if any, of the referendum.

**2. Polling:** Cards that are usable "during the polling step" but "before votes and ballots are cast" are used at this time. Then, all

Methuselahs may now cast any votes and ballots they have (see below) at this time, in any order. They call out their votes and ballots freely, and there is no obligation to cast votes or ballots. Once a vote or a ballot has been cast, however, it cannot be changed. The polling stage is completed only when all Methuselahs are finished casting votes and ballots. If you need a time limit, the Methuselahs can agree to wait 15 seconds after the last vote or ballot cast to close the polling stage.

**3. Resolve the Referendum:** If there are more votes for the referendum than against, it passes, and the effects take place. Otherwise, the referendum fails and has no effect. Tied referendums fail.

### Gaining Votes

Methuselahs have no inherent votes or ballots. Votes and ballots must be gained, and there are a variety of ways to do so. Once gained, a vote or a ballot need not be cast right away, if at all. Each vote or ballot cast is cast either "for" or "against" the referendum, and a Methuselah may cast some of their votes and ballots in favour and some against, as they choose, with the restriction that all of the votes and ballots from any given vampire or other source must be cast in agreement as a group. Once cast, a vote or a ballot cannot be changed. Methuselahs can gain votes and ballots in the following ways:

■ **Political Action Cards:** Each Methuselah may gain 1 vote by using a political action card. These cards say "1 vote" to indicate this. If a political action card was used to call the referendum, that card provides 1 vote for the acting vampire's controller. Other political action cards used for votes are simply burned without regard to the text on the cards.

Each **Methuselah** can gain no more than 1 vote from political action cards.

■ **Titled Vampires:** For each **ready** titled vampire a Methuselah controls, they gain extra votes. The number of votes gained depends on the title.

A Methuselah gains:
**1 vote** for each ready primogen
**2 votes** for each ready prince or baron
**3 votes** for each ready justicar
**4 votes** for each ready Inner Circle member

Other minions may have a title worth votes or ballots (as listed on card text) without holding one of the titles listed above (see Other Vampire Sects, p. 40). A minion may have a special ability granting **additional** votes or ballots without being titled themselves. A minion's votes and ballots can be used only when the minion is ready. Whether or not a minion is locked or unlocked does not have any impact on their ability to vote.

■ **The Edge:** The Methuselah who has the Edge can burn it (return it, uncontrolled, to the central area) to gain 1 vote.

■ **Other Cards:** Action modifiers, reaction cards, cards in play, etc. that grant more votes or ballots can all be used subject to the normal rules of playing cards. Only the acting minion can play action modifiers and only ready unlocked minions controlled by Methuselahs other than the acting minion's controller can play reaction cards.

### Combat

Combat results when a minion blocks the action of a ready minion. Also, some cards may cause combat. Whatever caused the combat, it is important to remember that only **ready** minions can participate in combat and that your minions cannot enter combat with other minions you control.

Being locked or unlocked does not matter for combat. Locked minions fight just the same as unlocked minions.

The two minions being involved in combat are called **combatants**; each one of them is considered to be **opposing** the other one.

**Note:** The only minion cards that can be played during combat are combat cards.

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### Combat Sequence
Combat occurs in a series of one or more rounds. Each round of combat has seven steps:

**1. Before Range:** Play cards before range is chosen.

**2. Determine Range:** Use maneuvers to change the range to close or long.

**3. Before Strikes:** Play cards before strikes are chosen.

**4. Strike:** Announce and resolve strikes.

**5. Damage Resolution:** Prevent and mend damage.

**6. Press:** Use presses to continue into another round or to end combat.

**7. End of Round:** End of round cards and effects are played here.

The acting minion always gets first opportunity to use cards or effects before the opposing minion at every stage of combat.

### 1. Before Range
Some cards or effects will be played before range is determined. This is clearly stated upon those cards.

**Note:** Effects that are played "before range is determined" must be played before the acting minion decides whether or not to play a maneuver.

### 2. Determine Range
Each round of combat is fought at either close range or long range. **Close range is the default for each round.** The range determines which **strikes** and other strike resolution step effects can be used. Some effects can only be used at close range, some only at long range, and the rest at either close or long range.

A minion in combat can use a **maneuver** to get to long range, or they can maneuver to get back to close range if their opponent maneuvers to long. The two combatants can continue playing maneuvers to keep offsetting the effects of their opponent's last maneuver for as long as they wish. A minion cannot play two maneuvers in a row, which would effectively cancel each other.

A minion has no maneuvers by default; they must use a card or other effect to gain a maneuver. The ability to maneuver can come from combat cards, weapons, or other cards in play. To use a maneuver from a **strike** card, the minion plays the strike card during this step instead of during the choose strike step. If a minion uses the maneuver from a strike card or a weapon, they are effectively choosing their strike as well. As such, they cannot use a second strike card or weapon to maneuver again in the same round.

If a combat card played by a minion has a maneuver as part of an effect, the maneuver must be used that round of combat. If a combat card played by a minion has an "optional maneuver" as part of the effect, then the minion may decline to use the maneuver.

Typically, a minion that can attack at long range will want to maneuver to long range against an opponent that they suspect can only attack at close range.

### 3. Before strikes are chosen

Some combat cards are only playable after range has been set but before strikes have been chosen.

### 4. Strike

During the strike step, the minions strike each other or make an effort to avoid being struck.

Note that not all strikes are aggressive. Defensive effects such as **dodges** are also considered strikes (see Strike Effects, p. 33).

Normally, each minion gets only one strike per round. One strike from each minion is considered a "pair".

**ADVANCED RULES**

Some cards may allow a minion to get **additional strikes** during a round of combat, these are resolved after the normal pair of strikes. If only one minion has additional strikes these are resolved on their own after the normal pair of strikes.

During each pair of strikes, the minions first choose their respective strikes (the acting minion first, then their opponent), and then the strikes are resolved. Strike resolution occurs simultaneously, except for a few special cases (see Strike Effects, p. 33).

■ **Choose Strike:** Each minion chooses their strike. The strike can be from a combat card, from a weapon the minion possesses, by default from a hand strike, or can be from any other card providing this minion a strike. If a minion has used a **maneuver** from a strike (either a strike card or a weapon) this round, then they cannot choose any other strike for their initial strike of the round.

**ADVANCED RULES**

For **additional strikes**, any strike can be chosen, even if a maneuver of a strike card or a weapon has been used.

■ **Resolve Strike:** The effects of the strikes from both minions are resolved simultaneously. Most strikes are effective only at close range, unless the strike is identified as ranged, does "R" damage, or is a defensive strike such as **dodge** or **combat ends**. Ranged strikes and strikes that do "R" damage can be used at any range, close or long.

When a **minion** or **retainer** takes damage (either from a strike or from other means), they must burn blood or life, as appropriate (see Damage Resolution, p. 31). Note that the effects of a strike are applied and *then* damage is resolved. This timing is important for some special strikes. If one or both of the combatants are no longer ready, because one has taken too much damage, for instance, then the round and the combat end immediately. This is true at any point during combat, not just during strike resolution.

## ADVANCED RULES

If a strike card is cancelled, the minion who played it must choose a strike, which might come from another strike card.

**Additional Strikes:** Some cards and effects allow a minion to make additional strikes during the current round of combat. Additional strikes are announced and performed only after the first pair of strikes is completed. The acting minion decides whether or not to gain additional strikes before the opposing minion, as usual. Additional strikes are handled by having another choose strike step and resolve strike step in which only the minions with additional strikes may play strike cards. All additional strikes take place at the same range. This is repeated as necessary. A minion cannot use more than one card or effect to gain additional strikes per round of combat. This rule is reminded on those cards by the "**(limited)**" card text.

