

# How to Win

* 1st player to gain their **Agenda Card win- condition Agenda Points total.**
* *You* knockout *your* **Rival**
* Have the most **Agenda Points** when *any*

**Foe** is knocked out.

* See: **VICTORY CONDITIONS**

# Key Icons

**Agenda**: track Agenda Card win condition

 **Prestige**: the *currency* of the game

 **Blood**: used to track the *health* of a Vampire  **Blood Potency (BP)** - Faction Card / Vampire  **Blood Potency (BP)** - Library Card

 **Skull**: Apply this damage

 **Shield**: Negate *any* damage by this amount



**Blood** & **Blood Potency (BP)** are critical to game play. Please be sure to read/reference the **BLOOD** ( ) & **BLOOD POTENCY** ( ) sections to fully understand their usage.

###### Attribute Types

Physical Social  Mental Ranged

Attribute amounts add to the specific Attribute type Damage dealt, and reduce the specific Attribute type damage received (unless the damage is Aggravated.

Attributes do *not* reduce Aggravated Damage



Reduces against both ***Physical*** *and* ***Ranged damage***.

# Setup

1. City Deck
2. Prestige & Blood Tokens
3. Designate Rivals
4. Agenda & Haven Cards
5. Faction Deck & Leader Card
6. Library Deck
7. Starting Hand

#### City Deck

Take all **City Deck** cards for city being Contested.

Pull out the 10 Event Cards. **Remove 4 Event Cards (at random, without looking).** Add the remaining 6 Event Cards to the **City Deck** and shuffle.

**Optional: Remove the Prince of the City Title card**. The card should be shuffled in after 1st **“I. Beginning Phase: 1. City Deck”** step.

Place the **City Deck** face-down in **The Street**

#### Prestige & Blood Tokens

**Each Player creates their General Supply**. Each Player takes all tokens of 1 color. Turn all tokens to the **Prestige** () side (obverse is ).

**Each Player creates their Personal Supply**. Pull 20 **Prestige** worth of Tokens from their **General Supply**, place to the side of their **Agenda**.

* + Tokens remain on their **Prestige** () side.
  + Keep the **General Supply** and **Personal Supply** separate

#### Designate Rivals

Select the 1st Player. Going clockwise, each player is Player 2, 3, 4. Turn the numbered tokens (1-# of players) blank side up, randomize. One at a time, each player selects a token and reveals the number. That’s their Rival. If a player draws their own # then return the token, randomize and redraw.

**During a 2-Player game, each foe is the other’s Rival.**

#### Agenda & Haven Cards

**Each player picks *any* 1 Agenda card and *any* 1 Haven card**. **Agenda** and **Haven** cards are neutral; they are not **Clan** specific.

**Agenda card is placed *face-down***. You must reveal it to trigger the card’s game text (at any time).

**Haven card is placed *face-down*** (and revealed at the same moment as the Leader card, see next)

#### Faction Deck & Leader Card

**Each player’s Faction** *deck contains exactly 7 of your Vampire cards (red-backed cards); no duplicates.*

**Each player chooses 1 Vampire from their Faction** deck and places it *face-down*. This is your **Leader.** Place “+ Influence” token on this vampire

*All* Players reveal **Haven** and **Leader** cards.

* **Note: Leader cards must be unique.** See **UNIQUE VAMPIRES** to reconcile any duplicate Leaders revealed in this step.

From your **Personal Supply**, pull as many **Prestige** ( ) tokens as your **Leader’s** BP (  # in top-left corner). Place the  on the **Leader** card. Flip the tokens to their Blood (  ) side

Place the **Faction** deck (with 6 remaining Vampire) *face-down*, in the space directly below the **Haven.** This is now the **Haven Row.** Place the **Leader** card in the **Haven Row**.

#### Library Deck

**Each player’s Library** *deck is min. 40 and max 60 non-Vampire cards (yellow-backed cards) w/ max 3 same name.*

Shuffle the **Library** deck and place the **Library**

deck to the *immediate left* of the **Faction** deck

#### Starting Hand (no mulligan)

1st player Draw 4 **Library** cards

Draw 1 **Faction** (Vampire) cards

2nd-4th player Draw 4 **Library** cards

Draw 2 **Faction** (Vampire) cards

**Maximum Hand Size** = none

# Play Area Example (for 4-Player Game)

**Agenda (card):** Usually *face-down*, but can also start as *face-up* (especially when 1st learning).

**Agenda Points:** Used to track earned Agenda Points during game play.

**City Deck:** The blue-backed cards (unique to the city being played / contested)

**Discard Pile:** All cards are placed *face-up.* **General Supply:** Each player’s (extra) color-coded Prestige tokens are intially stored here. These are

double-sided:  on 1 side,  on the other side.

**Haven Row:** Where all Vampires are initially recruited (played from hand onto the row). **Personal Supply:** Each player’s initial 20  tokens

to start the game are stored here. Most payments

for actions and cards are made from here

**The Haven:** “Home Base” for a Vampire (*face-up*). **The Street:** A shared space between all players. All City Deck cards are revealed and placed here.

**Torpor:** A per-player, unique, initially empty Location where Vampires are placed (*face-up*). Not considered part of any in-play location.

# Turn Sequence

1. Beginning Phase
2. Action Phase
3. End of Phase

**These 3 phases, in order, constitute a Turn.** Each player takes a complete Turn (and is the Active Player) before the next player takes a turn.

## I. Beginning Phase

*(perform these steps in order)*

* 1. City Deck Step
  2. Start of Your Turn Step
  3. Ready & Return Step

#### City Deck Step

**Burn** each revealed **City Deck** ‘Event Ongoing’ card with a token of *your* color on it

Reveal & Place the top card of the **City Deck** *face-up*

into **The Street**

**For 1st Turn of Game (only once):**

*1st Player turns over # of City Cards = # of Players (i.e., 3 Players = 3 City Cards)* and then...

**If “Event”** then resolve it immediately and then **burn** it**. If “Event Ongoing”** then place one of *your* tokens from *your* **General Pool** onto the card. Card is active until *your* next turn.

**For 1st Turn of Game (only once):**

If removed during Setup, shuffle the ***Prince of the City* Title** card back into the **City Deck**.

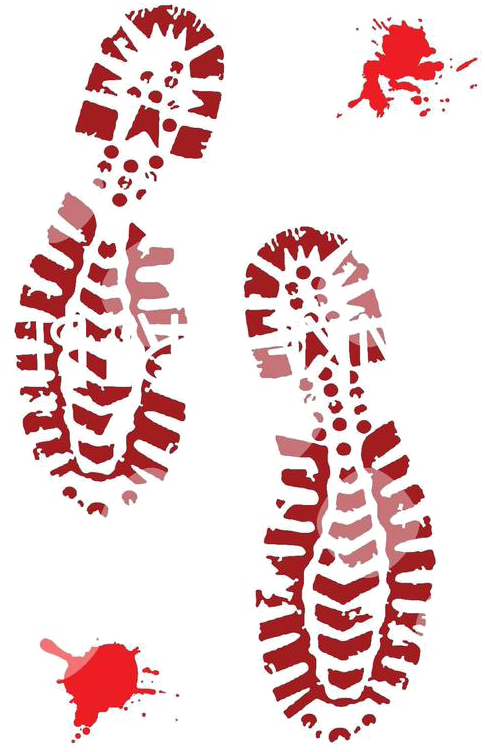
#### Start of Your Turn Step

For *your* visible cards in-play, initiate all “**Start of turn:**” effects (in any order). Remove all **No Influence** tokens from *your* Vampires in play.

#### Ready & Return Step

Ready (turn upright) all *your* cards in play. Return *your* Vampires to *your* **Haven** (unless a card effect states otherwise -- see “Meeting at Alcatraz”).

Remove all **Fear** tokens.



## II. Action Phase

*(perform 2 Actions per turn - required)*

**2 *types* of Actions:**

* **Hosted Action** (**Exhaust** a **Ready** Vampire)
* Unhosted Action (do *not* Exhaust) There are 5 Actions to choose from:

1. Draw 1 Card (**Unhosted Action**)
2. Recruit a Vampire (**Unhosted Action**)
3. Claim the Prince of the City Title
4. Play an ACTION card (or use “Action:” card text)
5. Make an Attack
6. **Draw 1 Card (Unhosted Action)**
   * Do *not* **Exhaust** a Vampire card.
   * **Draw 1 card** from *either* **Library** or **Faction**

deck

#### Recruit a Vampire (Unhosted Action)

Do *not* **Exhaust** a Vampire card.

