

# 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.

## 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

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

## 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

1. Play any **end of round** cards (acting player first)
2. 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)

## Camarilla Clans

- Brujah
- Malkavian
- Nosferatu
- Toreador
- Tremere
- Ventrue
- Caitiff (clanless)

## Laibon Clans

- Akunase
- Guruhi
- Ishtarri
- Osebo

## Sabbat Clans

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

## Independent Clans

- Abomination
- Assamite
- Baali
- Daughters of Cacophony
- Followers of Set
- Gargoyles
- Giovanni
- Nagaraja
- Ravnos
- Salubri
- Samedi
- True Brujah

## Card Types

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

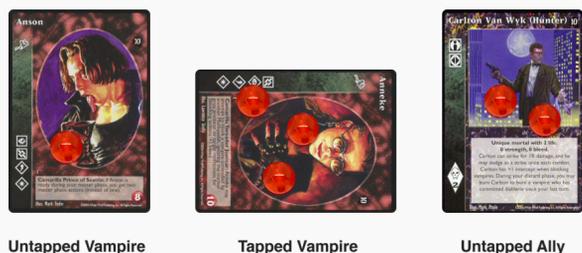
## Disciplines

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

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

# Player Area Example

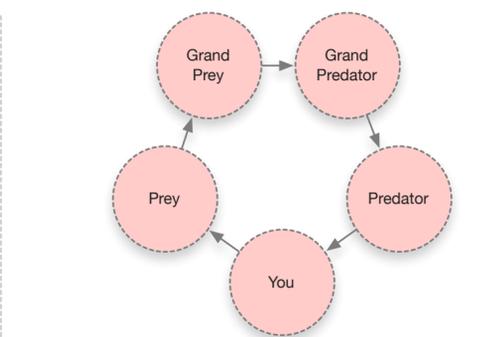
## Ready Region (controlled and ready)



## Torpor



## Uncontrolled



Seating / Turn Order (clock wise)



Pool (start with 30, ousted when 0)



Crypt (12+ cards) Library (60 - 90 cards) Ash heap



Hand (7 cards, replace played cards immediately)

## Rulebook

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