*Wauneka is blocked by Flávio Gonçalves, and they enter combat. Neither of them maneuvers, so the round is at close range. Wauneka announces he is using a Roundhouse card, which allows him to inflict 4 damage, as his strike. Flávio Gonçalves uses his special ability to dodge as his strike, so no damage is dealt by either vampire.*

*Next, Wauneka plays a card giving him 1 additional strike. Flávio Gonçalves plays a card giving him 2 additional strikes. These additional strikes are resolved at the same range, which is close in this case.*

*Wauneka uses his hand strike for the second strike. Flávio Gonçalves uses his hand strike also. Both take 1 damage. Flávio Gonçalves then uses his hands one more time, and Wauneka cannot use a strike because he had only 1 additional strike. Wauneka takes 1 more damage.*

### 5. Damage Resolution

Damage resolution has two steps: **prevent damage** and **mend damage**.

First, the minion taking damage can play combat cards that prevent **damage**. These damage prevention cards are played one at a time until all the damage is prevented or until the minion chooses not to play any more.

Any unprevented damage is successfully inflicted. The damage is then **mended**, if the victim is a **vampire**, or burns **life** counters, if the victim is an **ally** or a **retainer**.

For each point of damage successfully inflicted on a vampire, they must burn 1 blood to mend the damage. A vampire can burn all of their blood if needed, and doing so does not have any other negative effects on the vampire. If a vampire cannot mend all the damage (that is, more damage is successfully inflicted than they have blood with which to mend), they burn blood to **mend** what damage they can, and the **unmended** damage leaves them wounded. A **wounded** vampire goes to **torpor** after all remaining damage is handled (see Torpor, p. 34).

**Environmental damage:** Any damage not inflicted by a minion either as a strike, or by an explicit effect ("this minion inflicts…") is environmental. Environmental damage can have no source (such as the damage inflicted by a Carrion Crows) or a non-minion source (such as the damage inflicted by a retainer). Note that damage that is not inflicted by a strike (such as environmental damage from Carrion Crows or Murder of Crows) cannot be dodged, since dodging only protects from the opponent's **strike**.

**Aggravated damage:** Some damage is described as aggravated damage, such as damage from fire, sunlight, or from the claws or fangs of some other supernatural creatures, including some vampires. Aggravated damage differs from normal damage in two ways: aggravated damage cannot be **mended**, and aggravated damage can burn a vampire if that vampire is already **wounded**. Since it cannot be mended, the vampire does not burn any blood to mend it, but instead becomes wounded (goes straight to **torpor**), unless the damage has been prevented.

Aggravated damage done to a wounded vampire can burn the vampire outright. A wounded vampire is one that has taken damage that they failed to mend or one that is in torpor or on their way to torpor. For each point of aggravated damage that is successfully inflicted on a wounded vampire, they must burn 1 blood to **prevent their destruction**. If they do not have enough blood, they are burned. Destruction by this method does NOT constitute **diablerie** (see Diablerie, p. 34).

If both regular damage and aggravated damage are successfully inflicted on a vampire at the same time, the normal damage is handled first. This only applies to unprevented damage; damage prevention effects can be used to prevent the aggravated damage before the normal damage. If a vampire is wounded, they go to torpor after all the damage is handled (see Torpor, p. 34). If aggravated damage burns them, they go directly to the ash heap. They do not go through torpor first.

*Nassir is ready and has 1 blood when he receives 1 point of aggravated damage. He cannot mend this damage, so he is wounded and goes to torpor with 1 blood.*

*Tamoszius is ready and has 2 blood when he receives 3 points of aggravated damage. He cannot mend any of it. He becomes wounded by 1 point, and so he must burn 2 blood to prevent destruction from the other 2 points (1 blood per point), leaving him empty and in torpor.*

*Ryan is ready and has 1 blood when he receives 2 normal damage and 1 aggravated damage. He burns 1 blood to mend the first point of normal damage. He does not have enough blood to mend the second point and becomes wounded. The aggravated damage burns him, since he already is wounded and cannot burn 1 blood to prevent his destruction.*

## ADVANCED RULES

Allies and retainers treat aggravated damage the same as normal damage. For each point of damage successfully inflicted on an ally or retainer, they burn 1 life counter. An ally or retainer who loses all of their life counters is burned.

**Immune to damage:** if a minion is immune to damage from a source, any unprevented damage from that source that is inflicted on the minion is inflicted unsuccessfully: the minion does not have to burn blood or life to mend the damage or to prevent destruction, nor does the minion become wounded because of damage.

### 6. Press

At the end of a round of combat, if both combatants are still ready, the combatants will either go their separate ways or one of them will give chase. Presses can be used to continue combat or to end combat by cancelling a press to continue. This is similar to the

way **maneuvers** are used to determine range. The two combatants can continue playing presses, to keep offsetting the effects of their opponent's last press, for as long as they wish. A minion cannot play two presses in a row (which would effectively cancel each other). If there is an uncancelled press to continue, then another round of combat begins.

### 7. End of Round
In this step you use the combat cards or other effects that are only usable at the end of a round of combat, after the press step.

Note that this step also occurs even if combat ends prematurely.

### Retainers and Combat
A retainer is not normally harmed in combat, unless the minion employing it is burned. However, an attacker can choose to target one of the opposing minion's retainers with a strike rather than striking at the opposing minion. This can only be done at long range. To target a retainer with a **ranged strike**, the striking minion must announce their intended target when the strike is announced.

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#### Strike Effects
**Hand Strike:** The default strike is a hand strike. When a minion strikes with a hand strike at close range, they do an amount of damage equal to their **strength** to the opposing minion. Vampires have a default strength of 1.

**Dodge:** A dodge strike deals no damage, but it protects the dodging minion and their possessions from the effects of the opposing strike. Retainers are not protected, however. A dodge is effective at any range. A dodge protects even from the effects of a strike done with **first strike** (see First Strike, p. 34). A dodge is a strike, even though it is solely defensive. It represents the activity of the minion during that pair of strikes.

**Combat Ends:** This effect ends combat immediately. This type of strike is always the first to resolve, even before a strike done with **first strike** (see First Strike, p. 34), and it ends combat before other strikes or other strike resolution effects are resolved. Combat ends is effective at any range. Combat ends is not affected by a **dodge**, since dodge only cancels effects that are directed at the dodging minion.

**Steal Blood:** This effect moves **blood counters** or **life counters** from the target to the striking minion. This does not count as damage, so the effect cannot be prevented with damage prevention effects. This effect occurs before the mend damage step of damage resolution, so the stolen blood can be used to mend damage even if the damage is inflicted simultaneously. If the stolen blood causes the striking vampire to have more blood than their capacity, the excess drains off immediately.

*Chrysanthemum enters combat with an Underbridge Stray ally. Chrysanthemum has a capacity of 5 and has 4 blood. The ally has 2 life. After determining range, Chrysanthemum steals 2 blood as her strike. The ally strikes for 1 damage. During the strike resolution 2 life counters are moved to Chrysanthemum from the ally, and Chrysanthemum takes 1 damage. Chrysanthemum has 6 blood, but her capacity is only 5, so 1 blood is moved to the blood bank. The Underbridge Stray has no life counters remaining, so the ally is burned. Chrysanthemum has 1 damage to deal with and does not prevent any, so she burns 1 blood to mend the damage, leaving her with 4 blood.*

## ADVANCED RULES

**Destroy Equipment:** This effect burns an equipment card of the opposing minion. If there is more than one piece of equipment on the opposing minion, the striking minion chooses which one is burned. The equipment can still be used up to the point at which the destroy equipment strike resolves. The effect may specify destroy weapon instead of equipment, in which case a weapon must be chosen.

**Steal Equipment:** This effect is like destroy equipment, except that instead of being burned, the equipment card is moved to the striking minion. The stolen equipment may not be used by the bearer during the current round of combat. The equipment is kept by the stealing minion after combat ends.