**Note:** Vampire to Recruit must be unique (with 1 exception). See: **UNIQUE VAMPIRES**

**Play a Vampire (Faction) card from your hand** *face-up* onto your Vampire row. Every Vampire has a “cost” to play.

“**Pay**” for the Vampire by looking at the Vampire’s BP (). Take  tokens from your Personal Supply equal to the newly recruited Vampire’s . Place them on the newly recruited Vampire card,  side up. These  are now the health of the Vampire.

#### Claim Prince of the City Title

*When the “Prince of the City”* **Title** *is Face-up in*

**The Street***, the Active Player, during their turn, can (optionally) attempt to claim the* **title** *(if they choose). Each* **Foe** *has 1 chance to stop them during this turn.*

**Claiming Prince of the City Title is *similar* to a typical Attack Sequence, except:**

* *No Secrecy*
* *No Attack cards (unless the Claimant is the Attacker’s Rival)*
* *No Reaction cards*
* *As it is not your turn when making the Attack, Exhausted Vampires do not leave the Party*

*See* Claim Prince of the City Title Timing

**Claimant**: The Active Vampire who is attempting to **Claim** the **Title**. For card ability purposes, **the Claimant is the Defending Party and can use “Party -”**

**Attacker**: Any **Foe** that is attempting to stop the **Claimant.** For card ability purposes, **the Attacker is the Attacking Party and can use “Party -” and/ or “Attacker -”.**

**Rival Attacker**: Any **Attacker** that has the **Claimant** as their designated **Rival**. **Only a Rival Attacker can use an Attack Action card.**

**Active Player Initiates Title Claim Steps:**

Only the *Active Player* can attempt a **Claim.**

The Active Player must have *at least* 1 Ready Vampire in **The Street.** The **Claimant** is the **Defending Party** and can stay with **Exhausted** Vampires in a **Party**.

**Remember**: you can **move** a Vampire from the **Haven** to **The Street** for *no Action Cost*, and can do so right now to set up the Claim.

**To initiate a Claim attempt, the Active Player** declares their intent and then the Active Player **Exhausts** a Ready Vampire in **The Street**. This Vampire is now the **Claimant.**

###### Attacker’s Steps:

*All* ***Foes*** *are eligible to Challenge .*

Moving clockwise from the **Claimant**, **each Foe with a Ready vampire in the Haven or Street** is given 1 opportunity to **Challenge.**

**When a Foe challenges the Claimant they Exhaust** a Ready Vampire in their **Coterie** (in any non-**Torpor** location) and then Proceed to **Attack** the **Claimant** (see **Attack Steps** below).

Repeat **Attacker Steps** until:

* The Claimant is **defeated**.
* The Claimant has beaten all Challengers.

###### Attack Steps:

*The Attacker now attacks the Claimant with modified Attack rules.*

**Claimant** and **Attacker** can only engage using the card text abilities on their Claimant or Attacking Vampire. The **Claimant** is *not* protected by any **Secrecy** during these attacks. The **Attacker** does not need **Intel**.

###### Attack & Reaction Cards:

* **Attacker** can ***not* play an Attack card from their hand (***see* ***Exception*** *below***).**
* **Claimant** can ***not* Block or React to Attacks (**by playing cards from hand**).**

**Exception**: Only the **Rival Attacker** *can* play an Attack card. They may do so now.

###### Assess Damage:

**Damage Mitigation** is through Card Abilities & Attributes ( , , ) on *both* Vampires. **Remove ** tokens from each vampire per the damage inflicted.



**If the Claimant survives this combat** (Vampire’s  tokens > 0), then proceed to the next **Foe**. Repeat “**Attacker Steps**”.

**If the Claimant survives all Challenges** (still has  tokens) then skip to the section below for **Attaching the Prince of the City Title**.

**If the Claimant is Defeated** (  tokens = 0), then, assess the damage taken.

* **If the fatal blow contained any Aggravated Damage**, Claimant is **burned**.
* **If Defeated with no Aggravated Damage**, the Claimant is **moved** to **Torpor** (place a

 from your Personal Supply). The **Claim Action** attempt is concluded.

###### Attaching the Prince of the City Title:

Attach following same rules for all **ATTACHMENTS.**

Before attaching the title:

* **Burn** the Claimant’s *existing* **Title** (if exists)
* If Claimant has 3 attachments, then burn 1

**Attach** the **Title** card to the **Claimant** card by sliding it underneath the card, **Title** text visible.

The **Claim Action** is now concluded*.* ***(cont...)***

**Damage Taken**

All damage taken during claim attempts is treated the same as any other damage. ***The Prince does not mend at the conclusion of a successful claim action***, and if the Claimant is defeated, they go into torpor as normal.

#### Play an ACTION Card

*Play a card from hand with “****ACTION****” in the card’s banner text. Resolve and discard the card unless the card says “****ONGOING****”, “***SCHEME***”, “***CONSPIRACY***”.*

* + **“ACTION”:** You *must* **Exhaust** a Vampire to play (can be *any* of *your* Vampires, unless the card says otherwise)
  + **“UNHOSTED ACTION”:** Do *not* **Exhaust** a Vampire to play
  + **“ONGOING”:** Place *face-up* next to the **Haven**. Card is immediately active and stays active until the card leaves play.
  + **“SCHEME” , “CONSPIRACY”, “RITUAL”**: These are special cards. See **SCHEMES**, **CONSPIRACIES**, **RITUALS**

Note: **To play a Library card with a Clan icon (in the top-right)** requires *any* Vampire in your **Coterie** (but not in **Torpor**) to have the same **Clan** symbol -- *does not have to be the Vampire to* **Exhaust**.

#### Make an Attack

*An Attack is an action you perform from* **The Street**

*against:*

attack a **Mortal**. **Attacker** has the option to play a face-up Attack card or use other card Abilities. Add any  value to chosen Attribute value. *Skip immediately to the “***F. Apply Damage***” section*

* + **Attack a Vampire in The Street**: Check if **Target** has any **Secrecy** (usually, a Vampire in the Street does not have Secrecy). If they do, see “**Attack a Vampire in a Haven**” .
  + **Attack a Vampire in a Haven**: **You must have Intel ≥ the *Individual* Target Vampire’s Secrecy.** *Do not count combined Secrecy of all Vampires in a location (or a Blocker)***.** A Vampire has base Secrecy = 0 and base Intel = 0 (unless the card says otherwise). **The Attack Party remains in The Street.**

**Increasing / Paying for Intel**

*Any* combination of players (you, foe(s)) can increase **Intel** using the **Activated Ability**: “*Discard [X] cards: The Active Player has +[X] Intel vs their Target during this Action*”. **Every card discarded (from hand) is +1 Intel. *You can ask Foe(s) to pay this cost for you.*** Note: this is not an Action.

**(Step 4) Attacker** announces the **Attack Type** to use: Ranged, Physical, Social or  Mental

###### (Step 5) Attack Card (Attacker)

**The Attacker is first to (optionally) place an Attack Card *face-down*.** Card usually has “ATTACK” in the card banner text.

* + Card must be of the **Attack Type** (have the



, ,



***React to a Range ( ) Attack***

While a can reduce damage, the Reaction card must still have an icon.

#### B. Executing the Attack Options

###### (Step 8) Reveal Attack & Reaction Cards

**Reveal (turn face-up) the ATTACK and REACTION cards at the same time (if any).** This step is required. Both cards *must* be revealed/flipped.

**Starting with the Attacker**, make any choices required by the card.

###### (Step 9) Use Activated Abilities

**Activated Abilities** are available to use on **Ready** & **Exhausted** cards. **Start with the Attacker,** followed by the **Defender**. The **Attacker** can not use additional Card Abilities after the **Defender** has use an **Activated Ability**.

* **Card text “Attacker - “:** only relevant if the card text is on the **Attacker** card.
* **Card text “Party - “:** only relevant if the card is in the **Attack Party** or **Defending Party.**

###### (Step 10) D. Assess Damage

* Add up all Damage to inflict
* Resolve Game Text effects

In addition to a Vampire’s Attributes, **the ** **icon represents a damage amount.** Add a Vampire’s **Attributes** value to the  in the top-left. Note: *The top-left * *value is resolved separately from any * *value or effect in the game text (see #3 below)*

* A *Foe’s* Vampire (in **The Street** or **Haven**).

See **Vampire vs Vampire Timing.** *Note:*

corresponding banner text).

, or in the card’s

1. **Start with the Attacker (and any Attack card).** The **Attacker’s** base attribute value on

*Each of the 13 Attack Steps will be referenced*

*below like* ***(Step 1), (Step 2)****...*

* A **Mortal** (*face-up* from the **City Deck**)

**To execute an Attack you *must* have** *At least* 1 Ready Vampire in **The Street**

Remember: you can **move** a Vampire from the **Haven** to **The Street** for *no Action Cost*, and can do so right now to set up an Attack.

