

VAMPIRE

THE MASQUERADE

HUNTER

THE RECKONING

RIVALS

EXPANDABLE CARD GAME

THE HUNTERS & THE HUNTED
CORE RULEBOOK



Ages 14+



2-4 Players

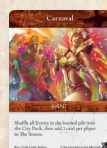


30-70 Minutes

Contents



4 Pre-Constructed
49-Card Player Decks



27 Rio de Janeiro
City Deck Cards



10 Monster
Deck Cards



4 Player Aid Cards



5 Leader Tokens



24 Agenda
Tokens



1 '1st Player' Token



6 Fear Tokens



100 Blood/Prestige Tokens



4 Rival Tokens



10 'No Influence'
Tokens



12 Card Dividers



12 '-1 BP' Tokens



64-Card Crypt Pack for
customizing decks, which
includes several errata cards
from previous sets.
Don't open until you've
played a game or two.

A World of Darkness Awaits...

In this game, you control a group of vampires or Hunters who seek to dominate their Rivals in the city of Rio de Janeiro. You do this by attacking your foes, plotting Conspiracies, advancing your Agenda, hunting mortals and monsters, and more. Both Hunters and vampires can appear in the same game: A vampire player might find Hunters everywhere at the gaming table; Or you might find yourself as the lone Hunter at a table with 3 vampire players, luckily only one of which wants you dead. Be ready for anything!

The Decks in this Box

This Core Set contains 4 pre-constructed Rivals decks that are ready to be played right out of the box: The vampiric Ministry and Caitiff, as well as the Faithful and Inquisitive Hunter creeds. There are several differences between vampires and Hunters, but they have plenty in common as well.



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The Ministry

The Ministry are a clan of faith and lies who leverage heresy and temptation to achieve their aims. These traits manifest in their perversion of Conspiracies and Ongoing cards. Their Conspiracies target all who fail to buy into their chicanery, while their Ongoing cards are so powerful that they must Scheme them into play. They use the Disciplines of Obfuscate and Presence to tamp down the Influence of the other clans and keep them from meddling in their affairs. Protean backs up their will when the time for diplomacy has ended.

The Caitiff

The Caitiff are clanless vampires who band together for protection. Some have been abandoned by their sires (the vampire who turned them), while others were abandoned by other members of their clan when they didn't present themselves in the right way. Some Caitiff are just too independent to follow such rigid structures. The Caitiff in Rivals have a wide variety of previously unseen mixes of Disciplines, and they each have 1 more Discipline than vampires from other clans with similar costs. The Caitiff strategy involves gathering as many different Disciplines as possible. You will also find them masters of the discard pile. As a group often called "trash," they prove that there are hidden gems in what is usually thrown away and forgotten.

Faithful

These Hunters look toward heaven (and other places) for inspiration and courage when facing the unknown. As religious zealots, they will gladly die for their cause if it pleases the almighty and ensures victory against the forces of darkness. While not all practitioners are true holy warriors, they can gain true faith as the danger increases. The Faithful also have access to powerful Relics that will aid the pure of heart.

Inquisitive

These Hunters are just as happy to study a Monster as they are to kill it. With enough information, they will have a myriad of options for defeating the beast. By attaching various cards to a Monster, they can survive encounters with it and soften it up until they are ready to make the decisive blow. The Inquisitive are also the masters of Investigation; the more they know about a Monster, the sweeter the victory.

The next 11 pages of this rulebook will cover the basic game that both sides (mostly) follow. Where there are differences, they will be noted. The last few pages will cover the Hunter-specific rules that vampires do not use. Where you see “vampire” used instead of “character,” that means that the rule only applies to vampires. “Character” is used when it could be applicable to either type.

For Experienced Players

Here are a few of the larger changes to the rules:

- In a 4-player game, 2 players cannot hold each others' Rival tokens.
- When making an attack, you exhaust, announce the target, and generate Intel prior to the beginning of the Attack Sequence. Relentless abilities may be used after Intel but before entering the Attack Sequence.
- Superficial damage can now defeat City Deck Mortals.
- If your vampire with the Prince Title is defeated by a vampire you control, the Prince Title returns to The Streets.
- If a character you control loses the Prince Title during your turn, you cannot perform a Claim the Prince of the City Title action that turn.
- The Antagonists in this set mostly trigger when your party enters The Streets.
- An Agenda win at 13 Agenda is now a core rule and is no longer printed on Agenda cards. This victory condition cannot be turned off by card effects.

The Golden Rule

When a card's text contradicts these rules, the card takes precedence! Consider every rule in the game to also have the text: “unless a card says otherwise.” Likewise when a card says you can do something and another card says you can't - the card that says you can't takes precedence.

PART I: THE BASICS

How to Win

There are 3 standard ways to win:

- You win if you are the first player to reach 13 Agenda points. If your Agenda card requires you to earn a different amount of Agenda to win, it will be stated on the card, and earning 13 Agenda does not win you the game.
- You win if you knock out your Rival (the player you are trying to kill).
- You win if you have the most Agenda when a foe gets knocked out and neither win condition above is met (i.e., an Antagonist or another player knocks out your Rival, etc.).

To knock out a foe, you must do one of the following:

- Cause their Prestige to drop to 0
- Defeat the last active character in their coterie (characters in torpor are not active)

If any player is knocked out, the game ends at the end of the current action or ability. If you knock out a foe other than your Rival (or they are knocked out by effects not controlled by any player), that player's Adversary (the player trying to kill them) gains 3 Agenda points. Then compare Agenda scores, excluding any players who were knocked out. The player with the most Agenda wins!

Tiebreakers

If 2 or more players can each claim a win at the same time, resolve with tiebreakers.

Example: During Player 1's turn, they earn their 10th Agenda point from their Agenda card by knocking out Player 2's last character. Player 4 is Player 2's Adversary, so they gain 3 Agenda, putting them at 10 Agenda points as well. Players 1 and 4 are now tied with the most Agenda, so they resort to tiebreakers in the following order:

1. Active player (In the example above, Player 1 wins with this tiebreaker)
2. Most Prestige
3. Player Order (Player 4 has the highest tiebreaker, while Player 1 has the lowest)

Set-Up

1. City Deck
2. General and Personal Supply of Prestige/Blood
3. Faction Deck & Leader
4. Library Deck
5. Agenda
6. Haven
7. Determine Player Order
8. Reveal Leaders
9. Reveal Havens
10. Determine Rivals
11. Keep Your Agenda Card Face Down
12. Starting Hand


1. City Deck

Gather all 27 City Deck cards for the current city. The City Deck creates the “setting” in which the action of the game takes place. With the release of this set, the current city is Rio de Janeiro: it has the Cristo Rendentor statue on the card backs. Each time a new City Deck is released, you should play using that City Deck. In this way, all players, everywhere, will be competing on the same playing field.

- In a 2-player game, remove the Prince of the City card from the City Deck and set it aside. After the first player completes the City Deck Step of their first turn (see page 8), shuffle this card back into the City Deck.
- Remove all 10 Event cards from the deck, shuffle them, and then place 4 of them back in the box without looking at them.
- Shuffle the remaining 6 Events with the other 17 cards to make a final deck of 23 City Deck cards.

2. General and Personal Supply of Prestige/Blood

Each player chooses a different color of tokens. Take all 20 tokens of that color (representing a total value of 32) and place them into a general supply to the side of your play area.

Then take 20 value worth of tokens from your general supply to form your personal supply, which is kept closer to your play area. (Four 3's and 8 1's make for a good mix of values.) Place these tokens with the blue  side face up.

3. Faction Deck & Leader

Each player's Faction deck must contain exactly 7 characters. No duplicates are allowed.

- Choose 1 of these 7 as your intended Leader. Place this character face down in front of you. (This does not count as “recruiting” a character.)
- Shuffle the remaining cards in your Faction deck and place it face down to the side of your play area.