**First Strike:** A strike done with first strike is resolved before a **normal strike**. Thus, if the opposing minion is burned or sent to torpor by a strike done with first strike, their strike will not be resolved at all. If the opposing minion was striking with a weapon that is stolen or destroyed with first strike, then the opposing minion simply loses their strike altogether. If both minions strike with first strike, then the strikes are resolved simultaneously. A strike done with first strike will still not resolve before a **combat ends** effect (which always resolves first), and a **dodge** still works against the effects of a strike done with first strike.

### Torpor

*When a vampire cannot mend their wounds, they enter into a deep sleep known as torpor. A vampire in torpor is particularly weak and vulnerable to attacks from others of their kind. A vampire in torpor may be burned by a vampire through the act of diablerie (see Diablerie below).*

If a vampire cannot mend their wounds, they go into torpor. Vampires in torpor are placed in an area to one side of the uncontrolled region. Any retainers, equipment, and other cards on the vampire stay with the vampire when they go into torpor.

A vampire in torpor can perform no action except the "**leave torpor**" action and cannot **block** or play **reaction cards**. They can play **action modifiers** during their actions.

A vampire in torpor is still considered controlled but is not ready. They still unlock at the start of the unlock phase.

A vampire in torpor cannot cast any votes or ballots (they must abstain).

### Diablerie

*By committing diablerie, the diablerist drains the victim of their blood and grows stronger, and may take whatever equipment the victim had. Vampiric society condemns this act, however, so the risk may outweigh the reward.*

Diablerie is the act of sending another vampire to final death by drinking their blood. Only ready vampires can commit diablerie. The vampire committing diablerie is referred to as the **diablerist**. Diablerie is resolved as follows:

**1.** All blood on the victim is moved to the diablerist. Blood in excess of their capacity drains off as normal.

**2.** The diablerist may take any equipment on the victim.

**3.** The victim is burned. Any cards and counters on them are also burned.

### ADVANCED RULES
**4.** If the victim was older (had a higher capacity) than the diablerist, the diablerist can be given a Discipline: their controller may go through their library, ash heap, and hand to get a master Discipline card to put on the diablerist and then shuffle their library or draw back up to their hand size as necessary. If the Discipline card increases the diablerist's capacity, the diablerie does not give 1 blood to fill that new capacity.

**5.** If the victim was **Red List**, the diablerist may receive trophies (see page 9).

The steps of diablerie are treated as a single unit. No effects can be used to interrupt the diablerie; effects may be played either before or after, as appropriate.

### The Blood Hunt
*Vampiric society condemns the act of diablerie. The penalty for committing this act is death, and the method of justice is a blood hunt, in which the diablerist is hunted down and destroyed by others of their kind. In practice, however, this brand of justice is not always meted out fairly, depending on the connections that the diablerist has.*

When a vampire commits diablerie, a referendum is automatically and immediately conducted to determine if a blood hunt will be called on the diablerist. If the referendum passes, a blood hunt is called, and the diablerist is burned. This referendum is not an action, so it cannot be blocked, and action modifiers and reaction cards cannot be played. Otherwise, this referendum is handled just like any other.

### 4. INFLUENCE PHASE
*Methuselahs vehemently strive to dominate vampire society, but most younger vampires are reluctant to defer to the whims of the ancients. Methuselahs must apply their resources skillfully to entice their younger brethren to do their bidding (often with the vampires not even realising that they are being manipulated).*

Your influence phase allows you to devote some of your pool to gaining control of the vampires in your uncontrolled region. This phase can also be used to move new vampires from your **crypt** to your uncontrolled region. The activities conducted in this phase are administered through a type of "influence phase action" called a **transfer**. Transfers, like master phase actions, are not represented by counters and cannot be saved for later use.

Each Methuselah normally receives 4 transfers at the start of their influence phase. To balance the advantage of going first, however, Methuselahs do not receive the full allotment of transfers during the first three turns of the game. Instead, the Methuselah who has the first turn receives only 1 transfer on their first influence phase. The Methuselah who plays second gets 2 transfers on their turn, and the Methuselah who takes the third turn gets 3 transfers. Thereafter, each Methuselah receives the standard 4 transfers during their influence phase.

During your influence phase you may spend transfers as follows:

■ Spend 1 transfer to move 1 pool counter from your pool to a vampire in your uncontrolled region.
■ Spend 2 transfers to move 1 blood counter from a vampire in your uncontrolled region to your pool.
■ Spend 4 transfers and burn 1 pool to move a vampire from your crypt to your uncontrolled region.

Ready

Uncontrolled

At any time during this phase, if a vampire has at least as many **blood counters** as their **capacity**, the Methuselah can move that vampire face up to the **ready region**, unlocked. The counters are kept on them to represent their blood. Counters in excess of his capacity drain off immediately as usual. If the vampire grants additional transfers, those cannot be used on this turn because transfers are gained at the start of the influence phase. Other types of crypt cards are handled similarly.

*Nora comes to her influence phase. She has 4 transfers to spend, but only 2 pool. She sees that she has built up 6 blood counters on a vampire named Alexa Draper with a blood capacity of 8, and she thinks she can win the game if she gets that vampire into play. However, she cannot use both counters in her pool to put that vampire into play because that would put her out of the game. She had invested 2 counters in a vampire named Sybren van Oosten with a blood capacity of 7 on a previous turn, so she spends 2 of her 4 transfers to take back 1 of those counters and put it in her pool. Now she has 3 pool and 2 transfers left to spend. She spends the 2 transfers by moving 2 of the 3 counters from her pool to Alexa Draper and moves her to the ready region.*

## ADVANCED RULES

**Advanced:** An advanced card is a type of vampire card for your crypt. An advanced card has a special icon ⌂ under the clan icon. The advanced card is a vampire card in all respects, so it can be influenced in the normal manner. In addition, if you already control the advanced or the associated regular "base" vampire and the other version of the vampire is in your uncontrolled region, then you can spend 4 transfers and 1 pool counter to move the vampire card from your uncontrolled region to the controlled vampire card (place the advanced card on top of the base card). The two cards effectively **merge** ⬚ to form a single vampire.

The particulars of this merge are as follows. The counters and cards on the vampire already in play remain, but any counters or cards (if any) on the vampire coming from the uncontrolled region are burned. The advanced and the base card are treated as a single vampire card, even if sent to the uncontrolled region somehow, until the vampire is burned. Any effects in play that targeted the vampire now target the merged version.

When merged, the text on the base card still applies, but the rest of the card is ignored (capacity, Disciplines, etc.). The advanced card applies in full. If the advanced card conflicts with the base card (a different sect, for example), the advanced card has precedence. Some merged cards have an additional effect that only applies if the card is merged with its base card. Such an effect is identified in the card text by a **merged** icon ⬚.

The advanced vampire (merged or not) will **contest** other copies of the same vampire (advanced or not) in play, as usual.

### 5. DISCARD PHASE

In your discard phase you receive by default one **discard phase action**. You can use a discard phase action to discard a card from your hand and draw to replace it. Discard phase actions not used are lost; they cannot be saved for later.

## ADVANCED RULES

You may use a discard phase action to put an **event card** into play but no more than one per phase. Some effects may change the number of discard phase actions you receive or may give you alternate ways to use your discard phase actions.

Each event card may only be played once each game.

# ENDING THE GAME

When a Methuselah runs out of **pool counters**, they are ousted from the game. If you are ousted, all the cards you control are removed from the game. Any of your rivals' cards you control are returned to them at the end of the game. Any of your cards controlled by other Methuselahs remain in play as normal. The game continues until only one Methuselah is left.