###### A. Setup an Attack:

Create an **Attack Party.** Group together any # of your Ready Vampires currently in **The Street**. Move your **Exhausted** Vampires away from the **Attack Party** (but remain **in The Street**).

**(Step 1) Exhaust** a Vampire in the **Attack Party**. This Vampire card is now the **Attacker.**

**(Step 2) Attacker** chooses a **Target** card. The

* The BP # () on the **Attack Card** must be ≤ the *total* BP # () of the **Attacker** card**.**
* The card’s **Clan** icon (top right) must match any Vampire clan in your coterie (in play and not in **Torpor**)

###### (Step 6) Blocker (Defender)

**The Target can (optionally) designate a Blocker. Exhaust** any Ready Vampire in the **Defending Party.** This now **exhausted** vampire (or **Blocker**) is the *new* **Target.** The **Blocker** remains designated as “The Target” for the duration of the Attack (**exception, see “Targeted” keyword**).



Note: *you can not* ***Block*** *a* ***,*** *except with a*

***Guard*** or other specific card effects.

###### (Step 7) Reaction Card (Defender)

The Target may now play a single Reaction

their card ( , , ) is the base Attack value. Add this value to top-left  value. This is the Damage to apply to the Target (but not yet)

1. **Next is the Target (and any Reaction card)**. If the **Target’s Reaction Card** has a  then this card can deal damage to the **Attacker**. **Target** adds **Attack Type Attribute** values to the  values on the **Reaction Card**.



1. **Resolve Game Text** (usually non-Activated Abilities like Haven text, Attack or Reaction cards, etc), including  value in the text box.

Note: Do not apply Damage until **Step 12**.

#### (Step 11) E. Prevent Mitigate Damage

Damage can be reduced by:

**Card text:** Damage Prevention Card text on Vampires or Mortals (like Vagrant).



, ,

**Target** can be *a) Any* **City Deck Mortal** revealed in

**Card *face-down* (regardless of the Attacker’s**

**Character Attributes:** # in (

) icon

**The Street;** *b) Any Foe’s* Vampire in **The Street** or **Haven** (but *not* in **Torpor**). The **Target** Vampire is now in the **Defending Party**

**decision).** Card has “REACTION” in the card banner text.

* Card must be of the **Attack Type** (have the



, ,

reduces specific Attack Type damage by that much.

 **(Shield icon)**: will reduce all damage,

* All Vampires in a Haven are in the same



, , ,

corresponding

, or in the card

including **Aggravated Damage** by the # in 

Defending Party

* A single Vampire is a still a Defending Party

banner text).

* Assigned to the **Target** (who could now be

(independent of

Attack Type)

(of 1)

* *The human player controlling the Target is the* ***Defender****.*
* The **Target** card will receive all the Damage

Note: The **Target** can *not* move Vampires to create a new **Defending Party**.

**(Step 3)** Determine **Intel** requirement (if any)

* **Attack a Mortal**: No **Intel** requirement to

the **Blocker**).

* The BP () on the **Reaction Card** (top left #) must be ≤ BP () of the **Target** card.
* The card’s **Clan** icon (top right) must match any Vampire clan in your coterie (in play and not in **Torpor**)
* A **Reaction Card** can be played to gain the  even if not able to gain/use the game text on the card

Any  printed on the Reaction Card applies *only* to the vampire who played the Reaction.  may also be granted via card text.

*(Step 12) F. Apply Damage continues next page...*

#### (Step 12) F. Apply Damage

All Damage remaining from above is the final amount of Damage taken by each Vampire.

**If attacking a Mortal,** then apply Damage to the Mortal, including card(s) text.

**If attacking a Vampire,** then apply Damage to the Vampire, all damage dealt by Attacks, Reactions, and Card Abilities is dealt simultaneously.

###### Damage to a Mortal

Mortals must take Lethal Damage in one blow

-- otherwise they remain in **The Street**. **Mortals** do not have Blood tokens to lose.

If Damage ≥ Mortal BP (  ) they are Defeated. If they are a Retainer, pick one:

* + **Attach** the **Mortal** to the **Attacker** (unless the card says otherwise);
  + **Burn** the **Mortal**.

###### Damage to a Vampire

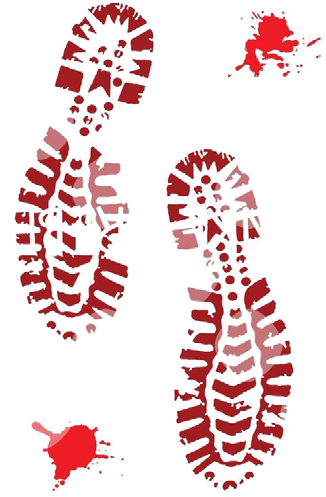
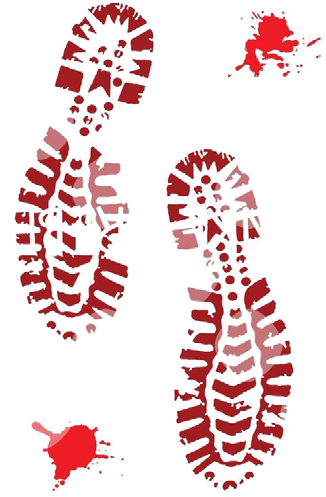
Remove # of  Tokens = # of Damage from the damaged Vampire (and return them to the **General Supply**.

When a Vampire *takes damage that reduces their * *to 0*:

**If *any* 1 of this damage taken was Aggravated**, they are **burned** and removed from the game

**If no Aggravated Damage was taken**, move the Vampire to **Torpor**. Place 1  from your Personal Supply onto this Vampire immediately after moving.

**(Step 13):** Resolve any “*damage taken*” card abilities.



## III. End of Phase

*(follows these steps, in this exact order)*

* 1. Torpor & Mending Step
  2. End of Turn Step
  3. Antagonist Step
  4. Draw Step

You are *not* allowed to:

* + - Play any cards from hand
    - Resolve any **Conspiracies**
    - Use an **Ability** (except those specifically labeled for this phase)
    - Move Vampires from **The Street**

1. **Torpor & Mending Step**

**For each Vampire in your Torpor**, take 1 Token from *your* **General Supply** and place the Token on a Vampire in *your* **Torpor. If the Vampire’s**

 =  then *immediately* move it to your **Haven**.

Activate any **Torpor** abilities on your Vampires. (Optional) **Mend** *any* of *your* Vampires, in *any*

location (including **Torpor**). **A single vampire can only be Mended *this way* once per turn**.

* + Choose *any* Vampire you control (that has

*not* already been **Mended** *this way).*

* + **Discard** 1 card from your hand.
  + Take 1 from your **General Supply** and place it side up on the Vampire.
  + **If the Vampire’s ** =  then *immediately*

move it to your **Haven**.

#### End of Turn Step

Resolve any in-play “*at the end of your turn*” text.

#### Antagonist Step

Each face-up **City Deck** card in **The Street**, with “*Antagonist*” as a type, now deals **damage** to your **Coterie** (ignore those in **Torpor**).

**The Antagonist damage is not an *Attack*:**

you can *not* play **Reaction cards**.

Add up all “**+1 Intel**” for each **Antagonist** in **The Street**. Asses *each* Vampire’s *individual* **Secrecry** in your coterie. The Antagonist can damage *any* Vampire, at *any* location (except **Torpor**), where

the *individual* Vampire’s **Secrecy** ≤ the Antagonists

*total* **Intel**.

* + *Each* Antagonist card deals 1 **Aggravated Damage**.
  + **For *each* damage**, you pick the Vampire in your coterie to receive the damage
  + **If a Vampire is assigned more than 1 damage**, all of the damage is applied at once. However...
  + *No vampire can be assigned a greater amount of damage than their remaining *
  + Since this is ***Aggravated Damage***, any vampire defeated by S.A.D. is ***Burned***.