4. Library Deck

- Each player's Library deck must contain between 40 and 60 cards.
- Your Library cannot have more than 3 copies of each card by name.
- Shuffle your Library and place it face down next to your Faction deck.

5. Agenda

Choose 1 Agenda card and place it face down next to your decks.

6. Haven

Choose 1 Haven card and place it face down next to your decks.

7. Determine Player Order



Library
40 Cards



Faction Deck
7 Cards



Haven
1 Card




Agenda
1 Card

Randomly determine who will be the first player and give them the “1st Player Token.” They are Player 1. The player to their left is Player 2, and so on.

8. Reveal Leaders

Once all players have their Leader, Agenda, and Haven cards face down, all players reveal their chosen Leader.

- a. If 2 or more players reveal the same Leader, a single round of bidding ensues, involving all players who revealed that character as their Leader.
- b. The person closest to Player 1 (which could be Player 1) **must** make a Prestige bid of 0 or more. Continue clockwise.
- c. Each player gets one and only one bid and you must bid higher than the last bid or pass.
 - i. If no one else bids, the first player's bid wins.
- d. The person who bid highest keeps their starting Leader and loses Prestige equal to their bid.
- e. Each player who lost the bid keeps their Prestige, but must choose a different character from their Faction deck to be their Leader, who does not match any other Leader at the table.
 - i. If you lost the bid for your Leader, do not shuffle your lost Leader back into your Faction deck until after you have a new Leader and you have drawn your opening hand of Faction cards (see Step 12).
- f. Once each player has a Leader, they place Prestige from their personal supply onto their Leader equal to their Leader's Blood Potency .

- i. Flip the Prestige to the Blood side: This is the Blood (health) of that character.
- g. Place a Leader token of your color onto your Leader (each one has 2 sides):
 - a. Vampire Leader = +1 Influence
 - b. Hunter Leader = Party +1 Secrecy



9. Reveal Havens

Once each player has their Leader's Blood in place, reveal your Haven card. Any number of players may use the same Haven card.

10. Determine Rivals

Create a Rival token pool with a number of orange Rival tokens corresponding to the player numbers. For example, in a 3-player game, use only Rival tokens 1-3. Place them face down in the middle of the table and mix them up.

Starting with Player 1 and going clockwise, each player in turn draws a token and flips it over before the next player draws one. You cannot be your own Rival, and you cannot hold the Rival token of the player who holds yours. So, draw a new token if:

- You draw your own token.
- You draw your Adversary's token. Meaning, if Player 1 draws token #2, then Player 2 draws token #1, Player 2 must draw again.
 - After drawing the new token, return the original token drawn back to the pool, face down, and mix them up again.

If the last player to draw ends up with their own token, they must trade it with the nearest player counterclockwise who will not cause two players to hold each other's tokens.

Compare your token to the turn order positions (clockwise from Player 1): The player whose number is on your token is your Rival for the game. So, if you grab token #2, your Rival is Player #2 - the player one seat clockwise from Player 1.

11. Keep Your Agenda Card Face Down

While you can reveal your Agenda card at any time, you might not want everyone to know your plans too soon. Any number of players may use the same Agenda card.

- You may reveal your Agenda card at any time during any player's turn.
- You may also leave it face down and accumulate Agenda tokens on it by other means, such as defeating Citizens or your Rival's characters.
- Until the card is revealed, your Agenda card's text is not active.

Note: For your first few learning games using the pre-constructed decks, players are encouraged to reveal their Agenda cards at the start of the game so your fellow players can understand why you take the actions you are taking.

12. Starting Hand

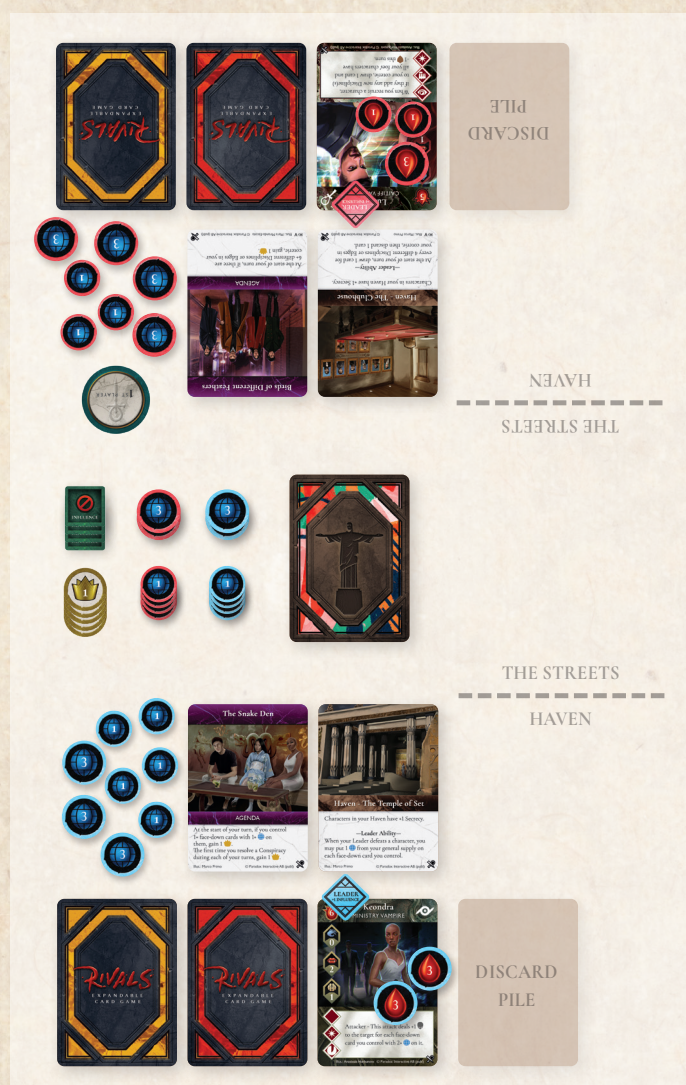
- **Player 1:** Draw 1 card from your Faction deck and 4 cards from your Library deck.
- **Players 2-4:** Draw 2 cards from your Faction deck and 4 cards from your Library deck.
- There are no "mulligans" in this game.

You are now ready to begin playing the game!

It might be a good idea to read **Part II: Turn Sequence** on page 8 prior to your first game, but reading along as you play is also fine way to get straight to the action.

Part III: Abilities and **Part IV: The Heart of the Rules** have very specific rules about every type of ability, card type, and interaction. You need only read the parts that apply to your deck ahead of time. When they come up during a game, reading them out loud as you go through the steps will help everyone understand what is happening.

A completed 2-player set-up.



Key Icons

Prestige

These tokens are a resource and your power in the game. You will use Prestige from your personal supply to recruit characters, play certain cards, enable Conspiracies, etc. Spend your Prestige wisely so you don't end up being easy prey! If any player's personal supply of Prestige (which is public knowledge) is reduced to 0, the game ends. When Prestige is spent to recruit a character, flip those tokens over and place them on that character. Those tokens become the Blood (health) of that character. When instructed to spend or place Prestige, you must use your own color first, if available.

Agenda

Agenda are victory points you accumulate during the game. Your chosen Agenda card is your best bet for gaining Agenda, but there are other ways as well. When you earn Agenda, place it on your Agenda card from the general supply.

Blood

In Rivals, a character's Blood functions as their health. When a character takes damage, remove an equal amount of Blood from that character and place them into your general supply. Make change if necessary. When a character has no Blood remaining on them, they are defeated.

Blood and Prestige tokens come in two denominations: 1 and 3. The 3's are larger than the 1's. When you need to take a certain amount of Blood or Prestige, make change if needed.

Blood Potency

The red spiky Blood drop in the upper left corner of a character card is the character's Blood Potency (BP). While Hunters don't have powerful Blood like vampires do, this number represents their prowess and experience in fighting the creatures of the night.