You get 1 **victory point** and 6 **pool counters** from the blood bank whenever your prey is ousted (no matter how or by whom your prey was ousted). You receive an additional victory point if you are the last Methuselah remaining. At the end of the game, the winner is the Methuselah with the most victory points, even if they have been ousted.

In the case of a tie there is no winner of the game.

**EXCEPTION:** If a Methuselah is ousted at the same time that their prey is ousted, the Methuselah gets the victory point but does not gain 6 pool counters.

When your prey is ousted, the next Methuselah to your left (the ousted Methuselah's prey) becomes your new prey, and you become their new predator.

*Justine, Lisa, Richard, Scott, and Steve are seated clockwise around a table in that order. Steve is ousted first. Steve is Scott's prey, so Scott gains 6 pool and 1 victory point. Scott is ousted next by Richard. Since now Scott is Richard's prey, Richard gets 6 pool and 1 victory point. Lisa is ousted next, so Justine gains 6 pool and 1 victory point. Now, Justine and Richard are the only ones left, and so each is prey of the other. All the pool Richard earned does not save him from falling, and Justine gets 6 pool and another victory point. Since Justine was not ousted at all, she gets an additional victory point. The final score is that Justine wins with 3 victory points, with Richard and Scott having 1 victory point, and Lisa and Steve with 0 victory points.*

## ADVANCED RULES
### Withdrawing from the Game
You can also end your participation in the game by declaring your intent to withdraw from it. If you have exhausted your library and begin your turn with less than a full hand, you have the option to withdraw from the game. To exercise this option, you must announce your intent to withdraw during your unlock phase. For the withdrawal to succeed, you must meet the following conditions:

■ None of your minions enter combat until your next unlock phase.
■ None of your minions lose (or spend) any blood until your next unlock phase.
■ You do not lose (or spend) any pool until your next unlock phase.

If you have met these conditions when you would start your unlock phase, you successfully withdraw. The withdrawal fails if you lose a single blood or pool counter, even if you also gain enough to make up for the loss.

If you successfully withdraw, you receive 1 victory point to add to any victory points you have already gained. Your predator does not get 1 victory point or any pool for your withdrawal.

# ADVANCED RULES

## VAMPIRE SECTS

*Some of the various clans of vampires have grouped themselves into sects. Each sect represents clans with similar philosophies and goals. Each sect has its own codes of conduct and its own political structure and titles.*

A vampire always belongs to one and only one sect. If a vampire changes sect, they no longer belong to their old sect but belong to the new sect instead.

No matter what sect, a vampire cannot have more than one title. If a vampire with a title gains another, they lose the first title, even if the new title would be a demotion. If a vampire with a contested title (see Contested Titles, p. 18) gains a title, they immediately yield the contested title.

A vampire must belong to the appropriate sect to receive a title. If a vampire with a title changes clans or sects to a clan or sect inappropriate for their title, they lose the benefit of the title until their clan or sect changes appropriately. If they receive a new title, or if their title is contested (see Contested Titles p. 18), they immediately yield the old title.

### Camarilla

Only Camarilla vampires can hold the Camarilla titles primogen, prince, justicar, and Inner Circle member. Additionally, each clan's justicar and Inner Circle titles are unique (see Contested Titles, p. 18) and can only be held by vampires of that clan. The title of prince is associated with a particular city and can be contested by another vampire who claims any title to the same city. The title of primogen is not unique and cannot be contested.

### Anarch

Some vampires are by default Anarch as written on them. An untitled non-Anarch vampire can become an Anarch as a +1 stealth undirected action that costs 2 blood, or 1 blood if the controller controls at least 1 other ready Anarch. A vampire can also be made an Anarch by certain card effects. Becoming Anarch constitutes a change of sect (see above). Like other sects, being Anarch has no effect on game play except as defined by cards and effects in play. Some cards can only be played by Anarch vampires.

Baron is a title that can only be held by an Anarch. The title of baron is associated with a particular city and can be contested by another vampire who claims the title of prince, archbishop, or baron of the same city. If a baron changes sect, they lose the benefit of the title until they become Anarch again, as usual for titles.

### Independent

Any vampire not aligned with any of the major sects is an Independent vampire. These vampires are identified simply as "Independent" in card text.

Some Independent vampires may start with votes, as listed on card text. Treat these vampires as if they had titles of their own. These titles are not tied to a sect.

# Legacy Sets

The rules detailed below in "Other Vampire Sects" and "Traits" relate to cards released in sets prior to Vampire: The Eternal Struggle Fifth Edition.

These card sets are completely compatible with Vampire: The Eternal Struggle Fifth Edition, but many of the stories told with those cards are in the past of the World of Darkness as Kindred face new threats and allegiances change.

## OTHER VAMPIRE SECTS
### Sabbat

Only Sabbat vampires can hold the Sabbat titles bishop, archbishop, priscus, cardinal, and regent. Like Camarilla princes, the title of archbishop is associated with a particular city and can be contested by another vampire who claims any title to the same city. The title of regent is unique (see Contested Titles, p. 18). The other Sabbat titles are not unique and cannot be contested.

During the polling step of a referendum, a Methuselah gains:
**1 vote** for each ready bishop
**2 votes** for each ready archbishop
**3 votes** for each ready cardinal
**4 votes** for the ready regent

**The Prisci Block:** The prisci as a group have 3 votes. During a referendum, the prisci block of 3 votes is cast "for" or "against" the referendum according to the prisci sub-referendum. Each ready priscus provides 1 ballot for this sub-referendum, and votes may not be used in this sub-referendum. Each ballot cast is either "for" or "against" the main referendum. Whichever side has the greater number of ballots in the sub-referendum gains 3 votes in the main referendum. If the sub-referendum is tied, the prisci block abstains from the main referendum. As vampires cast their ballots in the sub-referendum, the prisci block

of 3 votes might shift between "for", "against", and "abstain" (as the majority in the sub-referendum changes). A vampire must cast all of their votes and ballots in agreement.

For the purpose of these rules, the *antitribu* clans are distinct from their non-*antitribu* counterparts. A vampire of one of the *antitribu* clans does not qualify to play a card that requires the counterpart, and vice versa. Likewise, if a vampire changes sect, their clan does not automatically change.

For example, a Malkavian that becomes Sabbat via Into the Fire is still a Malkavian, not a Malkavian *antitribu*. A Lasombra who becomes Camarilla is a Camarilla Lasombra.

### Laibon

Only Laibon can hold the laibon titles kholo and magaji. The magaji title is not unique and cannot be contested. Clan kholo titles can only be held by a vampire of the appropriate clan, and each is unique to that clan (see Contested Titles, p. 18).

During the polling step of a referendum, a Methuselah gains 2 votes for each ready kholo or magaji they control.

## TRAITS

Traits are attributes minions can have that interact with other game effects. These traits may allow minions to play certain cards that require a specific trait or be affected by certain in game effects.

**Black Hand:** This trait allows a minion to play or use cards requiring Black Hand minions.

**Blood Cursed:** A vampire who is Blood Cursed cannot commit diablerie.

**Circle:** Each Blood Brother is identified with a particular circle. A vampire without a circle designation is their own circle. Inner Circle is not a Blood Brother circle.

**Infernal:** An infernal minion does not unlock as normal in the unlock phase. During its controller's unlock phase, they may burn 1 pool to unlock that Infernal minion.

**Flight:** This Trait allows a minion to play or use cards requiring Flight.

**Red List:** Any Methuselah may use a master phase action to mark a Red List minion for the current turn. Any ready vampire they control may enter combat with a marked Red List minion as a +1 stealth Ⓓ action that costs 1 blood. Each vampire can perform this action only once each turn. If a vampire burns a Red List minion in combat or as a directed action (including diablerie), their controller may search their library, ash heap, and/or hand for a master trophy card to put on that vampire and then reshuffle their library or draw back up to her hand size as necessary. Other trophies in play that have not been awarded yet may be moved to this vampire as well, as the controller of each trophy wishes. This is done before the blood hunt referendum is called, if any.