**Prince of the City**

*The Prince has Secrecy = 0. If you have the Prince of the City Title, and all of your other vampires are protected by Secrecy, then any damage from the S.A.D. must go to the Prince.*

###### Draw Step

**Draw 2 Cards (total)** from *either* the **Faction** or

**Library Deck** or both (see **Card Draw**)

# “-1 BP” Token

**“-1 BP” Token** *is placed on a Vampire and used to reduce that Vampire’s * *and* **Prowess** *(ability to pay for cards).*

* + When a Vampire at Full  receives a **“-1 BP”** token, they will immediately lose a 
  + A vampire can have multiple **“-1 BP”** token
  + A Vampire can only mend to the new  value after applying all **“-1 BP”** tokens
  + A Vampire’s ability to pay the  cost of a

**Library** card is effected by **“-1 BP”** tokens

* + When a Vampire’s  ≤ 0 they are sent to **Torpor** (even when resulting from stacked **“-1 BP”** tokens) and all **“-1 BP”** tokens are removed

*Taking a “-1 BP” token is not Damage and therefore can not be mitigated or reduced via Damage reduction effects.*

# Activated Abilities & Cost

## Activated Ability

An **Activated Ability** is card text that features a **Cost** to gain an Effect. To use a card’s Activated Ability, announce that you are doing so. **These generally do not use 1 of your 2 Actions (except: “Action”).**

Some cards have a “**[Cost]:**”, which **must be paid every time**. Pay **[Cost]** 1st, and then perform the ability text that’s after the “**:**”

**If [Cost] = **, then it comes from the Vampire card performing the ability.

**If [Cost] = **, then it comes from *your* **Personal Supply.**

**If “Action”,** then **exhaust** *any* Vampire in your

**Coterie** (this counts as 1 of your Actions). Card with a **[Cost]** but no “**:**”

This is a one-time Cost. Pay the Cost *only* when 1st playing the Card.

**You can not spend your last Blood on a Vampire or spend your last Prestige to pay a cost**, even if doing so would win you the game. (*Remember that placing a blood on a Vampire entering* ***Torpor*** *is not a cost and must be performed*)

Note: Blood Cost (or loss) from paying this **[Cost]:** is not Damage. You can not mitigate this Blood Loss by using damage prevention abilities or attributes.

#### Limitations / Rules

* + A Cost or Effect can not pay for another card.
  + Activated ability on a card can only be activated once per turn.
  + **Not available during a Foe’s turn**. Unless an Activated Ability is tied to an attack, Activated Abilities are only available during the Active Player’s Phase II Action turn (*see* **Activate Outside of Phase II Action**)

#### Activate Outside of Phase II Action

*Activated Abilities can be used outside of the Phase II Action window under these circumstances*:

* + During a Foe’s claim to the **Prince of the City** title
  + Defensive Abilities used in reaction to an

attack or receiving damage

* + If the card says it may be used “once during each player’s turn” -- which includes your turn and then each foe’s turn
  + A card with the **Relentless** keyword, as this can used by used during any player’s turn, including the Active Player’s turn.

## Exhaust Abilities

Any card with ability “**Exhaust [cost text]:** [effect]”. You *must* be able to perform the **[cost text]**.

**Exhaust** the specific card with the “**Exhaust**” text (is

*not* immediately removed from it’s **Party**) and then

1) Perform the **[cost text]**; 2) Perform the **[effect].**

Only use card effect during *your* turn (unless the card says otherwise).

Does *not* cost an **Action** to use an “**Exhaust**” ability (unless the card specifically says so).

## Ability Source/Origin

*Is a card referring to you (the player), the vampire, a vampire in a* **Party***, the entire* **Party***?*

**“you”**: You the physical, human player.

**“this character”**: The Vampire on the source Card.

**“this party”**: Each Vampire in the **Party**, including the Vampire on the source Card, is able to take advantage of the card text.

**“playing [a card]”**: The Vampire on the source Card is considered to be playing the card.

# Aggravated Damage

#### What it is *not*:

* Is *not* reduced by a Vampire’s Attributes ( ).



, ,

#### How To Prevent/Reduce:

* *Can* be prevented or reduced by  and Damage Prevention **abilities**.
* You can reduce damage via Vagrant **Retainer** cards (human shields) that you control.

#### If Vampire is damaged to = 0:

When a Vampire is **defeated** via **damage**, assess the composition of the fatal blow:

**If at least 1 of the inflicted Damage is Aggravated Damage**, then the Vampire is burned, along with *all* attached cards.

* Burned Vampires are removed from the game (and do not go into **Torpor**).

**If Burned Vampire has Prince of the City Title,** then the vampire that burned them claims the **Title**.

* Note: This is true whenever the Prince is defeated, whether burned or not.

# Alchemy

*An Action card with “Alchemy” card text that attaches to a Vampire.*

Card attaches to a Vampire and is considered an **Attachment**, subject to the same rules as other Attachments (including when entering **Torpor** or **Burned**). An **Alchemy** card can be detached, either through card effects or manually from the controlling player.

#### To Attach an Alchemy Card

* Any Vampire may attach an **Alchemy** card.
* You must have a **Thin Blood** Character (of Thin Blood Clan ) in your Coterie

**“Having Alchemy”**

“Having Alchemy” means a Vampire has an Alchemy card attachment.

# Attachments

*Any card that is slid underneath a Vampire and confers ability to that Vampire.*

A vampire can have, at most, 3 attachments. You may detach and burn a non-Title attachment you control at any time, including to make room for a new attachment.

**Can *not* burn**:

* An **Attachment** placed by a Foe.
* A **Vampire** attached by **Diablerie**

#### Attaching non-Titles

* If Vampire already has 3 Attachments then 1st burn any non-Title card

#### Attaching Title

* See: **TITLES**
* If Vampire already has 3 Attachments then 1st burn any non-Title card.
* You can not replace an existing Title (see:

**Exeption:** below)

**Exception:**

* *If a Vampire is attaching the* **Prince of the City** *title, then* **discard** *an attached Title (if exists) before attaching*
* *Can attach a Title already in-play if the title is on a Vampire in Torpor (that title is then discarded).*

#### Detaching Attachments

* Any attachment detached by *player choice*, and not by card effect, is **burned**.
* Any attachment detached via *card effect* is **discarded** (unless card effect says otherwise).

#### When a Vampire Enters Torpor

* **Burn** all attached Retainers
* **Discard** every card that is *not* a Title

# Blood ( )

 *= the Blood Tokens that are used to track the health of a Vampire.*

Vampires can never have more blood than their . However, a Vampire can increase their  (see **Blood Potency**). A Vampire that can add no more blood is said to be at **Full Blood**

* **Full Blood **: When = 
* **Total **: Amount of on a Vampire

When all Blood is removed from a Vampire, they are

Defeated.

When a Vampire is **defeated** via **damage**, assess the composition of the fatal blow:

* **If no Aggravated Damage contributed**, then send Vampire to **Torpor**.
* **If *any* Aggravated Damage contributed**, then **burn** the Vampire and all attachments

See: AGGRAVATED DAMAGE, ATTACHMENTS

When a Vampire card says “**Pay:** 1 ” this means

pay 1 Blood Token that’s on *this* Vampire.

When spending Blood tokens, always spend *your color first*. Next, spend any tokens given to you, or taken from other players

**If your General Supply = 0 Tokens**, must wait for the **General Supply** to replenish at least 1  to use it

# Blood Potency (BP)

 : Vampires have a red BP ()in the upper left. Card effects can modify (+/-) a Vampire’s . **The modified value is the Vampire’s **. The value can represent:



* **Recruit Cost:** (spend this many  tokens from Personal Supply)
* **Maximum ** **tokens** allowed on a Vampire
* **Prowess:** amount needed to play Library cards (see below).



**Total must ≤**

A vampire can not have more than their .

For any vampire at **Full Blood** , if they lose

-1 , then they must lose 1 as well. If a -1 BP token or effect causes a Vampire’s **Total** to be ≤ 0, then they are defeated and placed in **Torpor**

: A Library card can have a black BP () in upper left. To play a Library Card (with a  value), the Active Vampire  (**Prowess**) ≥ the Library Card .



**Reducing BP , Attachments, Prowess** Reducing a Vampire’s does not affect any cards that are currently attached to a Vampire. Instead, only affects the Vampire’s **Prowess** (their ability to play Library cards).

***Aggravated Damage*** *only affects the current Attack or Action. The type of damage a Vampire took previously has no relevance to whether they are burned.*

**Prince of the City Title Attachment**

There are some special/unique rules to dealing with this Title. See: **Prince of the City**

# Conspiracies

A Conspiracy has these steps (follow in order):

1. Begin the Conspiracy
2. Recruit Conspirators
3. Resolving the Conspiracy (maybe)

#### Begin the Conspiracy

* + Counts as an **Action.**
  + **Exhaust** one of *your* **Ready** Vampires.
  + Play a **Conspiracy** card *face-down.*
  + **Pay** to start the Conspiracy by placing 1 **Prestige** token from *your* **Personal Supply** onto the card as a *payment* (**this is *not* a Contribution but rather a *payment***).
  + You are now **Controller** of *this* **Conspiracy.**

#### Recruit Conspirators (now and during each of your subsequent turns)

* + **Controller** can secretly reveal the card to any number of foes
  + Any foe who has seen the card can Contribute 1 **Prestige** token to the **Conspiracy** card. This foe is now a **Conspirator**.
  + A Conspirator can only Contribute 1 time per each Controller’s turn.
  + the **Controller** can also contribute 1 **Prestige** token, but ***starting with their next turn***.