- This is the amount of Prestige it takes to recruit that character into your coterie.
 - Once that Prestige is on the character, flip it over and it becomes their Blood.
- A character's Blood Potency is their maximum Blood (health).
- A character cannot play a card with a BP requirement higher than their current BP value.
- A character's BP value remains constant unless modified by card effects, unlike their current Blood which can be reduced by damage and other effects.

Blood Potency Requirement

The black spiky Blood drop is found on Library cards and is a BP requirement to play that card.

- The character playing that card must have that BP or higher to play it.
- If a character loses BP, any attachments they have remain, even if their new BP would no longer be sufficient.


Damage

This is the damage icon. It appears on Attack cards and some Reactions - It is the inherent damage a card deals during an attack. Other cards use it to denote damage that an effect might cause. When you see this icon in the upper left of a card (under the ) , you will add your matching attribute to the damage.

Shield

Reduces any damage your character would take by this amount.

Physical Attribute

Increases/decreases  damage dealt/received. Also decreases  damage received.

Social Attribute

Increases/decreases  damage dealt/received.


Mental Attribute

Increases/decreases  damage dealt/received.

Anatomy of a Character Card



Anatomy of a Library Card

This Library card is an Attack card. The word “Attack” in its banner text alerts you to this. The  tells you that this is a Physical Attack. Non-Attack Library cards list their card type here, typically Action or Unhosted Action, though several other card types may also appear. The card type classifies the card, and each of these words can be referenced on other cards. For example, The Ministry have cards that are “Action - Scheme - Ongoing.” The card is an Action card, a Scheme card, and also an Ongoing card at all times.



Key Game Terms

Active Character: A character you control that is not in torpor/recovery.

Adversary: The player holding your Rival token, who seeks to knock you out of the game.

Burn: To remove a card from the game. Each player has their own burned pile. In the case of City Deck cards, they are placed into a single City Deck burned pile. Some effects can return a burned card to the game. Burned cards are always face up.

Character: A vampire, Hunter, or face-up Monster. Mortals and face-down Monsters are not characters.

City Deck: This deck represents the city in which the action takes place. In this case, the city is Rio de Janeiro.

Control: You control all cards you have played from either of your decks or have willingly acquired during the game.

Coterie/Cell: All of your active characters. Vampires are members of a coterie. Hunters are members of a cell. These terms are completely interchangeable, so if you see one of these words, it also applies to the other. We will use the word coterie in these rules, but when you see it, it also applies to Hunter cells.

Discard Pile: Each player has their own discard pile. Both Library and Faction cards are placed here face up when required. Your discard pile should be next to your Library deck. The City Deck discard pile should be face up next to the City Deck.

Discipline/Edge: These are icons found on characters and cards. They have no inherent effects, but some cards will reference these icons to grant certain enhancements just for having the icon.

Exhaust: To turn a card 90 degrees from an upright position to a sideways position. “Exhausted” is used to describe a card in the sideways position.

Foe: Other players in the game. Your foe during an attack is the other player.

General Supply: The extra tokens of your color are stored here, which should be kept a good distance away from your personal supply.

Haven/Hideout: This is where you initially place your Leader and where characters you recruit are placed: not on the Haven card itself, but in your play area near your Haven card. Vampires have Havens, Hunters have Hideouts. These terms are completely interchangeable, so if you see one of these words, it also applies to the other. We will use the word Haven in these rules, but when you see it, it also applies to Hunter Hideouts.

Monster: Hunters are on the lookout for these creatures. They enter The Streets face down. A Monster is not a “character” until it is face up.

Own: You own all cards that began the game in your decks, or were brought into the game from your collection, regardless of who currently controls them. Cards you do not own cannot enter your hand, decks, discard pile, or burned pile.

Party: A group of characters you control, together in either your Haven or The Streets.

Personal Supply: This is your supply of Blood/Prestige tokens of your color. Payments you make come from your personal supply unless a card specifically says otherwise.

Play: Moving a card from your hand or other legal area onto the playing surface for the purpose of resolving it during an action or event.

Ready: To turn a card from a sideways position to an upright position. Also used to describe a card that is in the upright position.

Relentless: Activated abilities with this keyword may be used once during each player’s turn, instead of only once during your turn.

Resolve: Performing the effects of a card or ability.

Rival: The player you are trying to knock out of the game.

The Streets: A shared zone in the middle of the table. City Deck cards and Monsters are placed here. You may move ready characters in your coterie here during your Action Phase.

Target: Some cards direct an effect against one or more targets. The phrase “target character” means you choose which character to direct the effect at. It can be your own character or a foe’s character. If there are no legal targets for a card, you cannot play it.

Torpor/Recovery: A resting place slightly away from your main play area where vampires (torpor) and Hunter Leaders (recovery) can slowly regain Blood. They are not in your Haven and are not active characters. These terms are completely interchangeable, so if you see one of these words, it also applies to the other. We will use the word torpor in these rules, but when you see it, it also applies to Hunter recovery.

PART II: TURN SEQUENCE

- Beginning Phase
- Action Phase
- End Phase

These 3 phases, in order, constitute a turn. Whichever player is taking their turn and going through these phases is the “active player.” The time span over which each player takes a single turn is called a Round.

BEGINNING PHASE

Perform these steps in order:

1. City Deck Step

- Burn each City Deck “Event - Ongoing” with a token of your color on it in The Streets. Place that token back into your general supply.
- Then, place the top card of the City Deck into The Streets face up. If it’s an Event, resolve it and then burn it. If it’s an Event - Ongoing, place a token of your color from your general supply on it.
 - If you need to draw a City Deck card and there are none in the deck, shuffle the City Deck discard pile to form a new City Deck.
 - If there are no cards in the City Deck and no cards in the City Deck discard pile, you do not add a card to The Streets.
 - Burned Events and burned Mortal/Retainer cards are not placed into the discard pile, but instead go into a separate City Deck burned pile.

IMPORTANT: If you have the ‘1st Player’ token and it is your first turn of the game, place a number of face-up City Deck cards equal to the number of players in the game instead. Place them one at a time, resolving any Events before placing the next card.

- In a 2-player game, shuffle the Prince of the City card back into the City Deck after adding cards to The Streets.

2. Start of Turn Step

- Start of turn effects can be found on some cards. These abilities all happen for you now, in the order of your choosing.

3. Ready and Return Step

- Ready (turn upright) all cards you control (including attachments).
- Return your characters to your Haven.
- Remove temporary tokens from your characters: ‘No Influence’ and Fear tokens are the only such tokens at this time.

ACTION PHASE

You *must* perform 2 Actions during each of your turns. There are 7 options to choose from and you may perform the same Action twice during your turn if you are able.

- When you perform an Action, reduce your available Actions for the turn by 1.
- Actions can be spent for Actions or Unhosted Actions; Unhosted Actions can only be used for Unhosted Actions.
- If you gain Actions during a turn (only certain cards do this), those are for the current turn only.
- An Action does not instantly resolve when announced: Players may be able to respond with **Relentless** abilities. After those are completed, the Action resolves (see Relentless Abilities page 16).

Unhosted Actions do not require exhausting a character to perform them (in fact, you cannot). **Actions** require a ready character to exhaust (turn sideways) in order to perform the Action.

- Exhausting a character does not remove them from their party.
- The character performing an Action becomes “the acting character.”
 - During an Unhosted Action, there is no acting character.

MOVING TO THE STREETS

During your Action Phase, prior to or after performing any Action, you may move any number of characters from your Haven to The Streets or between parties in The Streets.

- There is no cost to do this.
- You cannot move characters in The Streets to your Haven: That only happens during your Beginning Phase.
- When you move to The Streets, Haven bonuses cease and any bonuses in The Streets turn on (and vice versa). They are never both on at the same time.
- Beware of the BOPE-RJ Antagonists in The Streets! Most of them have game text that triggers when a party moves to The Streets.