**Scarce:** When a Methuselah moves a scarce vampire from their uncontrolled region to their ready region during their influence phase, they must burn 3 pool for each vampire of the same clan they already control.

**Slave:** Some minions are identified as slaves to a specified clan. A slave cannot perform a directed action if their controller does not control a ready member of the specified clan. Also, if a member of the specified clan controlled by the same Methuselah is blocked, the controller can lock the slave to cancel the combat and to unlock the acting vampire and have the slave enter combat with the blocking minion instead.

**Sterile:** Sterile vampires cannot perform actions to put new vampires in play.

There may be other Traits that allow vampires and minions to play cards.

# Glossaries

**VAMPIRE: THE ETERNAL STRUGGLE**

**Acting Minion:** The minion performing the current action.

**Action Card:** A card that a minion can play to perform a special action.

**Action Modifier:** A card that the acting minion can play to modify the action they are performing.

**Add:** By default, blood counters are added from the blood bank.

**Additional Strike:** Allows a minion to strike an additional time in the same round of combat, at the same range as the initial strike.

**Aggravated Damage:** Type of damage that vampires cannot mend. It can even burn a wounded vampire.

**Ally:** A non-vampire minion. Brought into play by a recruit ally action, they act independently of the minion who recruited them, but cannot act on the turn they are recruited.

**Ash Heap:** The discard pile. Cards that are burned or discarded are returned to their owner's ash heap. An action that targets an ash heap is always considered to be undirected.

**Assamite:** Banu Haqim.

**Attached:** If a card is put on another card, both are considered attached to each other.

**Bearer:** The minion an equipment is put on. If the equipment refers to a type of bearer (for instance, "the bearer with Auspex"), then the equipment can be used only by that type of bearer.

**Bleed:** An action that attempts to burn another Methuselah's pool. By default, it can only be attempted against a Methuselah's prey.

**Block:** The successful attempt of a minion to prevent the action of another minion. Typically concluded with combat.

**Blocking Minion:** The minion currently attempting to block an action, or the minion who has successfully blocked the current action.

**Blood (also Blood counter):** A token representing a vampire's capability to mend himself or to perform certain feats.

**Blood Bank:** Inexhaustible repository of blood counters not in use.

**Blood Hunt:** The act of burning a vampire that committed diablerie. A referendum is conducted to see if a blood hunt is called.

**Burn:** Move a card in play to the ash heap. A burned card goes to its owner's ash heap. A burned counter or token is returned to the blood bank.

**Capacity:** The maximum number of blood counters a vampire can have. It is also a relative measure of the vampire's age.

**Combatant:** A minion involved in a combat.

**Combat Card:** A card that a minion can play in combat.

**Combat Ends:** A strike that ends combat before any damage or other strike effects happen.

**Contest:** The struggle for control of a unique card or title.

**Controlled Region:** Area containing a Methuselah's controlled cards.

**Crypt:** The deck of cards containing a Methuselah's vampires.

**Diablerie:** The act of burning a vampire in torpor. Can be used to gain a Discipline.

**Diablerist:** A vampire who commits diablerie. A blood hunt can be called to burn a diablerist.

**Directed Action:** An action of one Methuselah's minion that targets one or more other Methuselahs, or the minions or cards they control.

**Discard:** Move a card in hand to the ash heap.

**Discard Phase Action:** During your discard phase, you receive a discard phase action you can use to discard a card from your hand, or play an event card, for example.

**Dodge:** A strike that protects a minion and the cards on him from an opposing minion's strike. Retainers are not protected.

**Draw:** Library cards are drawn from the top of the Methuselah's library into their hand. Crypt cards are drawn from the top of the Methuselah's crypt into their uncontrolled region.

**Edge, The:** A token symbolising who has the upper hand at any given moment.

**Equipment:** An object a minion uses for a special bonus or ability.

**Employer:** The minion a retainer is put on.

**Environmental damage:** Damage not coming from a minion.

**Event Card:** A library card that can be played as a discard phase action.

**First Strike:** An offensive strike done faster than normal, so that the strike resolves before a normal offensive strike would.

**Follower of Set:** Ministry.

**Group:** A number on a crypt card restricting crypt construction. A crypt card with the group "ANY" is not subject to the group restriction.

**Hunt:** The action that a vampire performs to regain blood.

**Immune to damage:** If a minion is immune to damage from a source, any unprevented damage from that source that is inflicted on the minion is inflicted unsuccessfully: the minion does not have to burn blood or life to mend the damage or to prevent destruction, nor does the minion become wounded because of damage.

**Impulse:** The opportunity to play the next card or effect. If two or more Methuselahs want to play a card or effect, the acting Methuselah plays first. At every stage, the acting Methuselah always has the impulse. So after playing one effect, they may play another and another. Once they are finished, the impulse passes to the next Methuselah in the following order: during combat or an action directed at a single Methuselah, the defending Methuselah first; during an action directed at a set of Methuselahs, those Methuselahs in clockwise order; during an undirected action, the prey first and the predator second. Then every other Methuselah in clockwise order gets the impulse until everyone passes. Note that if at any point any Methuselah uses a card or effect, the acting Methuselah again gets the impulse back.

**Intercept:** A measure of how well a minion can block the action of another minion. If it equals or exceeds the acting minion's stealth, the minion's block is successful. Intercept cannot be played unless it is needed.

**Library:** The deck containing a Methuselah's, master, minion, and event cards from which their hand is drawn.

**Life (also Life Counter):** A token representing a retainer's or an ally's health.

**Limited:** Some cumulative effects are forbidden by the rules. For instance, during a bleed action, an action modifier card cannot be played to increase the bleed if the bleed amount is already being increased by another action modifier card (unless any of them does not count against that limit). Similarly, a minion cannot use more than one card or effect (a source) to gain additional strikes per round of combat.

Those rules are reminded on those cards by the "(limited)" card text. (See Bleed, p. 20 and Additional Strikes, p. 30).

**Lock:** Turn a card sideways. Typically done to indicate that the card has been activated for some purpose.

**"Lock X to do Y" effects:** Such effects cannot be used by locked minions under a wake effect. "Lock X. Do Y" effects are usable by locked minions under a wake effect.

**Maneuver:** The efforts of a minion in combat to move away from or to close in on the opposing minion.

**Master Card:** A library card that can be used as a master phase action.

**Master Phase Action:** The Methuselah's personal activity for the turn.

**Minion:** A vampire or ally.

**Minion Card:** Any library card that is not a master, or event card. A card that a minion can play.

**Monster:** Any minion or retainer who is neither a mortal nor an animal. Vampires are monsters.

**Opposing minion:** From the point of view of any of the two minions involved in combat, the other one.

**Out-of-Turn Master Card:** A type of master card that can only be played during another Methuselah's turn, using the next master phase action of the Methuselah playing it. A Methuselah can never play more than one out-of-turn master card between two of their turns, even if they regain a master phase action.

**Performing an action:** An action is being performed from the moment it is announced to the moment it is resolved.

**Polling:** The step of a referendum during which votes are cast.

**Pool:** A token or collection of tokens representing a Methuselah's influence.
A Methuselah is ousted if their pool is empty.

**Predator:** The person to a Methuselah's right.

**Press:** The efforts of a minion in combat to escape from or to give chase to the opposing minion.

**Prey:** The person to a Methuselah's left.
A Methuselah receives 1 victory point and 6 pool when their prey is ousted.

**Reaction Card:** A card played by a Methuselah's ready, unlocked minion in response to an action taken by a minion controlled by another Methuselah.