Note: A **Controller** does not have to accept a Contribution from a foe.

#### Resolving the Conspiracy (maybe)

* + **A Conspiracy must have a legal Target to be revealed.** Otherwise, it remains face-down.
  + Controller can *resolve* the Conspiracy during any of their **II. Action Phases**.
  + **Conspirators can not be targeted** (unless the card says otherwise).
  + Once resolved, **discard** the Conspiracy.
  + Return all **Prestige** tokens spent on the Conspiracy to each players’ **General Supply** (according to color).

# Disciplines

**Discipline** are any of the -shaped icons. **When there are multiple Discipline icons** (on the card)

# of Vampires = 1

**# of Disciplines** = count of **Disciplines** on card

**Card text Abilities**

**If Ability text starts with a Discipline icon,** then you must have a Vampire with that **Discipline**. For example, an Attack card text that begins with a means the **Attacker** *must* have that **Discipline** icon on the card to use it.

*Some abilities may have additional effects for certain disciplines, or an altered cost.*

# Fear Token

*An Exhausted vampire in your coterie with a* **FEAR**

*token does not ready at the start of your next turn.*

**If a FEAR token is placed on an Exhausted vampire,** then that Vampire does *not* ready at

the start of your next turn (during the “**Ready & Return**” step).

At the start of your next **Ready & Return** step:

* + **Ready** any Vampires that do not have a

**FEAR** token

* + Return all Vampires home (including those with a **FEAR** token)
  + Remove all **FEAR** tokens

A **Fear** token has no effect on a **Ready** vampire (although it still remains on the Vampire until the start of your next turn).

# Forming Parties

*A* **Party** *is a group of your Vampires (or single Vampire) in a single Location (not counting* **Torpor***).*

A Party can only be formed/modified during

*your* **II. Action Phase**.

A **Party** can have any # of Vampires from your **Coterie**. **Clan** affiliations do not matter when forming a **Party.**

#### Ready Vampires

Can join/create any **Party** with other **Ready** or

**Exhausted** Vampires.

#### Exhausted Vampires

Can *not* join a Party.

#### Forming an Attack Party

* + Only **Ready** Vampires can join.
  + The **Attack Party** can not be formed with **Exhausted** Vampires (and must move away from **Exhausted** Vampires when formed).
  + **Exhausted** Vampires remain in the **Attack Party** during the **II. Attack Phase**. Only **Ready** Vampires move during this phase.

#### All Vampires in a Haven

* + Are a single Party.
  + Can *not* be divided into separate Parties.

# Influence

Cards, tokens, and abilities can grant **Influence** to Vampires **not in Torpor.** When exerting **Influence**:

* + **A Vampire Exerts all their Influence at once** (they can not save any of it to use in the same turn).
  + You can use **Influence** from multiple Vampires (**Ready** or **Exhausted**) to satisfy a single cost/exertion.
  + Place a “No Influence” token on the Vampire that exerted **Influence** (at **I. Begin Phase** of your next turn, this token is removed).

**Influence** effects / card abilities

* + Exerting Influence is a single effect/ trigger.
  + You can *not* split **Influence** from a single source to trigger multiple **Influence** effects

/ abilities.

At start of your **I. Begin Phase:**

* + All “No Influence” tokens are removed from Vampires in your **Coterie**.

**Buying Influence & Influence Modifiers**

There are different ways to generate or modify

Influence (usually increasing *your* Influence).

* + Card Based modifiers
  + **Spend ** **from your Personal Supply to “buy” Influence**: 1  = 1 Influence

# Mend

*When a Vampire Mends, they recover (take) a * *from the* **General Supply** *and place it on their card. A Vampire is fully Mended when at* ***Full Blood*** *( * *= ).*



**At Full Blood**

A Vampire’s can +/- based on card effects and/or tokens. A Vampire is at **Full Blood** when their = (after any modifiers).

**A Vampire can *not* have more ** **than .** However, a Vampire’s  can be modified via card effects or tokens. In this case, they **Mend** up to the  value.



**An increase in does *not* Mend a Vampire**

Mend During “III. End Phase - Torpor & Mending”

* + You may **discard** a card from hand to **mend** 1  on your Vampire in *any* location (*including* **Torpor**).
  + *Each* Vampire can only be **Mended** *once this way per turn.*
  + **If a Mended Vampire’s ** **= **, immediately move them to the **Haven.**

**Mend** During the **II. Action Phase**

* + If a **Mended** Vampire’s  = , they move immediately to the **Haven** and *may* then move to **The Street.**



Remember: A ***Vampire’s Blood*** (or just ***Blood***) always refers to a/the ***Tokens*** on a Vampire.

# Mortal - Retainer

**MORTAL - RETAINER** cards appear in the **The Street** via the **City Deck**. They are usually Citizens or Vagrants that can potentially attach to a Vampire.

**S.A.D. Second Inquisition**

*They are Mortals, but MORTAL - ANTAGONIST. They have their own rules. They do not attach. See* **III. End of Phase - 3. Antagonist Step**

#### Attributes / Restrictions

Have no Defenses. Do not use  tokens (can not **Steal** Blood from a **Mortal-Retainer**). Are not “**Characters**”. Each **Mortal-Retainer** is single **Party**.

#### Attack a MORTAL - RETAINER

Attack them as you would a Vampire. You may play 1 **Attack Card.** You can *not* attack a **Mortal- Retainer** attached to another Vampire.

#### How to Defeat a MORTAL - RETAINER

You must deal **Lethal Damage** (your Attack value ≥ the **Mortal-Retainer’s ** value). Your attack is all or nothing: **Mortal-Retainers** do not use  tokens.

#### When Defeat a MORTAL - RETAINER

* + Earn any **Agenda** points from the icon (below the  on the **Mortal-Retainer** card; if exists).
  + Choose **Burn** or **Attach** (listed below).

###### Burn

Gain the **Burn** game text on the card. **Burn** the card by placing it in the **City Deck** burned pile.

The **Burn** game text is only active the moment the Mortal is defeated; it is deactivated if Mortal is **Attached**

###### Attach (card is now a Retainer)

**Attach** this card to your Attacking Vampire by sliding it under the Vampire card so that the Attached card text is still readable. You can **burn** this Attachment later in the game, but you can not use the card’s **Burn** game text.

An ***Attached* Mortal** card is a **Retainer**. *It is no longer considered a* **City Deck Mortal**.

# Prince of the City

**When gaining the Prince of the City Title**, Replaces any existing **Title** (**discard** that **Title**). *If Vampire has 3 Attachments* (and none are a **Title**) then **burn** 1 of those Attachments

Vampire with the **Title** has 0 **Secrecy** (even in their **Haven**). As a result, this Vampire takes *all* damage when *all* Vampires in their **Party** are protected by **Secrecy**

**If the Vampire holding this Title is burned or is forced into Torpor by a Foe,** The Vampire who defeated them takes **Prince of the City Title** card and attaches it

**If the Vampire holding the Title is defeated by other means (Antagonists),** Return **Prince of the City Title** to **The Street**

# Rituals

*A* **Ritual** *is an Action Card with some “Ritual” text. A vampire in your coterie with appropriate* **Discipline** *must exhaust to play a* **Ritual Card** *from hand.*

#### How to Put a Ritual Card into Play

1. Requires 1 Ready Vampire with the appropriate **Discipline** in your Coterie (not in **Torpor**) to Exhaust
   * Appropriate **Discipline** = the 1st discipline icon on the 1st line of card text.
2. Cost 2 Actions
   * Can reduce the cost by 1 Action by Exhausting 1 Vampire with the appropriate Discipline *in the same Party*
   * Limit 1 reduction per Ritual Card
3. The 1st line of the card text will specify (in **bold**) the minimum and maximum amount of  *of your color* to place on the card when initially playing it.
4. Take  *of your color* from *any* Character (not from the **General Supply** or **Personal Supply**)
   * Character can *not* be in **Torpor**
   * Blood *must* be *your* color
   * You can *not* take the last blood on a Character, regardless of color
5. Place the taken blood on the **Ritual** card

#### Abilities of a Ritual Card in Play

Rituals have an “Ongoing -” ability that remains active until the card is burned. The card has 2 types

of Abilities: **Activated:** and **Static**

1. For **Activated:** Abilities
   * 1 Activation of *each* Ritual card’s Ability *per turn*
   * Activate the ability during the Action Phase (Exception: see **Activated Abilities** section and **Relentless**
   * Can be Activated the moment after the card has been played / seeded with 
   * All costs for the Ability are in **bold** and preceed the “**:**”, or “**[cost text]: [**ability]”
2. For **Static** Abilities
   * The [**ability**] is in **bold** to stand out (and is not necessarily a cost), with no “:”.