PARTIES

A party is a group of 1 or more characters from the same coterie, together in a single location. Clan affiliations do not matter. Locations include:

- **The Streets**
 - You may have any number of parties in The Streets.
 - If you have more than one party in The Streets, separate them with at least one card’s width of space between them.
 - While in The Streets during your Action Phase (but not during an Action), a ready character you control may move to form a new party or join another party of your characters (whether ready or exhausted) also in the Streets.
- **Your Haven**
 - All of your characters in your Haven are members of the same party.

First Round Rule

You cannot attack, target, or deal damage to a foe or characters controlled by a foe who has yet to take their first turn. However, if you have a character that **can** Block an attack a foe has made **and does so**, your character **will** take damage, even if you have yet to take your first turn. (See the Faithful Hunter Pregador to see an example of a character who can Block attacks against other targets.)

ACTIONS

Perform any of the following Actions during your Action Phase:

Draw (Unhosted Action)

Recruit (Unhosted Action)

Play or Place an Unhosted Action Card (Unhosted Action)

Play or Place an Action Card

Make an Attack (see page 10)

Claim the Prince of the City Title (Vampires only; see page 13)

Pass (Unhosted Action; see page 13)




• DRAW (Unhosted Action)

To draw a card:

- Choose either your Library or Faction deck.
- There are no game effects if a deck runs out, other than you can no longer choose to draw from that deck.
- There is no maximum hand size.
- You do not exhaust a character to draw a card.

• RECRUIT (Unhosted Action)

To recruit a character:

- Place a character card from your hand face up into your Haven.
- The character you wish to recruit cannot have the same name as a character in any coterie.
 - You can recruit a duplicate character in this way if the duplicate character is in torpor (see Unique Cards, page 28).
- Place  from your personal supply onto your new character equal to its  value, then flip those tokens to their  side.
- You do not exhaust a character to recruit.

During your first turn of the game, it is typical to recruit a character (or two). A lone character is an easy target and losing your only character would end the game.

• PLAY OR PLACE AN UNHOSTED ACTION CARD (Unhosted Action)

Unhosted Actions have those words in the banner under their art. To play an Unhosted Action card:

- Reveal the card you wish to play.
 - Pay any additional costs in bold at the top of the card's game text box.
 - ▲ These are one-time costs you pay only when putting the card into play.
- Check the card's clan requirement, if any. Discard your Unhosted Action card without resolving it and without recovering any costs paid if:
 - You do not have a character with that clan icon in your coterie.
 - ▲ A required clan icon appears in the upper right corner of a Library card.
 - There are no legal targets (most Unhosted Action cards don't target anything).
- Resolve the card.
 - Ongoing cards remain in play.
 - Non-Ongoing cards resolve and are then discarded.
- You do not exhaust a character to play or place an Unhosted Action card.

• PLAY OR PLACE AN ACTION CARD

Actions have that word in the banner under their art.

To play an Action card:

- Exhaust a character in your coterie at any location.
- Reveal the Action card you wish to play.
 - Pay any additional costs in bold at the top of the card's game text box.
 - ▲ These are one-time costs you pay only when putting the card into play.
 - Check the card's BP, discipline, and clan requirement, if any of these appear. Discard your Action card without resolving it and without recovering any costs paid if:
 - ▲ The acting character's BP is not high enough.
 - ▲ The acting character does not have the required Discipline.
 - ♦ A Discipline is only required if it appears at the start of the top line of the game text box.
 - ♦ A Discipline that appears later is not a requirement to play the card, only to use that effect.
 - ▲ You do not have a character with that clan icon in your coterie.
 - ♦ A required clan icon appears in the upper right corner of a Library card.

- ▲ There are no legal targets to declare or the target(s) has become illegal by the time the effect would resolve.
- Cards that are placed face down, such as Conspiracies and Traps, aren't resolved until they are revealed.
 - You must have the clan required (if any) and the Discipline required (if any) in your coterie to reveal and resolve a face-down card. However, you may place it face down even if you have none of the requirements to resolve it.
 - The character you exhausted is the "acting character" and is also playing or placing the card.
- All other Action cards resolve immediately.
 - Ongoing cards remain in play.
 - Non-Ongoing cards resolve and are then discarded.
- Some card abilities allow you to play another card "at no cost." In this case, you ignore all possible costs to play that card, but still follow any additional instructions.
- Some card abilities allow you to play another card "at no ___ cost." In this case, you do not pay the cost that appears in the phrase, but you do pay any other costs as normal.
 - In the case of "at no action cost," you also do not exhaust a character to perform the action, as that would be part of the action cost.
- Some card abilities tell you to perform specific actions, typically attacking, recruiting, or playing a specific Action card type. These actions are performed without paying any of the normal costs, as the card is telling you to perform the action.
 - Example: The card Hasty Embrace tells you to recruit a Caitiff character. Since this is card text telling you to perform this recruitment, you do not spend an Unhosted Action or any Prestige. The card will tell you how to place Blood onto the character.

• MAKE AN ATTACK

While there are many possible steps below, most attacks are very easy and simply involve an attacker, an Attack card, and a defender. To make an attack, follow these steps:

- **Exhaust Step**

Exhaust a ready character you control in The Streets who has no exhausted characters in their party.

 - Prior to announcing an attack, you must rearrange your characters so that no exhausted characters are in the attacking party (see Parties, page 8).
 - ▲ If you have the ability to attack from your Haven, it is not your turn, or an effect is preventing characters from rearranging parties, your party can contain exhausted characters.
 - The other members of the attacking party remain ready

and are not attackers. However, their game text abilities may apply to the attack.

- The acting character is now the attacker.
 - ▲ Attacker effects that don't require activation are now in effect.

◦ Target Step

Announce your target.

- A target can be any unattached Mortal in The Streets, a foe's character, a Monster, etc.
 - ▲ Only Hunters can attack Monsters.
- The target becomes the target of the attack and is also the defender.
 - ▲ Game text that effects the "target" or "defender" does not apply until the end of Blocking (Step 3 of the Attack Sequence).
 - ▲ The controller of the target becomes the defending player.
 - ▲ Defender effects that don't require activation are now in effect.

◦ Intel Step

Match the target's Secrecy with Intel if needed.

- "+1 Intel" is enough to overcome "+1 Secrecy."
- Characters have a base of 0 Intel.
- Mortals have no Secrecy.
- Vampires typically have +1 Secrecy while in their Haven.
- Hunters typically have +1 Secrecy, and an additional +1 Secrecy while in a party with their Leader.
- During the Intel Step, each player has the ability: "Discard X cards: Target attacker has +X Intel this attack."
 - ▲ Any player may do this, starting with the attacker and continuing clockwise.
 - ▲ Players may not discard more cards than needed to overcome the Secrecy of the target.
 - ▲ Activated abilities that generate Intel may be used now, but may also be used prior to the attack.
- If your Intel cannot be raised high enough to match the Secrecy of the target or you choose not to pay it, the attack ends and the attacker readies. The action is not spent.
 - ▲ Undo any Attacker abilities and triggered effects that may have triggered.
 - ▲ To avoid this, ask your foe what the Secrecy of their character is before making an attack.

Once these steps have been completed, Relentless abilities may be activated before entering the Attack Sequence.

Attack Sequence

Steps are marked as “(Optional)” when a player can choose to perform that step or not. The steps are never skipped (though sometimes nothing will occur during a step). If the attacker or defender are defeated during any step, do not remove them from the active play area until Step 10.

• Step 1: Announce Attack Type

Announce the attack type for the attack:

- Ranged 
- Physical 
- Social 
- Mental 

• Step 2: Place Attack Card (Optional)

You **may** place an Attack card **FACE DOWN** that matches your declared attack type.

- Attack cards have the word “Attack” in the banner text under the art.
- Some Attack cards dictate that they must be played face up. Game text on these cards is resolved immediately. If the card is accidentally placed face down, it is discarded when revealed, but the attack continues.