**Ready minion:** A minion in the ready region who can therefore perform actions and attempt to block actions.

**Ready Region:** Area containing a Methuselah's minions that are not in torpor.

**Referendum:** The part of a political action or a blood hunt referendum, during which the terms are set, the votes and ballots are cast and the effects are applied (if it passes).

**Retainer:** A mortal creature or being that serves a minion. Brought into play by an employ retainer action, they remain with the minion who employed them and cannot act independently.

**Sect:** Clans do not have a default sect. This means that if a vampire changes clan, they keep their sect. New vampires take by default the sect of the vampire creating them.

**Steal (a card):** A Methuselah who steals a card takes permanent control of it. The card stays in the same region as it was before (for instance, if a vampire in torpor is stolen, it stays in torpor). If the stolen card is attached to another card, the Methuselah who steals it can attach the stolen card to a card of the same

type they control (for instance, a location that is attached to a minion will be moved to another minion they control). You cannot steal a card from yourself.

**Stealth:** A measure of how well a minion evades other minions' attempts to block their action. If it exceeds the blocking minion's intercept, the block fails.

**Strength:** The amount of damage a minion inflicts with a basic hand strike.

**Strike:** The effort of a minion in combat to harm their opponent or to avoid being struck by their opponent.

**Target:** A Methuselah or a card being affected by another card or effect (usually an action) that is not a referendum. Many cards or effects will have one or more targets, and the specific eligible targets are defined in their card texts. By default if a card targets another card, the target card must be in play (that is, controlled). Vampires in the torpor region are eligible targets by default, but vampires in the uncontrolled region and contested cards are not. Targeting a card attached to another card does not target the latter, it is therefore possible to target a card on a vampire with a directed action, even when the vampire cannot be the target of directed actions. Sets of counters on a card (such as blood on a vampire) or possessed by a Methuselah (such as pool) are never targeted directly: they can only be targeted as a quantity via the card or the Methuselah. The card or Methuselah does not need to have that exact quantity: if they do not have enough of these counters, then as many counters as possible are affected. For instance, a card that steals 2 blood from a vampire targets that vampire, whatever quantity of blood they have, and moves as much blood as possible if there is 1 or 0 blood counters.

**Thaumaturgy:** Blood Sorcery.

**Title:** A title card is a placeholder for a title. If the title is yielded or lost, the card is burned. If the title is unique, contests are paid with vampire blood, as normal for titles.

**Torpor:** See Torpor Region.

**Torpor Region:** The Area where vampires are placed when they cannot mend damage done to them. A vampire in torpor is vulnerable to diablerie attempts. A vampire in torpor is not ready but is still considered controlled.

**Transfer:** Influence phase action used to move pool to or from an uncontrolled vampire or to move a card from the crypt to the uncontrolled region.

**Uncontrolled Region:** Area containing a Methuselah's uncontrolled vampires.

**Undirected Action:** An action that is not directed. An undirected action can be blocked by the prey or the predator.

**Unique:** Only one copy of a unique card can be in play at a time. If another Methuselah puts a copy of the card into play, the copies will be contested (and out of play) until all but one is yielded (see Contested Cards, p. 17). Vampires are unique, by default.

**Unlock:** Restore a card to the normal, upright, position.

**Victory Point:** The measure of a Methuselah's ranking. A Methuselah receives 1 victory point when their prey is ousted and for being the last Methuselah in the game. The Methuselah with the most victory points at the end of the game wins.

**Wake:** A vampire that wakes during an action can attempt to block that action and/or play reaction cards as though unlocked for the duration of the action. Wake effects can always be played during the "as a card is played" window, in order to play other reaction cards that must be played in that window. A reaction card that unlocks a vampire but does not wake it is not considered as a wake effect and cannot be played during the "as a card is played" window.

**Withdraw:** An attempt to leave the game by a Methuselah who has run out of cards in their library.

**Wounded:** A vampire who has received damage that they have not mended or a vampire in torpor or on their way to torpor is said to be wounded.

## WORLD OF DARKNESS GLOSSARY

The following is a glossary of some of the relevant terms of Vampire: The Masquerade.

**Amaranth:** The act of killing a vampire by drinking all of their blood. Commonly known as diablerie.

**Anarchs:** A sect of vampires who fall outside of the Camarilla and rebel against its authority.

**Antediluvian:** An ancient vampire, a grandchilde of Caine. Most of the major clans of the Camarilla were created by the Antediluvians.

**Archon:** A powerful vampire who travels from city to city, in the service of a justicar.

**Baron:** An Anarch ruler of a domain.

**Beast, The:** The drives and desires that pull Kindred away from their humanity and turn them into monsters.

**Blood Bond:** A mysterious link that forms between Kindred that drink one another's blood. The blood bond can give the donor control of the recipient.

**Blood Hunt:** A system of punishment for vampires who disregard the laws of the Masquerade. The hunted vampire is slain by those who heed the call.

**Book of Nod, The:** The sacred book of the Kindred, which allegedly traces their origins and history. Most of it has been lost to time.

**Caine:** The first vampire, from whom all other vampires are allegedly descended.

**Camarilla, The:** A sect made up of several clans that have banded together and are governed by the Traditions.

**Canaille:** Mortals, especially referring to the most unsavory elements of mortal society.

**Clan:** A group of vampires that share certain mystical and physical characteristics.

**Consanguineous:** Belonging to the same clan (usually used to refer to a younger member).

**Domain:** The fiefdom (usually a city) claimed by a vampire, most often a prince.

**Elysium:** The name given to a place where Camarilla elders meet.

**Embrace:** The act of transforming a mortal into a vampire.

**Gehenna:** The impending Armageddon in which the Antediluvians will rise up and devour all Kindred.

**Ghoul:** A mortal who drinks the blood of a vampire but has not been drained beforehand.

**Haven:** A vampire's "home"; where they find sanctuary from the sun.

**Inner Circle:** The group of vampires who comprise the ruling body of the Camarilla.

**Justicar:** A vampire who serves as judge, jury and executioner of Camarilla vampires who have broken the Traditions.

**Kindred:** The term that vampires use to refer collectively to their kind. Sabbat vampires scorn the term.

**Kine:** A term for mortals, largely contemptuous.

**Masquerade, The:** The Tradition of keeping mortals ignorant of the existence of vampires, essential to survival.

**Methuselah:** A powerful vampire, thousands of years old (but still a few generations younger than the Antediluvians), involved in the Eternal Struggle from afar or in complete anonymity.

**Praxis:** The right of a prince to rule a domain.

**Primogen:** A council of vampires in a city that supports the city's ruling prince.

**Prince:** A Camarilla vampire who rules a city and enforces the Traditions upon the city's vampire population.

**Retainer:** A mortal or creature that serves a vampire master.

**Sabbat, The:** A violent sect of vampires bent on destroying the Antediluvians.

**Sect:** A group of Kindred arguably united under a common philosophy.

**Traditions, The:** The six laws of the Camarilla. These Traditions are laws that protect the vampires from mortals and from one another.

**Vitae:** Blood of a vampire.

# FAQ, RULINGS AND CLARIFICATIONS

## FREQUENTLY ASKED QUESTIONS

### Bleed

**Can I play a bleed action modifier such as Conditioning at any time during a bleed action? Can I play it when I announce the action, for example?**

No, you must announce the action first, then play any effects that are "usable when the action is announced" before being able to play action modifiers to increase the bleed. But it is even better to wait until the target Methuselah has declined to block to increase the bleed!

**When can I reduce a bleed?**

Reducing a bleed follows the same rules as increasing a bleed: any time after the action has been announced and effects that are "usable when the action is announced" have been played.