#### Using a Ritual’s Ability

* + Can be used on the same turn the card is initially played
  + You *must* pay the cost in **bold**:
  + You *must* be able to execute the effect
  + If the last  has been removed from the Ritual card, 1st execute the effect then **burn** the card.

#### Adding Blood to a Ritual (after initial)

 can be added to an in-play Ritual card via card effects.

◊  is usually added via card effects

* + There is no limit to the amount of  on a Ritual.

# Shields ( )

*The defensive value of a * *is subtracted from the incoming damage value, regardless of the damage source or type.*

**Shields** protects against any:

* + Aggravated Damage (including S.A.D.)
  + Normal Damage

#### Timing / Duration

◊  from **Reaction** cards only last for the action in which the **Reaction** is played.

* + Other  abilities have a duration specified in the game text (“this turn”, etc).

◊  abilities are defensive abilities, and are therefore available at any time during a reaction to an attack or damage, *during any player’s turn*



**Note:** The ability to successfully use the game text on a **Reaction Card** is not required To gain/use the on the card (in the top-left)

# Schemes

**Schemes** *are cards that pose a “YES” or “NO” question to the entire table. Schemes are resolved via an* **Influence Conflict*.***

Participants:

* + All players are able to participant

Who does the Scheme effect:

* + “Should I...” = the Active Player
  + Anything else = All Players

Vote of “YES” or “NO”

* + “YES” = **Scheme** should succeed
  + “NO” = **Scheme** should fail

You can make deals or verbal commitments at any time during this process

* + You can not give away **Prestige**, ,

**Agenda** or any cards to another player.

* + You can offer to perform an **Intel discard**

on a player’s turn, or promise not to attack.

* + **If you make a promise you must keep it.** Breaking a Promise will instantly lose you the game.

**Scheme Rules Summary**

1. Begin with the Active Player
2. Play a **Scheme** card face-up
3. Since this is an Action, HOSTED and UNHOSTED ACTION rules apply.
4. The **Influence Conflict** now begins

**Influence Conflict**

1. You may Gain **Influence** from any number of Vampires (**Ready** or **Exhausted**) in your **Coterie** (*not* **Torpor**)
   * Vampires with an existing “No Influence” token are ineligible
   * Vampire must be able to do so (either the Leader, card ability)
   * Place a ‘No Influence’ token on the vampire to Exert **Influence**
2. You may play 1 *face-down* “INFLUENCE MODIFER” card from hand
3. You *may* secretly spend **Prestige** for **Influence**
   * Take **Prestige** from you **Personal Supply**
   * Do not show the other players how much you have taken
   * Hold this secret **Influence** in your fist and place your fist on the table (no reveal yet!)
4. **Announce your visible Influence** to the table
5. **Announce your choice of “YES” or “NO”**. This choice is final. You can not change this choice!
6. Player to your left repeats **Influence Conflict**.
7. When all players have answered the question then **Resolve the Influence Conflict.**

#### Resolve the Influence Conflict

*After the last player has made their “YES”/”NO” vote, all players, simultaneously:*

1. Reveal & tally all additional **Influence**
   * Reveal their Influence Modifier card (if any)
   * Open hand to reveal any **Prestige** tokens
2. Tally the total votes for “YES” and “NO”.

Combine all modified **Influence** for each vote:

* + “YES” voters add up #1 & #2 above to their base **Influence** number
  + “NO” voters add up #1 & #2 above to their base **Influence** number

Restrictions

* + No further modifiers are allowed
  + Players can not change their vote!

Result = “YES” (or tie)

* + Scheme succeeds
  + Carry out the instructions on the card

Result = “NO”

* + Scheme fails
  + Scheme card is discarded without effect

1. **Discard** the Scheme card
2. Return **Prestige** Tokens to:
   * **General Supply**: Players on Winning Side of vote
   * **Personal Supply**: Players on Losing side

# Titles

**Titles** *allow you to* **attach** *Abilities to your Vampire (do not attach a* **Title** *to a* **Mortal***/***Retainer***)*

* + A Vampire may only have a single (1) **Title**
  + You can not replace a **Title**

**Exception:** The ***Prince of the City* Title** must replace any attached title on the active vampire; the attached title is *discarded*.

To Attach a Title:

* + Only Vampires with  ≥ the **Title** card’s  can receive the **Title**
  + You must be able to meet the “**Exert [#] Influence:”** cost to **attach** the **Title** (see “**Paying for Influence**”)
  + You must be able to meet the immediate action (text after the “:”)
  + **Exhaust** Vampire that will receive the **Title Titles are unique**
  + No other Vampire, of any **Clan**, may **attach**

a **Title** that is already attached

* + A **Title** in **Torpor** is discarded when another Vampire attaches the same **Title**

**Exception: “LIMIT 1 PER PLAYER” text** *Each player can attach the same title with the text “LIMIT 1 PER PLAYER”.*

Ways for an Attached Title to be Removed:

* + **Prince of the City**: Character claims the Prince of the City title, and any attached title on the Character is discard
  + Character is in Torpor and another copy of the character’s attached Title is played (see: **Titles are unique** above)

To Discard a Title (via card effects):

* + **“Discard a Title”:** Discard a **Title** card from

*your hand*

* + **“Discard an Attached Title”:** Discard a

**Title** that is **attached to a Vampire**

**Paying for Influence**

Card text “**Exert [#] Influence:**” is the cost to **attach**

this **Title**

* + **[#]** = amount of Influence required
  + Text immediately after “:” is the action (if you can’t perform this action, then you can’t **attach** the **Title**)

You may use *any* Vampire in your **Coterie** to Exert Influence. *The Vampire gaining the* **Title** *is not required to Exert Influence.* Place a “No Influence” token on every Vampire that spent their Influence. You may now play an Influence Modifier card

**You may spend Prestige tokens from your Personal Supply to gain Influence.** 1 Prestige token = 1 Influence. Place them in the **General Supply.**



# Torpor

*A Location where Vampires recover when their remaining * *(health) = 0 (zero). Each player has their own, unique* **Torpor** *location, away from their Active Vampires*

*When* a Vampire is placed in Torpor:

* + **Burn** all attached Retainers
  + **Discard** every attached non-**Title** card
  + Do not remove the **Title** (Exception: remove Prince of the City)
  + Remove all tokens (except Leader)
    - Return the Blood/Prestige tokens to the **General Supply**
    - Leave the Leader token (if applicable)
  + Place 1 **Prestige** Token from your **Personal Supply** onto this Vampire (even if this takes you to 0 **Prestige**)

*While* a Vampire is in Torpor, they

* + Are still under your control
  + Do *not* have Stats
  + Do *not* have **Clan** allegiance
  + Do *not* have Disciplines
  + Do *not* have game text (*exception: if game text has “***Torpor** *-”*)
  + Can *not* perform **Actions**
  + Can *not* be Attacked (or join an Attack)
  + Are *not* a member of any **Party**
  + Can *not* join a **Party**
  + Are **Burned** (along with their title) if a Vampire with *the same name* is **Recruited**

***Your* End Phase - Torpor & Mending**

Add 1  Token from *your* **General Supply** to each of *your* Vampires in **Torpor.** Remember that a Vampire’s  can +/- via card effects and/or tokens. If a Vampire is at Full Blood (  = ):

* + Ready the Vampire
  + Return the Vampire to your **Haven**



**Mended During Action Phase**

When a Vampire in **Torpor** is mended to their Full they return to your Haven during your turn. If mended *prior* to your **III. End Phase**, they *may* then move from Haven to the Street

# Victory Conditions

#### Instant Wins

* + **KO Rival: If *you* KO *your* Rival,** you automatically win! Game over.
  + **Agenda Points: If you gain the required Agenda Points** as specified on your Agenda card, you automatically win!

**The Rival KO and Agenda Points Victory Conditions are *instant wins*** and do *not* require you to have surviving vampires or Prestige remaining.

#### Knocking Out a Foe (not your Rival)

**If you knock out a Foe that is not a Rival**, *then the player with the most Agenda Points wins the game. Perform the following calculations:*

* + The Foe’s **Agenda Points** are set to 0 *only if no players have achieved an Instant Win Victory Condition*
  + Player who had the **Foe** as their **Rival** gains 3 Agenda Points
  + Player with the highest agenda total wins

# Unique Vampires

*No duplicates allowed for Active and in-play Vampires.* ***There is 1 exception for Recruiting vampires*** *(see* **Recruiting a Vampire** *below)*

**Vampire Names are Unique**

Use a Vampire’s *name* when determining uniqueness / duplicates.

#### Faction Deck

Your **Faction Deck** may not include any duplicate vampires (vampires with the same name). Every vampire in the deck must be unique.