• Step 3: Blocking (Optional)

- The defending player may exhaust a different, ready character in the defending party to become the new target of the attack.
 - A character may not Block an attack where they are the target.
 - You may not Block an attack that has already been Blocked.
 - ▲ If multiple characters from different coterie have the ability to Block an attack, priority starts with the defending player and proceeds clockwise. (See the Faithful Hunter Pregador to see an example of a character who can Block attacks against targets outside of their own party.)
 - Ranged attacks may only be Blocked by characters with the Guard keyword.
 - The Blocker’s Secrecy is irrelevant.
- A Blocking character becomes the target of the attack. The previous target is no longer a target of the attack.

• Step 4: Place Reaction Card (Optional)

The target **may** place a Reaction **FACE DOWN** that matches the declared attack type (see Reactions on page 18 for more).

- Reaction cards have the word “Reaction” in the banner text under the art.
 - Some cards have both Attack and Reaction in their banner text. They can be used for either task, but not both at the same time.
- Some Reaction cards dictate that they must be played face up. Game text on these cards is resolved immediately.
- A Reaction may be placed whether or not the attacker placed an Attack card.
- See page 18 for rules on Reactions that don’t mitigate damage.

• Step 5: Reveal Attack and Reaction Cards

- Reveal (flip face up) your Attack card (if any).
 - Check the card’s attack type, as well as its BP and clan requirements. Discard your Attack card without resolving it or recovering any costs paid if:
 - ▲ The card does not match the announced attack type.
 - ▲ You do not have a character with that clan icon in your coterie.
 - ▲ The attacker’s BP is not high enough to play that card.
 - If an Attack card is discarded in this way, undo all Blocks and Reactions (including any costs paid), and return to Step 3 of the Attack Sequence. The attack then continues from there without the benefit of the Attack card.
- The defending player reveals their Reaction card (if any). Reaction Special cards placed by other players are also revealed now.
 - Check for card legality as seen above.
 - If a Reaction card is not legal, discard it without resolving it and the attack proceeds without it.
- Once any Attack and Reaction cards have been determined to be legal, the attacking player and then the defending player make any choices required by their card.
 - Any non-activated attacker effects that would apply to a target or defender apply now.

• Step 6: Attacker Abilities (Optional)

You may activate and resolve any activated abilities you control.

- These can be any abilities on any active characters, whether in the attacking party or not. They do not need to be related to the attack.
 - “Attacker -” abilities only apply if they appear on the attacker.

- “Party -” abilities may apply if they appear on any member of the attacking party.
- You cannot activate additional abilities once you pass priority to the defending player.


• Step 7: Defender Abilities (Optional)



The defending player may activate and resolve any **Relentless** activated abilities they control.

- These can be any Relentless abilities on any active characters, whether in the defending party or not. They do not need to be related to the attack.
- “Party -” abilities may apply if they appear on any member of the defending party.

• Step 8: Determine Damage

Now it's time to add everything up:

- Apply the game text effects of any Attack and Reaction cards and any relevant character abilities.
- The attacker adds up all damage found on their Attack card (if any), including:
 - The value found in the skull in the upper left of the Attack card.
 - Bonus damage found in the Attack card's game text.
- **The attacker adds their matching attribute to the damage total.**
 - **Example:** During a Mental attack, the attacker's  attribute is added.
 - Ranged attacks do not have a matching attribute.
 - If an Attack card has game text that will deal damage to additional members of the defending party, do not add your matching attribute or any other damage-increasing effects you have activated or triggered to this damage.

▲ For example, with the Shotgun card, you can deal 2  to a different member of the defending party. This 2  is not increased by any modifiers you or your characters can generate.

• Step 9: Mitigate Damage

- At this time, a character about to receive a specific type of damage may play 1 Reaction Special if it reacts specifically to the type of damage being dealt.
- Reduce the damage total by the target's Shield total.



- A Reaction's Shields (in the upper left) only apply to the character who played the Reaction.
- Reduce the damage total by the target's matching attribute (except against Aggravated damage – see page 16).
 - Example: During a Social attack, the target's Social attribute is used. The target's Physical attribute is used during a Ranged attack.
- Reduce the damage total by other damage mitigation abilities, such as an attached Vagrant.

If there are multiple types of damage, you decide which damage your Shields and damage mitigation reduces. However, attributes don't reduce Aggravated damage.

• Step 10: Apply Damage

- All damage remaining in the attacker's total is the final damage inflicted.
 - If the target is a Mortal, the final damage must equal or exceed the Blood value of that Mortal or the attack fails and no Blood is removed from the Mortal (as they have no Blood tokens to remove).
 - If the target is a character, remove Blood tokens from that character equal to the final damage (see Defeated Characters on page 17).

• Step 11: End of the Attack

- If game text looks for “damage taken” or any variation of that phrase, resolve it now.
- If game text is based on surviving an attack (or not), resolve it now.
- Resolve all abilities that say “After this attack.”
- The attack is now over, and the characters involved are no longer attackers, targets, or defenders. However, the attacker still “made an attack this turn.”
- Discard all cards played during this Attack Sequence.

Attack Example

It's rare that something happens during every one of the steps above. Here is an example of a typical attack:





It's the Caitiff turn, and they move Lucky, Benicio, and Prudence into The Streets, taking 1 Aggravated damage from a BOPE Marksman on a character in the party. Prudence's Party ability only protects attackers, and none of them are attacking yet, so it has no effect. Benicio has the ability: “Discard 1 Library card: Prevent 1 to target character in this party.” But he declines to use it, instead removing 1 Blood from Lucky.


The Ministry has 3 characters in a


party in their Haven: Iara is exhausted with only 1 Blood remaining; Keondra is exhausted with 3 Blood; Gisele is ready and at 4 Blood.



Lucky exhausts, names Iara as the target, and discards 1 card to gain +1 Intel to overcome the Haven's +1 Secrecy.




No one activates a Relentless ability, so the attack is underway!


Lucky declares a  attack and places a  Attack card face down next to Lucky.

Despite her lack of  defenses, Gisele exhausts to Block. Her text reads: "When this character Blocks an attack, put a 'No Influence' token on the attacker." Since this is a triggered effect, it resolves immediately.

Gisele has no Reaction card to play, so the Attack card is revealed to be Ingratiate, which has the game text: "+1  for each different Discipline the attacker shares with the defender."

They share , which adds 1  to the damage.

Now the damage is totaled: 1 from Lucky's 1  attribute, 1 from the inherent  of Ingratiate, and 1  from the game text, for a grand total of 3.

Gisele has no  attribute to reduce the damage, so she loses 3 Blood, leaving her at 1. If the Caitiff make a follow-up attack this turn, there will be no one to Block....



• CLAIM THE PRINCE OF THE CITY TITLE (Vampires only)

When the Prince of the City card is face up in The Streets and not attached to a card, this action becomes available. To Claim the Prince Title:

- Exhaust a vampire in your coterie in The Streets and announce this action.
 - This character is now the "claimant."
- Each of the other players, going in clockwise order from the active player, may make an attack against the claimant with a ready character, without using an action (though they must exhaust as normal).
 - If the claimant is defeated, the action ends and no additional attacks may be made as part of this action.
- Attacker and Party abilities work as usual.
 - The attacking players' activated Attacker and Party abilities gain Relentless during this attack.
- These attacks follow the rules for Make an Attack and the Attack Sequence, and cause Blood loss like any other attack, with the following exceptions:
 - Your attacker does not need to be in The Streets.
 - You may have exhausted characters in the attacking party.

- No Attack cards may be played unless the claimant is your Rival.
- The claimant does not benefit from Secrecy.
- No one may Block for the claimant.
- No Reactions may be played.
- Party abilities in the claimant's party are active as normal.
- The claimant may use damage prevention abilities such as Vagrants and Havens with such abilities.
- If the claimant is defeated, the Prince Title remains in The Streets.
- If the claimant survives, they attach the Prince Title card and any Blood they lost remains lost.
 - Burn any other Title attached to the claimant.
 - If the claimant currently has its maximum number of attachments (usually 3), burn 1 of them.
 - This character now has the Title "Prince of the City."
 - Gain the Agenda listed in the game text (once).

