

VAMPIRE THE ETERNAL STRUGGLE Player Turn Sequence

1 Untap Phase

What you do

- Untap all your cards, gain a pool if you have the **Edge**
- Apply / use any effects applied during the untap phase (ie. Vessels)

Other Players
Watch

2 Master Phase

What you do

Play **Master** card/s (1 by default)

Trifle Master cards grant (only) one additional master phase

Apply / use any effects applied during the master phase (ie. Blood Dolls)

Other Players
Can cancel your master card cards with cards such as Sudden Reversal or Wash

3 Minion Phase

What you do

- Take **Actions** with your minions (no stealth by default)
- Any mandatory actions must happen first (ie. empty vampires must hunt)
- Cardless actions: **Bleed** (1 by default), **Hunt**, **Diablerie**, **Rescue Torpor**
- Modify actions with **Action Modifier** cards (ie. increase stealth, bleed)

Other Players
Attempt to **block** your Actions with minions
Can cancel your actions with certain cards
Play **Reaction** cards (increase intercept)

4 Influence Phase

You have 4 transfers to use

- 1 transfer — Move 1 pool to your uncontrolled minions (4 per turn)
- 2 transfers — Move 1 pool back from your uncontrolled minions (2 per turn)
- 4 transfers — Spend 1 pool to draw a new crypt card (once per turn)

Other Players
Watch

5 Discard Phase

What you do

Discard a card (1 by default)

Or play **Event** card (1 by default)

Other Players
Cancel **Event** cards with cards like Not to Be

Combat Sequence

Combat

A minion enters combat when he or she is blocked, or through cards such as Bum's Rush

Each minion involved in the combat has the opportunity to use **Combat** cards (typically red).

By default the acting minion leads in each of the below steps.

Play any **Before Range** cards (acting player first)

A Determine Range

Range by default is close (it can switch between long and close)

Typically combat cards or equipment are required to **Maneuver**

If able, each player has the opportunity to **Maneuver** to long range or **Maneuver** back to close (counter)

Play any **Before Strikes** cards (acting player first)

B Choose Strikes

Each player chooses their **Strike** (acting player first)

Default 1 hand damage (close range only)

Only one **Strike** can be played per minion

If a "combat ends" **Strike** is played skip to E.

Play cards that grant **Additional Strikes** (only 1 source of additional strikes allowed)

C Resolve Strikes

Strikes resolve simultaneously (unless steal life / first strike)

Play damage **Prevention** cards

Aggravated damage sends vampires to torpor

A damaged **empty vampire** goes to torpor

D Presses

Each player can **Press** to continue combat or counter **Press** to end it (typically cards are required to Press)

By default combat will end if no player presses.

E Round Ends

- Play any **end of round** cards (acting player first)
- Combat ends if no press was played.

If Press successful then new round (repeat A to E)

Key Facts / Basic Rules

Each Player

Starts with **30 pool** counters.

Starts with **60 - 90 library** cards (green back, no card limits).

Starts with a minimum of **12 crypt** cards (brown back, no card limits)

Starts with **7 cards** in hand, drawn from library.

Starts with **4 uncontrolled** crypt cards, drawn from crypt.

When a card is played the player **immediately** draws a replacement.

Minions (vampires and allies)

When a minion attempts an action they **tap** when the action is announced.

When a minion successfully blocks they tap.

A successful block requires **intercept** equal or greater than the current level of **stealth**

Only ready untapped minions can perform actions (except to leave torpor).

Only ready untapped minions can block or play reactions (unless a card says otherwise).

Minions **can act multiple times** in a turn if they can untap during the turn.

Minions **can not repeat the same action** each turn (this includes different types of bleed, political or previously blocked actions — hunts, diablerie and rescues can be repeated)

If an action is **cancelled**, it can be attempted again.

Influence / Transfers

On the first turn, the first player has 1 transfer, the second player 2 transfers, the third player 3 transfers. After that, all players have **4 transfers** each turn.

You can distribute pool via transfers to **any uncontrolled** crypt card/s.