#### Recruiting a Vampire

During play, you cannot **Recruit** a vampire with the same *name* as one that is **active** and **in play**.

**Exception:** You can Recruit a duplicate Vampire during your Recruitment Action ***if the duplicate Vampire in play is also in Torpor***.

After you Recruit a duplicate:

* *The duplicate Vampire in Torpor is* **Burned**
* *Any Attached Title on the duplicate in Torpor is also* **Burned**

#### Revealing Starting Vampires

At the start of the game, **if 2 or more players reveal the same Starting Vampire:**

1. Determine Turn Order (Player 1, Player 2, etc)
2. Determine and then Resolve the duplicate Starting Vampire that is closest to Player 1
   * If Player 1 has a duplicate Vampire, then Player 1’s Vampire is the starting duplicate
3. One (1) round of bidding ensues involving all players with this same Starting Vampire
   * **If multiple duplicate names (possible in a 4-player game)**, then resolve the 1st

duplicate Starting Vampire before resolving the 2nd duplicate Starting Vampire

1. Bidding begins with player closest to Player 1
   * If Player 1 has a duplicate, then bidding begins with Player 1
2. The 1st bidder can bid 0 or more Prestige
3. Continue in Turn Order
4. *Each Player gets 1 and only 1 bid*. The player must bid higher than the previous bid or pass.
5. The person who bids the highest:
   * Keeps their Starting Vampire
   * Loses Prestige equal to their bid (taking from their Personal and placing in General)
6. If there is a Tie (no player bids more than 0):
   * Earliest Player in Turn Order wins the tie and keeps their Starting Vampire
   * They do *not* lose any Prestige
7. The Loser(s) of the bid:
   * Do *not* lose any Prestige
   * Must pick a new Starting Vampire from their Faction deck (*do not reveal it yet*). The newly chosen Starting Vampire can not match any other face-up Vampire.
   * When all are ready, reveal the newly chosen Starting Vampire
   * If revealed Starting Vampires are duplicates, then repeat steps 3-10 for these duplicates
8. Repeat for 2nd duplicate (if necessary)
9. Shuffle replaced vampires into Faction deck

**Keywords**

 **“-1 BP” Token:** Tokens are used to reduce the  of a Vampire. A “-1 BP” token applied to a Vampire at full  will cause that Vampire to lose a  . These tokens stack. See **“-1 BP” Token**.

**Agenda ( ):** Represent points gained. Each player has an Agenda Card that details 1) how to gain ; 2) how many are needed to instantly win the game. can be gained by either satisfying your Agenda Card condition, card effects or combat.

**Aggravated Damage:** A special class of damage. Can not be defended by Card Attributes. Can be defended by  and certain card effects. If a Vampire is defeated, and *at least 1 point of the defeat damage from the fatal blow is Aggravated Damage*, then the Vampire is **burned**. See **AGGRAVATED DAMAGE**

 **Alchemy:** An Action card that can attach to any 1 of *your* vampires (provided *at least 1 vampire in the Coterie* has the  Discipline). See **ALCHEMY**

**Attachment:** Any card that is slid underneath a Vampire to modify the Vampire’s stats and/or abilities. See **ATTACHMENT** & **PRINCE OF THE CITY**

**Attack Party:** All Vampires (Ready & Exhausted) that are in the same Party as the Attacker.

**Attacker:** The Vampire performing the attack (not the player).

**Blocker:** A Ready Vampire that can be designated as the new **Target** during an Attack. Reaction Cards aid/assist the Blocker only (as it’s now the **Target**).

**Blood Potency (BP) :** See **BLOOD POTENCY**



**Burn, Burned:** Remove a card from the game (completely -- out of play). This can include, City Deck Mortals, Events, Vampires killed with **Aggravated Damage**. This can also be a triggered effect for some cards (like Mortal - Retainers; but not if the card is now a **Retainer**).

**Card Draw:** Whenever you need to draw a card during play, you can do so from *either* the **Library** or **Faction** deck. If drawing multiple cards, then you can draw 1 card at a time to determine from which deck to next draw a card.

**Character:** A vampire under a player’s control. **Mortals are not characters. *(Note: in the rule books “Vampire” = “Character”)***

**City Deck:** The blue-backed cards. The backs are unique to the particular city being contested.

**Claimant, Attacker & Rival Attacker:** Relevant in any Prince of the City title claim. *See* “**II. Action Phase -- 3. Claim Prince of the City Title”**

**Clan:** The symbol in the upper right of a Vampire (or Faction) card. Certain Library cards have a Clan symbol in the upper right corner. That card can only be played if a Vampire in your Corterie has

that specific Clan symbol (does not have to be the Vampire exhausting to use the card).

**Coterie:** All of the Vampires you control, at any location, *that are not in* Torpor*.*

**Defeat / Defeated:** Force a vampire to lose all of their  tokens. When a Vampire’s  = 0, then they are said to be “defeated”.

**Defending Party:** All Vampires (Ready & Exhausted) that are in the same Party as the Vampire being Attacked.

**Discard:** Discard almost always means “Discard from your hand”, with some exceptions. You can Discard either **Library** or **Faction** cards. When the cards says:

* “Discard” or “Discard a [card type]”:

Discard any card from *your hand*

* **“Discard a Title”:** Discard a **Title** card from

*your hand*

* **“Discard an Attached Title”:** Discard a

**Title** that is **attached to a Vampire**

**Discipline:** Discipline is any of the -shaped icons. A vampire can have multiple disciplines. See **DISCIPLINES**

**Exhaust:** Turn a card from a vertical orientation (“Ready”) to a horizatonal orientation.

 **Fear Token:** When placed on an Exhausted Vampire, that Vampire is not permitted to ready during **Phase 1: Ready & Return** step of its controller’s next turn. The Vampire still returns to the Haven and the Fear Token is removed. *This has no effect on a Ready vampire.* See **FEAR TOKEN**

**Foe:** All other players are your foes. During a Conflict, any opposing player is a foe. *Note:*

*completely different from* ***Rival.*** Also, the human player that is controlling the **Target** of an attack. *See* **Target**.

**Full Blood:** A Vampire’s health is determined by their .  can +/- via card effects or tokens. When a Vampire’s  =  they are said to be at “Full Blood”. To leave Torpor through Mending, a Vampire must be at Full Blood.

 **Gaining Extra Actions:** A player can gain additional Actions during the **Phase II Action** step of their current **Turn**. Any extra actions gained during this turn can not be saved nor carried over to the next turn. That is, **all extra actions must be used during the current turn or they will be lost/ forfeited.**

**General Supply:** This is where you keep the extra  tokens (the obverse is ). Since all players use a specific colored token, all tokens can be kept in the same pile or each player can have their own unique/specific pile.

**Haven:** The location where your Vampire enters play (through Recruitment or from Torpor). Vampires return here 1) after fully Mending (  ≥ card’s ) and 2) at the start of each of your turns.

 **“Having Alchemy”:** Any Vampire that has an Action --> Alchemy card attached is said to be “Having Alchemy”. When a vampire no longer

has any Alchemy card(s) attached, then they are no longer “having alchemy”.

**Influence:** A measure of a Vampire’s Political Sway. Spend from your Personal Supply of  to gain additional Influence (1  = 1 Influence). See the **INFLUENCE** section.

**Intel:** Intel is required to attack a character with Secrecy. Discard [X] card(s) to “buy” [X] Intel.Any # of players can do so for any other player.

**Knocking Out a Foe:** A **Foe** is **Knocked Out** when the following occurs:

* The moment their **Prestige** (**Personal Supply**) drops to 0.
* Their last *Active* Vampire in their **Coterie** is **Defeated (Note:** Vampires in **Torpor** are *not* Active).

**Leader:** At the start of the game, each player designates 1 Vampire to be their Leader (place the Leader token on them). Unless card says otherwise, the Leader can not change. A Leader in Torpor still retains the Leader token. Any abilities with **Leader** are only available to a card with Leader token.

**Lethal Damage:** Any attack where the Attack value ≥ the Targets  value. For Mortals, this is their . For Vampires, this is their  (+/- any modifiers).

**Mend:** To Mend a Vampire, recover (take) a from the **General Supply** and place it on that

Vampire’s card. To be fully Mended, a Vampire must have  =  (includes modified +/-). See **MEND**.