Restrictions

- If your vampire with the Prince Title is defeated by a vampire you control, the Prince Title returns to The Streets.
- If a character you control loses the Prince Title during your turn, you cannot perform a 'Claim the Prince of the City Title' action that turn.
- If a vampire defeats the Prince of the City (not just a claimant), they gain the Title and the Agenda as mentioned in the game text (once).

• PASS (Unhosted Action)



To pass an action, announce that you are passing.

To pass is to spend an action to do nothing at all, not saving it for later. You are never required to make an attack, use an action to draw a card, or play cards.

END PHASE

Once you have completed all of your actions and are done using non-action abilities (such as moving and activated abilities), it's time for your End Phase. During this phase, you cannot play any cards, resolve any Conspiracies or Traps, or use any abilities that aren't damage mitigation or that mention an End Phase step. Perform these steps in order:

1. TORPOR AND MENDING STEP

- a. Characters with "Torpor -" abilities resolve them now.
- b. Add 1  from your general supply to each of your characters in torpor.
- c. Choose any number of characters you control (possibly including ones in torpor). You may discard 1 card for each chosen character to mend 1  on that character. This Blood comes from your general supply (see Torpor, page 17).

2. END OF TURN STEP

- a. Any card that reads “at the end of your turn” resolves now. These can include Events (Seeking Followers), Monsters (Brain-Eater), Ongoing cards (Not Forgotten), etc.

3. ANTAGONIST STEP

- a. Some Antagonist cards have effects that resolve during this step.
 - i. In the Rio City Deck, the BOPE-RJ Caveira has relevant text during this step.

4. DRAW STEP

- a. Draw 2 cards to end your turn, then play proceeds to the player on your left (clockwise).
 - i. Each time you are called on to draw a card via a game rule or card effect (outside of setup), you choose whether to draw it from your Library or from your Faction deck.
 - ii. You may split your draws between the two decks. You do not have to decide where your second draw will come from until after seeing your first card.
 - iii. There are no game effects if a deck runs out, other than you can no longer choose to draw from that deck.

PART III: ABILITIES

An ability is a game effect that does something.

- The source of an effect is the card, character, and/or player performing the effect.
- Some abilities reference “you.” This means the player, even though one of the players’ characters might be the one actually “playing” the card.

ACTIVATED ABILITIES

An activated ability is card text that features a cost to gain an effect.

- The cost is written in bold text followed by a colon, and the effect is everything after the colon (**Cost:** Effect).
- An ability may only be activated if there is a legal target and if the effect will produce a change in the game state, however minor.
 - Example: You can’t activate an attack bonus if an attack is not underway.
 - If the target(s) has become illegal by the time the effect would resolve, it doesn’t resolve.



- To use a card’s activated ability, announce that you are doing so and pay the cost:
 - An Exhaust: cost must be paid by that card, which must be ready to use that effect.
 - Exhaust the card with that bolded cost to activate it, not some other card.
 - Costs that do not include Exhaust: in their text are available for use even on exhausted cards.
 - Prestige is paid from your personal supply.
 - You cannot spend your last Prestige to pay a cost.
 - Blood is paid by the character performing the ability.
 - Paying Blood is not damage, so it cannot be mitigated.
 - You cannot spend a character’s last Blood to pay a cost.
 - Agenda is paid either by the character performing the ability (from Agenda on that character) or from your Agenda card.
 - A discard cost is paid by the acting player.
 - A card with “**Action: Effect**” requires an action to be spent, as well as exhausting the acting character (as all actions require a character to exhaust).
- An activated ability does not instantly resolve once the cost is paid. Players may be able to respond with Relentless abilities. When those are completed, the ability resolves (see Relentless Abilities, page 16).

You may pay a cost to activate each ability on a card you control **ONLY ONCE** during YOUR Action Phase.

- An activated ability may only be used during your Action Phase, unless:
 - It’s any form of damage prevention.
 - It has Relentless, in which case it may be used once during each player’s Action Phase.
- You may activate as many different activated abilities as you choose to pay for.
 - If you control multiple cards with the same ability, each one may be activated once during your Action Phase.

ADDITIONAL RULES ON PAYING COSTS

- Some costs are preceded by a Discipline icon. The character using the card must have that Discipline to be able to pay any of the costs that follow it.
- When paying Blood, Prestige, or removing a token from a card as a cost or side effect, that token returns to the general supply.
- The cost or effect of one card cannot pay the cost of another card.
 - Example: If an Ongoing card tells you to discard a card (whether as a cost or an effect), you cannot claim that discard as payment for a “Discard 1 card: Effect” activated ability.
- You cannot spend the last Blood on a character or spend your last point of Prestige to pay a cost, even if doing so would cause you to win the game.

- If bolded text at the top of a text box is not followed by a colon, it is a one-time cost to play or place that card. This is typically found on Animal, Conspiracy, Title, and Ongoing cards. The cost is only paid when you play the card. You do not pay this cost each time you use or activate the card.
- If a non-character card you have played uses tokens to activate abilities or removes them via certain triggers and it has no tokens on it, burn it.
- If a card or event requires a character to “move to The Streets” that is only applicable if they are not currently in The Streets. A character already in The Streets can perform the action or participate in the event.

TRIGGERED ABILITIES

A triggered ability is game text that looks for a certain circumstance or event to happen, which then produces an effect.

- Triggered abilities are always on.
- They are not limited to resolving only once per turn.
- They can trigger during any phase of any player’s turn.

ONGOING ABILITIES

- Cards with “Ongoing” on them remain in play when played.
- Some Ongoing cards have a Prestige cost listed at the top of the text box. This is a one-time cost that you pay only when you play the card.
- Place Ongoing cards you play near your Haven.
- You cannot discard an Ongoing card from play unless an effect tells you to.
- If an Ongoing card has a cost to activate its effect, it will use the “Cost: Effect” template.
 - The only Ongoing effects are what appears after the word “Ongoing -”.
 - Text prior to the word Ongoing happens only once when the card is played.
- Some cards have an effect that is simply “always on.” They aren’t activated, nor are they triggered.
 - Example: “Your characters have +1 Intel” simply grants +1 Intel to each character you control, and nothing more needs to be done for that text to apply at all times.
- If an Ongoing card has a Discipline icon in front of a line of text, that Discipline must be present in your coterie for you to be able to take advantage of that text. You may play the card whether or not you have that Discipline.
- If an Ongoing card uses tokens to generate effects, when the last token is removed from the card, burn it.



CHARACTER ABILITIES

Abilities printed on character cards are character abilities and can take several forms. If a character ability doesn’t have a cost or keyword to activate, it’s always on and applies at all times that it is relevant.

- “Attacker” - This ability is only active while this character is making an attack.
- “Party” - This ability is always on and may be applied to any number of members of the party this character is in.
- “Exhaust:” This character must be ready to use this ability: Exhaust them to activate this ability during your turn.
 - This is the only type of ability that requires a character to be ready to use.
- “Pay X [Blood]/[Prestige]/[Agenda]” This ability may be used during your turn, but you cannot spend a character’s last Blood or the last Prestige in your personal supply, even if doing so would win you the game.
 - You can spend your Agenda down to 0.
 - Agenda spent for an ability on a character must come from that character or from your Agenda card.



ATTACHMENT ABILITIES

Attachments have abilities that aid the character the card is attached to.

- Attachments are abilities unto themselves and are not character abilities. You control the effects generated by your attachments.
- Some attachments have a Detach: cost. This is an activated ability with a cost of discarding that card into your discard pile from an attached state.
 - A Detach: cost may be paid while the card itself is exhausted.
 - Detaching a card for any reason other than paying a cost burns that card.
- “Exhaust this character:” means the character with the attachment.
- Some attachments have an “Exhaust <cardname>:” cost. The attachment is the card you exhaust, not the character the card is attached to, and it exhausts separately from the card it is attached to:
 - Such a card does not exhaust when the host character exhausts.
 - Such a card may be exhausted even if the host is already exhausted.