Crypt cards with the capacity met are flipped and **moved to the ready region**.

You can pay 1 pool and 4 transfers to **move a crypt card to your uncontrolled** region.

You can pay 1 pool and 4 transfers to **merge an advance** vampire.

You can spend 2 transfers to move 1 pool back from a crypt card to your pool.

General

Whenever **cards contradict the rules**, the cards take precedence.

Your prey is to your left — reduce their pool to 0 to gain 1 **Victory Point** and 6 **pool**.

Your predator is to your right — prevent them from ousting you.

A **directed action** targets another player or a card he or she controls.

An **undirected action** does not directly target another player (includes Political Actions).

Only the player targeted by the **directed action** can block it.

Only your predator or prey can block your **undirected actions**.

The game ends when only 1 player remains or **2 hours** or have passed.

The last player standing receives a **bonus Victory Point**.

The winner is the player who amassed the **most Victory Points** (ousted or not)

Card Types

Action	Action Modifier
Political Action	Reaction
Equipment	Combat
Ally	Reflex
Retainer	Event
Power	Conviction

Disciplines

Abombwe	Obtenebration	Blood
Animalism	Potence	Blood
Auspex	Presence	Blood
Celerity	Protean	Blood
Chimerstry	Quietus	Blood
Daimonin	Sanguinus	Blood
Dementation	Serpentis	Blood
Dominate	Spiritus	Blood
Fortitude	Temporis	Blood
Melpominee	Thanatosis	Blood
Mytherceria	Thaumaturgy	Blood
Necromancy	Valeren	Blood
Obeah	Vicissitude	Blood
Obfuscate	Visceratika	Blood

Pool Cost	Blood Cost
Old Pool Cost	Old Blood Cost
Merged	Advanced
Capacity	Flight
Life	Directed (action)

Player Area Example

Ready Region (controlled and ready)

Untapped Vampire

Tapped Vampire

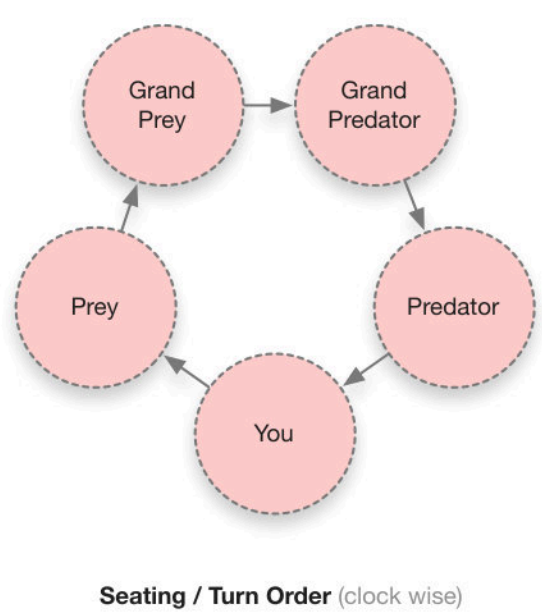
Untapped Ally

Torpor

(controlled and not ready)

Uncontrolled

(controlled and not ready)



Camarilla Clans

Brujah	Tremere
Malkavian	Ventrue
Nosferatu	Caitiff (clanless)
Toreador	

Sabbat Clans

Ahrimanes	Nosferatu antitribu
Blood Brothers	Pander
Brujah antitribu	Salubri antitribu
Gangrel antitribu	Toreador antitribu
Harbingers of Skulls	Tremere antitribu
Kiasyd	Tzimisce
Lasombra	Ventrue antitribu
Malkavian antitribu	

Independent Clans

Abomination	Giovanni
Assamite	Nagaraja
Baali	Ravnos
Daughters of Cacophony	Salubri
Followers of Set	Samedi
Gangrel	True Brujah
Gargoyle	

Laibon Clans

Akunanse	Ishtarri
Guruhi	Osebo

Rulebook

The complete rule book is available online here: <http://vekn.net/rulebook>