**When can I play a card that changes the target of the bleed, such as Deflection? Can I play it before bleed action modifiers are played? Afterwards?**

If you are the target of a bleed, you must first decline to block. This gives a last opportunity to the acting Methuselah to increase the bleed against you. Whether they increase it or not, you can then play a Deflection to change the target, who in turn can try to block or change the target, too.

**What happens when a bleed I redirected to another Methuselah is redirected to me again? Can I attempt to block?**

Yes, this opens a new blocking window.

**Do I get the Edge if I bleed for 0? Is the action successful?**

The bleed action is successful if it was not blocked. However, the bleed itself is considered successful only if the bleed amount is 1 or more. If it is reduced to 0 or less, it is not successful and you do not gain the Edge.

### Hunt

**Can a vampire gain blood when at full capacity?**

The vampire can hunt, but any blood gained that would exceed the vampire's capacity "drains off".

### Stealth

**Can I use the "+1 stealth" listed on an action card to increase the stealth of another action I play?**

No. The stealth listed on an action card indicates the starting stealth of that action. Only action modifiers and similar effects (such as The Labyrinth, a location granting stealth) can be used to increase the stealth after the action has been announced.

### Politics

**Can I play action modifiers to gain votes even if they are not needed?**

You can gain votes only during the polling step of a referendum, and you can do so even if they are not needed.

**Can I vote against a referendum I called?**

Sure. All your votes (including the vote provided by the political action card) can be used to vote against your own referendum.

**Can I burn a political action card from my hand for 1 vote during a referendum I called?**

You cannot if the referendum was called with a political action card, since it already provides 1 vote. However, some referendums are called without a political action card; in that case, every Methuselah can discard a political action from their hand to gain 1 vote.

**When I burn a political action card for a vote, is that vote coming from the acting vampire?**

No. You (as a Methuselah) gain that vote. Burning the Edge for 1 vote works the same way.

**If the referendum of a political action fails, is the action considered successful?**
The political action is successful as long as it is not blocked, even if the referendum fails.

## CARD RULINGS AND CLARIFICATIONS

### .44 Magnum
If you use the maneuver provided by this gun during the determine range step, you are committed to use the strike it provides (2R damage). If you cannot use that strike because the opponent has played an Immortal Grapple, you cannot strike at all (you do not get to choose another strike).

### Academic Hunting Ground
This card requires a ready Tremere to be played, but you can give blood to any ready vampire you control, even of another clan.

This card is played during the master phase; this means will have to wait until the next turn to start gaining blood from it.

Gaining blood from this card is optional. For example, if you play a master card without gaining the blood in the unlock phase first, you are effectively declining to gain the blood.

### Aire of Elation
Only one action modifier can be played to increase the bleed amount during an action.

### Anarch Troublemaker
This card is played during the master phase; this means you will have to wait until the next turn to be able to use it.

You can use it to lock vampires that are already locked, or to lock no vampires at all ("up to two" can be zero), in order to give control of the Anarch Troublemaker if you have for instance an agreement with your prey.

### Ancilla Empowerment
Every Methuselah loses pool, including you.

This could result in multiple Methuselahs being ousted at the same time. Every Methuselah whose prey is ousted (even if they are themselves ousted) gain 1 victory point, but only those Methuselahs that survive the action will gain pool for their prey being ousted.

### Arcane Library
The blood that is added to the vampire comes from the blood bank. You can spend 2 transfers to move it to your pool afterwards.

### Art Museum
See Arcane Library.

### Asylum Hunting Ground
See Academic Hunting Ground.

### Barrens, The
This card can be used at any time (including in combat) if you are in a dire need of a more useful card.

### Bewitching Oration
You have to wait until the terms have been declared to play this card.

The votes gained are not cast until you decide to cast the vampire's votes. For instance, you can call a referendum with a political action card, play this card to gain votes and wait until someone casts votes against to decide to vote in favor with the acting vampire (and his newly gained votes). This can be useful to avoid a Scalpel Tongue for instance.

### Blood Doll
You can use this card the turn you play it, since it is used during the master phase (contrary to Vessel).

### Bonding
You cannot play the superior effect of Bonding if you do not need stealth (for instance if you are not blocked).

### Bowl of Convergence

This card can be equipped by a vampire without Auspex, but has no effect while its bearer does not have Auspex.

### Carrion Crows

The damage is inflicted at the same time as regular strikes resolve. The damage from this card cannot be dodged, since dodging only protects from the opponent's strike. A strike: combat ends, however, ends combat before the damage from the Carrion Crows is inflicted.

### Cats' Guidance

If your blocking minion is in torpor after combat, you cannot play this card since only ready minions can play reaction cards.

### Change of Target

Since the action ends before the block resolution, the blocking minion is not locked for blocking. If the blocking minion was locked and had used a wake effect to block, they remain locked.

If the acting vampire was performing a mandatory action (such as hunting because they had no blood), they are "stuck". They remain unlocked but cannot perform any action.

### Cloak the Gathering

A locked vampire can play this card at superior, because playing action modifier cards does not require to be unlocked (contrary to reaction cards). A minion cannot play the same action modifier card more than once during a single action. However, you can play multiple copies of this card with different vampires during the same action (with the limit of one per vampire).

### Conditioning

See Aire of Elation.

### Consanguineous Boon

You must choose an existing clan, even if no vampires of the chosen clan are in play.

### Creeping Sabotage

The first Creeping Sabotage costs 0 blood. If a minion attempts to burn a Creeping Sabotage and plays a Change of Target, they cannot do the same action again. However, burning another copy of a Creeping Sabotage is not considered to be the same action.

### Daring the Dawn

You can play it before any vampire attempts to block (to prevent vampires from playing Second Tradition: Domain), or when a vampire attempts to block.

### Deep Song

At superior, if the action is not blocked, the target minion is considered to be the acting minion: this means they will have to play their cards first in the resulting combat.

### Deflection

A locked vampire under a wake effect (such as On the Qui Vive) can play Deflection, even at basic. Deflection at basic will lock them even if they are already locked (with no effect), and change the target of the bleed.

### Dreams of the Sphinx

If you use it during your turn to increase your hand size, you first have the option of using a discard phase action to discard a card (and replace it) before decreasing your hand size back to normal by discarding 2 cards.

If another Methuselah plays Dreams of the Sphinx to contest yours, you cannot lock it "right before it enters the contest".

### Enchant Kindred

When announcing the action, you have to choose between the basic version (bleeding at 0 stealth) and the superior version (adding blood at 1 stealth). You cannot do both actions at the same time, as always.

If a vampire plays Enchant Kindred and unlocks (with a Freak Drive or a Majesty), that

vampire cannot play Enchant Kindred again this turn, even at a different level.

### Eyes of Argus
You cannot play Eyes of Argus at superior to wake, then at basic to get intercept with the same vampire, since a minion cannot play the same reaction card more than once during a single action.

See also On the Qui Vive.

### Faceless Night
If a minion attempts to block and fails, they can still play reaction cards such as a Deflection. They become locked only once the action resolves (either because it is successful, or because it is blocked).

Faceless Night does not lock retroactively minions who previously attempted to block.

### Fame
If the vampire with the Fame is burned because they take too much aggravated damage for instance, they do not go to torpor first: their controller does not burn 3 pool.

The 3 pool are burned immediately after the vampire goes to torpor.

### Foreshadowing Destruction
If played at superior against a target with 10 or more pool, it will only have a lingering effect (+3 bleed if the target happens to have 9 or less). Since it is not increasing the bleed in that case, a limited bleed action modifier can be played before or after, as long as the target has 10 or more pool.

See also Aire of Elation.

### Freak Drive
If the vampire has been blocked, Freak Drive is played after combat. You can even play it if the vampire is in torpor, provided they have blood to pay for it.

### Govern the Unaligned
See Enchant Kindred.

### Guard Dogs
Nothing forces you to block with the vampire playing Guard Dogs. You replace the card first before taking any further decision.