RELENTLESS ABILITIES

During your Action Phase, you have the first opportunity to take an Action, use an activated ability, or advance to your End Phase. When you announce such an act, other players may respond with Relentless abilities. Each player (starting with the player to your left and proceeding clockwise) may activate a Relentless ability at that time.

- When a player activates a **Relentless** ability, each player (starting with the player to their left and proceeding clockwise) may activate a **Relentless** ability in response.
- When priority comes back around to the player who played the latest **Relentless** ability, they may respond to their own **Relentless** ability if they wish.
- **Relentless** abilities are added to a “stack” and then resolved in “Last In, First Out” order.
- All **Relentless** abilities in a stack resolve before the act they were responding to resolves.
- Some **Relentless** abilities are in direct response to specific actions or events. These may be used at that time, even if it’s not in response to the announcement of an action or ability.
 - Example: The Hunter Pregador can Block an attack, which happens during Step 3 of the Attack Sequence, not in response to the declaration of the attack (as the attack isn’t even legal until after the Intel Step).
- Acts that are not actions or activations cannot be responded to. This includes, but is not limited to:
 - Moving
 - Forming Parties
 - Triggered Effects

ABILITY PRIORITY

- If multiple competing or conflicting effects would resolve at the same time, the active player’s effects resolve first.
 - If two effects are at odds, “can’t” overrides “can.”
- If you have 2 effects that would resolve at the same time, such as 2 “Start of Turn” effects, you choose the order in which to resolve them, one after the other.



PART IV: THE HEART OF THE RULES

DAMAGE

Not all damage is from attacks. The rules of damage are the same no matter the source.

- Damage causes Blood to be removed from a character.
 - When taking damage, remove your color of Blood before removing other colors.
 - Mortals do not lose Blood: You either deal damage greater than or equal to the value in their Blood icon in one shot and defeat them, or they survive and remain at their full printed Blood value.
- The type of damage you deal is based on the source. Typically, this is the declared attack type made by the attacking player.
 - Some attack cards can modify the damage type.
 - When a card changes the damage type, all damage becomes that type.
- If a card adds specific, incremental damage to the target, only that damage is of that type. (Cobra Form in this set is an example of specific, incremental damage.)
 - For non-attack effects, the type of damage dealt is dictated by the card. If none is listed, then the damage is typeless and is not reduced by attributes.
- Shields and damage prevention abilities reduce all damage types.
- **Normal Damage**

If a card does not specify a special damage type (see below), it is normal damage. Normal damage is reduced by the relevant attribute of the recipient of that damage:

 - Ranged - Reduced by the recipient's [Blue Blood icon].
 - Physical - Reduced by the recipient's [Blue Blood icon].
 - Social - Reduced by the recipient's [Red Blood icon].
 - Mental - Reduced by the recipient's [Yellow Blood icon].

Aggravated Damage

Damage of this type is not reduced by any attribute.

- If a character drops to 0 Blood and any of the current damage is Aggravated, the character is burned (see page 18).
 - Previously applied Aggravated damage is not considered: Only the damage from the current effect that is defeating the character is. For example, if a 6 BP vampire takes 5 Aggravated damage from an attack, then later takes 1 normal damage from another effect and is defeated, the character is not burned.
- Aggravated damage that comes from an attack also maintains that damage type. So if 1 Aggravated damage is

added to a Social attack (by way of Cobra Form, for example), that 1 damage is both Aggravated and Social. It still cannot be reduced by the recipient's Social attribute.

- If an Aggravated damage effect loses its Aggravated status, the damage reverts to whatever the predominant type of damage from that effect is. If there are no other types of damage other than Aggravated, the damage has no type and therefore is not mitigated by any attributes. Naturally, the victim would not be burned if defeated by such damage.



• Superficial Damage

This acts like normal damage, except it cannot defeat a character. The definition of **Superficial** appears on cards with the keyword and means: **This damage cannot remove the last token from a character.** (This text has been updated from the original text.)

- Mortals do not have Blood tokens, so they can be defeated by Superficial damage.
- **Superficial Aggravated** damage ignores attributes but still cannot reduce a character below 1 Blood token.

ACTIONS THAT DEAL DAMAGE

Some Action cards deal damage to characters. These are not attacks.

- Do not add the acting character's attributes to the damage dealt.
- Even though the Action card might specify an attribute type as the type of damage dealt, no standard Reactions are allowed.
 - Some "Reaction Special" cards can be played against specific damage types (typically versus **Aggravated** damage).
- Damage from an Action card is reduced in the same way as damage from an attack (see **Damage** above).

LOSING/STEALING BLOOD

Losing Blood means to have Blood taken from a character by some effect and returned to the general supply. Stealing Blood means to remove Blood from a character and place it on another character or card.

- Losing or Stealing is not damage, and therefore it cannot be prevented.
- When losing/stealing Blood, remove Blood of that player's color before removing other colors.
- Blood paid to activate abilities cannot be prevented.
- When a character steals , place the stolen token(s) onto that character.
 - Do not swap their Blood for your color.

- If the recipient is at their maximum Blood, the extra stolen Blood is placed into its owner's general supply.

DEFEATED CHARACTERS

When a character in your coterie has 0 Blood, they are defeated. If an effect "defeats" a character, that character's Blood is reduced to 0. When a character is defeated, follow these steps:

- Burn all Retainers and Prey that were attached to the defeated character.
- Discard all non-Title attachments and non-Leader tokens from the defeated character.
 - If the character was defeated by **Aggravated** damage, burn all cards that were attached to them except for the Prince of the City Title (which returns to The Streets unless the Prince was defeated by a vampire, in which case they gain the Prince Title as usual).
- A defeated character is removed from the active play area.
 - Defeated vampires go into torpor.
 - Defeated Hunter Leaders go into recovery (same rules as torpor).
 - Non-Leader Hunter characters are burned when defeated (see page 29).

If you defeat a character controlled by your Rival, you earn 1 .

TORPOR

When a vampire you control is defeated by non-**Aggravated** damage, they go into torpor: a resting place slightly away from your main play area where they can slowly recover from their wounds. They are not in your Haven and are not active characters.

- Immediately place 1 Prestige from your personal supply onto the character to start the mending process (then flip it to the Blood side), even if that takes you to 0 Prestige (as this is not a cost).
- You control your vampires (and all cards you attached to them) in torpor, but they have nothing but their Blood Potency, Character Type (vampire or Hunter), and name. They have no Disciplines, attributes, clan, or game text.
 - **Exception:** "Torpor -" abilities are only active while a character is in torpor.
 - If a "Torpor -" ability doesn't dictate when it happens, it happens at the start of the Torpor & Mending Step of your End Phase.
- They cannot perform actions, are not a member of any party, and cannot be attacked.
- Characters in torpor cannot be the target of an effect unless the effect specifically mentions torpor or "character(s) you control" or "___ characters you control." The blank could be filled with any qualifier: Ready, Wounded, etc.
 - **Example:** The Relic Blood of Saint Dominic will mend a True Faith Hunter in recovery.

BURNED

When a card is “burned,” it is removed from the game (not always permanently).

- Cards you own go into your own burned pile.
- Burned City Deck cards go into the City Deck burned pile. This is separate from the City Deck discard pile.
- All burned piles are face up.
- Only specific abilities can bring burned cards back.

MENDING

When a character gains Blood, leaving them with more than they previously had, that is a mending effect.



- All mending Blood comes from your general supply.
- The swapping of Blood does not increase a character’s Blood, so it is not mending.
- During your Ready and Return Step, Action Phase, or Torpor/Mending Step, if you have a character in torpor at their maximum Blood, they return to your Haven.

REACTIONS

Reactions are always played by a character, and they must have sufficient BP to play the card.