**Mortal:** A card found in the City Deck. A Mortal must be defeated with Lethal Damage. Can be Antagonist or Retainer. When a Mortal - Retainer is attached, it’s a considered Retainer. See **MORTAL & RETAINERS**

**Party:** A Party is a group of Vampires (or single Vampire) in a single Location (not counting Torpor). You can create multiple parties during your **Action Phase**. Non-Active Players can not change their Parties. All Vampires in the Haven are a single Party. See **FORMING PARTIES**

**Personal Supply:** The starting pool of Prestige. All begin with 20 Prestige in their Personal Supply. When your Personal Supply = 0 then you are knocked out of th game. Recruiting Vampires, 1st  token on a Vampire in Torpor, extra Influence, and payments made to Schmes and Conspiracies are made from the Pesronal Supply (unless the card specifies otherwise).

**Prestige** ( ): The main currency of the game and is stored in your **Personal Supply** (this is different from the **General Supply** pool of tokens). **If your Personal Supply of = 0** then the game immediately ends and your = 0.



**Prowess:** Ability of a Vampire to use a Library Card. Library Cards requires . A Vampire’s  (including increases due to card effects) must be ≥ a Library Card’s  in order to play it.

**Ready:** Any card that is in a vertical orientation.

## Keywords (cont.)

**Relentless:** A keyword that allows for using an

**ACTIVATED ABILITY** during any player’s turn:

* Includes your turn
* Use ability only once per turn

**Retainer:** An Attached Mortal-Retainer (no longer considered a **City Deck Mortal**). Follows rules of Attachments. A burned Retainer does not gain the Burn card effect. See **MORTAL - RETAINERS**

**Rival:** The specific Foe you are trying to knock out of the game. If you knockout your Rival, you win the game! If you knockout a Foe’s Rival, the Foe receives 3 .

**Rival Attacker:** The Rival of the Claimant to the Prince of the City title claim. Can play an Attack card during the Title Claim attack. *See* “**II. Action Phase -- 3. Claim Prince of the City Title”**

**Round:** Starting with the 1st player (with the 1st Player Token), when all players have completed a **Turn**, they have then completed a **Round**.

**Schemes:** Schemes are cards that pose a “YES” or “NO” question to the entire table. Schemes

are resolved via an **INFLUENCE CONFLICT.** See

SCHEMES.

**Secrecy:** Stat that is applied to an *individual* Vampire. A Vampire or Antagonist must be able to supercede Secrecy via Intel in order to attack. Be default, most characters have Secrecy = 0.

 **Special:** A keyword that allows a card text to “break the game” in some way. The keyword is similar to “**Relentless**”, but applicable to beyond just playing a card outside of your turn.

**Steal:** Taking a card or from a foe or vampire. The stolen item is placed on the corresponding element on your side (cards are attached;  to your vampire).

For : The Active Player takes a  token from the Target vampire and places it onto the Active Vampire’s card. If the Active Vampire is at full  (including modified +/-), then place the  into the Active Player’s General Supply. **Stealing ** **is not damage to the Target Vampire.**

 **Superficial:** The card with this keyword can be used to attack, damage and therefore potentially cause blood to be removed from a target. **However, this card can not remove the last blood from a target.** Even if a Superficial Attack *should* defeat a Vampire, that Vampire still retains 1 .

**The Street:** A shared space in the middle of the playing area. All City Deck cards are revealed here. All Vampires that wish to attack must move here (except when challenging the Prince of the City Title). Vampires are not allowed to move from the Street unless defeated, via card effects or at the start of **Ready & Return Step**.

**Target:** The card that is specified as receiving the effects of an action. For Attacks, this is the initial Vampire, chosen by the Attacker, to be attacked.

Target designation can switch to a Blocker (instead of the original Target). The Blocker then receives all damage (unless card effects say otherwise).

**“Target Foe”:** Damage is distributed to the Target of an attack, usually a Vampire . However, if damage is dealt to a Foe, then *all* of the damage is distributed to Vampires in the Foe’s Coterie. The Foe determines how to distribute the damage.

**Title:** Attach a Title to a Vampire. Unless a card says otherwise, a Vampire can only have 1 Title Attached. The Prince of City Title always replacing a Vampire’s existing Title. See **TITLES**

**“this character”:** Vampire on the source card

**“this party”:** Each Vampire in the party, including the Vampire on the source card, is able to take advantage of the card text.

**Torpor:** A Location where Vampires recover when their remaining  (health) = 0 (zero). See **TORPOR**

**Turn:** A player’s completion of Phase 1, 2 & 3. Each player has the opportunity to initiate and then complete Phase 1, 2 & 3. At the end of Phase 3, the next player begins their **turn**.

**Wounded:** Vampire with Total tokens ≤ half of their total  (rounded down). Be sure to count any  card modifiers (that +/- ) when calculating for wound.

**“you”:** Means *you* the physical, human player.



*(listed in release order)*

 **= Core**

= **Blood & Alchemy**

**Set Icons**

**Miscellaneous / Notes**

**Claim Prince of the City Title Timing Structure**

**Claim Prince of the City Title Timing Structure**

1. **Active Player Declares a Claim Attempt**

##### Check if has 1 Ready Vampire in The Street.

... If Active Player does not have a Ready Vampire in The Street, *go to [7]*

### Active Player Exhausts a Vampire in The Street

##### The Exhausted Vampire is the Claimant.

Claimaint is considered the Defender

### Offer each Foe 1 chance to Challenge the Claim Attempt

##### Next Foe to the immediate left can Challenge:

... If Foe declines to Challenge then *go to [3]*

... If a Foe Accepts the Challenge then *go to [4]*

... If no more Foes can Challenge then *go to [5]*

### A Foe Challenges (Attacks) the Claimant

##### Foe Exhausts a Ready Vampire in the Street or in their Haven

If Foe does not have a Ready Vampire in the Street or in their Haven then *go to [3.1]*

##### Foe Challenger is the Attacker

If the Claimant is the Attacker’s Rival, then (optionally) play a face-down Attack Card

* 1. Assess total Damage to both Vampires. Claimant uses only Active Vampire attributes and card effects. No Reaction cards allowed.

Attacker uses their vampire card attributes and card effect, Attack Card (if played).

### Resolve the Attacks

##### Assign damage to each vampire

* 1. Is Claimant defeated, burned or still alive?

**...If the Claimaint is defeated** then send Vampire to Torpor and *go to [7]*

**...If the Claimant is burned** then send Vampire to out-of- play and *go to [7]*

...If the Claimant survived then:

If Challengers remain (have not had a chance to Challenge) then *go to [3.1]*

If No more Challengers remain (have all had a chance to Challenge) then *go to [6]*

### Attach Title

##### Attach Title to the Exhausted Vampire:

Burn an existing Title.

If 3 Attachments, then burn 1 of the Attachments. Attach the Title (slide it under the Vampire)

### Claim Attempt Concluded

1 of the 2 Actions has now been used.

### Active Player Declares a Claim Attempt

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... If Active Player does not have a Ready Vampire in The Street, *go to [7]*

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**Vampire vs. Vampire Attacks Timing Structure**

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1. **Active Player/Attacker:** Attacker must be in Street

**1a**. If need be, move any **Ready** Vampires to the Street, away from **Exhausted** Vampires.

##### **1b**. Create sets of 1 or more Ready Vampires in the Street.

Each set is a **Party**.

**1c**. Exhaust a Vampire in a Party. That Vampire is now the

**Attacker**.

1. **Attacker:** Choose your **Target** Vampire (*must be a Foe’s*)
2. **Attacker:** Acquire **Intel** to overcome **Secrecy**
3. **Attacker:** Announce the **Attack Type ( , , , )**
4. **Attacker:** (*optional*) Play an **Attack Card** face-down.
5. **Defender:** (*optional*) Block with a Ready Vampire in the Target’s party.

**6a.** Exhaust the Blocker (*becomes the new* ***Target***).

1. **Defender:** (*optional*) Play a **Reaction Card** matching the

**Attack Type**

1. **Attacker & Defender:** Attack & Reaction Cards

##### **8a**. Reveal any Attack or Reaction card

**8b**. Resolve them at the same time, giving Attacker priority (if need be).

1. **Attacker** *then* **Defender:** Use **Activated Abilities 9a.** Take turns using an Activated Ability.

**9b**. Attacker can *not* use an additional **Activated Ability**

##### if the Foe has used one.

1. **Attacker:** Add up all damage, including Attribute values

**10a. Both**: Resolve game text effects. *A player can not win the game before steps 11, 12 & 13 resolve.*

1. **Both:** Calculate Final Damage

##### **11a**. **Defender:** Reduce damage to your Target Vampire by their relevant attributes and any Reaction bonuses/abilities (including )

**11b**. **Attacker:** Assign any damage or effects from the Defender’s Reaction card.

1. **Both:** Damage # that surpasses the defenses/reduction # is the total **Damage Taken**.

**12a.** Subtract 1 for each **Damage Taken**

1. **Both:** Resolve any “damage taken” abilities
2. **Active Player/Attacker:** Attacker must be in Street

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