### Haven Uncovered
The action to burn the Haven Uncovered is directed against the Methuselah who played the card, since master cards are controlled by the Methuselah who played them.

### Hidden Strength
You cannot play the card if there is no damage to prevent, in order to get a press for instance.

### Immortal Grapple
You must wait until no more maneuvers are played before playing Immortal Grapple.

See also .44 Magnum.

### Kine Resources Contested
You cannot assign the 4 points to a single Methuselah. You can assign points to yourself if you wish to (or if you do not have any other choice).

### Life in the City
You can give blood to a ready vampire controlled by another Methuselah.

### Lost in Crowds
Into Thin Air is a card not included in Vampire: The Eternal Struggle Fifth Edition.

### Magic of the Smith
You do not have to announce which card you are getting when playing the card.

You do not search your library until the action is successful.

The equipment card must come from your library, though you are free not to find any

equipment. For instance, if you replaced the Magic of the Smith with the equipment card you wanted, you cannot equip that copy and may choose not to find anything, even though there are other equipment cards in your library (you still shuffle the library).

### Mirror Walk
Not replacing the card works the same way as if it was counting against your hand size: if you had a hand size of 7 before playing the card, you now have a hand size of 6 until your discard phase.

Contrary to Change of Target, Mirror Walk explicitly locks the blocking minion before ending the action.

### Murder of Crows
The damage is environmental (not inflicted by the minion) and is inflicted by the retainer. Otherwise, it works the same as Carrion Crows.

### On the Qui Vive
If you wake, nothing forces you to block. You replace the card first before taking any further decision.

A minion who wakes is not unlocked.

### Pentex™ Subversion
The minion with this card cannot burn it by themselves. Only other minions, including those controlled by other Methuselahs, can burn it. This action is directed against the Methuselah who played the Pentex™ Subversion.

A minion who cannot block can still play reaction cards such as Deflection.

### Perfect Paragon
At superior, Perfect Paragon does not count as increasing stealth. You can play it even if no one attempts to block to "cycle" it for instance.

### Preternatural Strength
Torn Signpost is a card not included in Vampire: The Eternal Struggle Fifth Edition.

### Protected District
See Bewitching Oration.

### Rebel
There are other archetypes in other sets.

### Resist Earth's Grasp
The maneuver and the press can be used only during the same round. They cannot be kept for a later round.

### Roundhouse
Roundhouse is a hand strike; it works with Immortal Grapple.

### Scalpel Tongue
You must wait until a vampire has cast their votes to play Scalpel Tongue. A vampire with votes who is currently abstaining is not a valid target.

See Bewitching Oration.

### Second Tradition: Domain
This is not a wake effect. If a locked vampire plays Second Tradition: Domain, they must attempt to block. They cannot choose not to block in order to play a Deflection.

A locked vampire cannot play Second Tradition: Domain if they will not be able to block: for instance, you cannot play Second Tradition: Domain if a directed action is not directed against you, or if the action cannot be blocked at all (see Daring the Dawn and Toreador Grand Ball).

### Slum Hunting Ground
See Academic Hunting Ground.

### Smiling Jack, The Anarch
If you control Smiling Jack, The Anarch during your unlock phase, you have to move 1

pool to the card even if it ousts you.

Each other Methuselah must burn 1 pool or a vampire blood for each counter on Jack, and it is possible to do a mix between multiple vampires and the pool. Failing to burn 1 blood from an empty vampire will not lessen the obligation.

### Society Hunting Ground
See Academic Hunting Ground.

### Spying Mission
You can play Spying Mission at superior only when you know the bleed would be successful (for 1 or more), that is after playing action modifiers, and once the other Methuselahs have declined to block and to play reaction cards. If a Methuselah wants to reduce or redirect the bleed, they must do so before you can play Spying Mission.

If the acting vampire already had a Spying Mission, the previous copy stays and the new one is put on the acting vampire, meaning that the next time you will bleed successfully the same Methuselah, all copies will increase the bleed by 2 each.

### Swallowed by the Night
It is an action modifier when used at basic, and a combat card when used at superior.

### Taste of Vitae
It cannot be used during a combat against an ally.

You can play it if the opposing vampire has not lost any blood to "cycle".

It must be played after you decide to press or not.

### Telepathic Misdirection
See Deflection.

### Theft of Vitae
It can be used at close range or long range.

Stealing blood does not count as damage: it cannot be prevented.

Stealing blood resolves before burning blood to mend damage. For instance, if your vampire is empty and steals 1 blood from the opposing minion who is striking back for 1 damage, you gain the blood first, then you burn it to mend the 1 damage, leaving your vampire empty, but still ready.

A strike: combat ends will resolve before Theft of Vitae. You do not steal blood in that case.

If two vampires steal blood from each other, the blood is moved simultaneously.

### Toreador Grand Ball
If you play more than one copy, you can choose to lock the same Toreador.

Note that if the Toreador who does not unlock as normal is burned, the other Toreador's non-bleed actions are still unblockable for as long as this card is in play.

### Toreador Justicar
You can choose a Toreador who is already titled. In that case, they lose their previous title and become justicar instead.

### Uptown Hunting Ground
See Academic Hunting Ground.

### Ventrue Headquarters
It is you who gains the votes, not a vampire you control.

### Vessel
Burning a Blood Doll is optional. If you wish to do so, you must announce it when playing the card, before replacing it.

The card is played during the master phase; this means you will have to wait until the next turn to start moving blood with it.

Vessel can be played on a vampire controlled by another Methuselah. If so, you still control this card, but only the controller of the vampire with this can use it.

### Villein
It can be played on a vampire with 0 or 1 blood. You take as much blood as you can.

Minion Tap is a card not included in Vampire: The Eternal Struggle Fifth Edition.

### Visit from the Capuchin
You play the card, replace it, then draw 4 more cards. You will not be able to draw until all 4 counters have been burned from the Visit from the Capuchin.

Cards that are not replaced do not burn a counter from the Visit from the Capuchin when they are played. Only when replacing those cards will the counters be removed.

### Voter Captivation
It is played after resolution of the action. This means that you cannot play it to regain pool and survive if the referendum leaves you at 0 pool.

It can be played before or after a Freak Drive since both are played after resolution of the action.

### Wake with Evening's Freshness
See On the Qui Vive.

### The Warrens
A directed action against you includes: a bleed against you, an action to enter combat with one of your minions (for example, a Deep Song), a diablerie against one of your vampires in torpor, etc.

### Wasserschloss Anif, Austria
Wasserschloss Anif can only receive blood from one Tremere on any given turn.

All counters on the card are lost if the card is burned.

# Quick Reference

## DISCIPLINES

| | | |
|---|---|---|
| ◈ | 🐾 | Animalism |
| ◈ | 👁 | Auspex |
| ◈ | 🖾 | Blood Sorcery |
| ◈ | ⚡ | Celerity |
| ◈ | ◹ | Dominate |
| ◈ | ◿ | Fortitude |
| ◆ | ■ | Obfuscate |
| ◈ | ▥ | Potence |
| ◈ | ✳ | Presence |

## CARD TYPES

| | |
|---|---|
| ◑ | Action |
| ◈ | Action Modifier |
| 🛈 | Ally |
| ↻ | Combat |
| ◣ | Equipment |
| 🏛 | Political |
| ↩ | Reaction |
| 🦅 | Retainer |

## CLANS

| | |
|---|---|
| ♀ | Malkavian |
| 👺 | Nosferatu |
| 🌹 | Toreador |
| ◉ | Tremere |
| ✕ | Ventrue |

## OTHER

| | |
|---|---|
| Ⓓ | Directed Action |
| 🩸 | Blood cost |
| ◇ | Pool cost |
| ⬤ | Capacity |

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