- A player may play only 1 Reaction/Reaction Special per opportunity to play a Reaction.
 - If a Reaction can be played against a specific damage type, that is a Reaction opportunity.
 - Some Reaction Special cards may be played to aid targets and/or characters you do not control. These may be played regardless of whether that character also played a Reaction. The text of the card will specify when you may play it.
 - A defender always has the first opportunity to play a Reaction, then each player proceeding clockwise also has an opportunity.
- Even if a Reaction’s game text does not prove useful against the attack, any Shields and Damage on that card are still in effect.

Shield Icon

- Most Reactions have a  icon under the . Such a Reaction will help your character survive an attack.
 - Reduce the damage by the number of Shields your character has.




Skull Icon

- If the target’s Reaction has a  in the upper left under the BP,

the character playing the Reaction deals damage to the attacker instead of reducing the damage taken (game text can modify this). **This resolves in the same manner as an attack and at the exact same time, but the attacker becomes a target who takes damage.**

- The Reaction must still match the attack type happening.
- The reacting character does not become an attacker (i.e., “Attacker -” abilities do not apply).
- The attacker’s Secrecy is irrelevant.
- Other members of the attacking party cannot Block.
- The attacker cannot play a standard Reaction in response to a Reaction.
- The reacting character adds their relevant attribute to the damage total.

No Icon

- Some Reactions have neither a  nor a  in the upper left. The game text will dictate what the Reaction does.
 - If the game text assigns damage to the attacker, you do not add your character’s attributes to that damage. A Reaction must have a  in the upper left to do that.

FACE-UP ATTACK AND REACTION CARDS

Some Attack and Reaction cards dictate that they are played face up. This is typically done if they have an effect that needs to apply immediately. Some are played face up because they are powerful enough that your foe should have fair warning.

- If an Attack card has text that changes targets, negates Reactions, etc., apply these effects immediately.
 - A negated Reaction is discarded without effect.
- If a Reaction has text that affects the attack, negates the attack, negates an Attack card, etc., apply these effects immediately.
 - When an attack is negated, all Attack and Reaction cards are discarded without further effect. The Action is still spent.

CHANGING TARGETS DURING AN ATTACK

Some Attack and Reaction cards can change the target of the attack. The attack keyword “Targeted” is the main way to do this.

- The new target becomes the sole target and also the defender.
 - If the old target was a Blocker, they are no longer Blocking, but are still considered a Blocker during that attack.
 - No new Blocks may be announced.
- Any Attack card resolves against the new target as if they had been the target all along.
 - Attack abilities resolve only against the new target.
- A Reaction card with Shields only protects the character who played that card unless otherwise noted.
- A Reaction that strikes back at the attacker resolves using the original target’s attributes and abilities no matter who becomes the new target.



DISCIPLINES

	Animalism		Obfuscate
	Auspex		Oblivion
	Blood Sorcery		Potence
	Celerity		Presence
	Dominate		Protean
	Fortitude		Thin-blood Alchemy

Vampires typically have Disciplines based on their clan. These Disciplines don't bequeath any inherent abilities, but many cards in your Library will reference Disciplines.

- A Discipline requirement is typically found at the start of a text box. The acting character must have that Discipline in order to gain the effect that follows.
 - Ongoing cards with an activated ability may have a Discipline at the start of their text box. The acting character is not required to have that Discipline to put the card into play.
 - To activate an ability on an Ongoing effect with a Discipline requirement only requires that you have that Discipline in your coterie.
- A character without the required Discipline can still play the card, but won't gain any benefit from that text.
- A character with multiple copies of the same Discipline still counts as only 1 character with that Discipline.
- If a card's text begins with a Discipline icon and offers an additional benefit for another Discipline, the acting character must have at least the original Discipline in order to take advantage of the ability in the first place.

CLAN REQUIREMENTS

There are several Library cards in each expansion that have a clan icon in the upper right corner of the card.

- To play such a card, you must have a character with that icon in your coterie.
- The character must be active and not in torpor.
- Conspiracies and Traps enter play face down. You do not need to meet the clan requirement at that time. You do need that clan icon to reveal and resolve that card.



BLOOD AND PRESTIGE COLOR

The color of Blood and Prestige tokens is important to several types of cards in Rivals.

- Rituals allow you to spend Blood of your color from your or your foes' characters to pay the Blood cost to play the Ritual (but cannot spend the last Blood from a character).
- Conspiracies require Prestige to resolve. Contributing to a foe's Conspiracy may prevent you from being targeted by it.
- If you steal Prestige from a player, steal their color of token(s) if possible. It is legal to have Prestige of other colors in your personal supply.
- If you steal Blood from a foe's character, steal their color of token(s) if possible.
- When losing or spending Blood or Prestige, lose or spend your color first, if possible.

MORTALS

Mortals will appear in The Streets via the City Deck. As long as they are not attached to a character, they are available for you to attack during your turn, just like you would attack a character.

- Mortals don't have Blood tokens to lose or steal.
 - When you attack a Mortal, you must deal lethal damage to the Mortal or the attack fails to defeat them.
- Each Mortal forms a separate party, so an attack that has the ability to damage additional targets only affects the targeted Mortal.
- Mortals don't have any defenses against damage.
- Mortals are not characters.
- An "unattached" Mortal is one that is in The Streets and not attached to another card.
- Mortals also have a sub-type, such as Antagonist, Vagrant, or Citizen.
 - When you defeat an Antagonist, you earn the Agenda shown on the card.
 - Then place the defeated Antagonist into the City Deck discard pile.
 - When you defeat a Vagrant or Citizen, you earn the Agenda shown on the card. Then a vampire player must choose to **Burn** or **Attach** it (as described on the card):
 - If you choose Burn, gain the effect listed (either mending the attacker or gaining Prestige), then put the card into the City Deck **burned pile**.
 - If you choose Attach, attach the card to your attacking vampire. The attached card is now a Retainer and no longer a City Deck Mortal.



ATTACHMENTS

There are many different types of cards that may be attached to characters.

- When a character gains an attachment, slide it under the character's card so that the art and banner text is not visible, but the game text is.
- Attachments **do not** exhaust when the card they are attached to does.
- Abilities on attachments are attachment abilities and are not character abilities.
- Each character can have up to 3 attachments on them at a time.
 - During your turn (but not during an Action), you may detach an attachment you control from a character you control.
 - Place the detached card into the appropriate burned pile.
 - You cannot voluntarily detach a Title or Prey from a character you control.
 - You cannot voluntarily detach a card you do not control.
 - ▲ If you have temporary control of a foe's character, you can only detach cards from that character as a cost or side effect of an action you are taking with that character.
 - Some cards have a "**Detach:**" cost to activate (see page 15).
 - ▲ If you choose to detach a card with such a cost, decide whether or not you are activating the ability.
- Some cards you attach have "**(max 1).**" This tells you that a character can only have 1 copy of this particular card (by name) attached to it. However, you may attach additional copies of that card to other members of your coterie.
 - A character may attach multiple "(max 1)" cards, as long as they have different names.

• Retainers

- Retainers provide bonuses to characters.
 - When you attach a Retainer, you trigger any "one time effects," such as "Draw 1 card" and any Agenda gains.
 - A Retainer often provides bonuses just for being attached, such as attributes, Disciplines, or +1 BP.



- ▲ When a Retainer is detached, the vampire loses all of these abilities.
- When a Retainer is moved from one vampire to another, the "Attach" effects trigger and happen again.
 - ▲ However, most effects that move a Retainer include the parenthetical phrase "(does not trigger 'attach' effects)."
 - ▲ In such a case, the "one-time effects" do not trigger again, but it still provides its bonuses for simply being an attachment.
- If a character increases its Blood Potency, that does not automatically mend them: It allows them to raise their Blood higher than their printed BP through mending effects.
- Even if they don't mend, their Blood Potency is still increased, allowing them to play more powerful cards.

• Curses

- A Curse is any card that a foe has attached to your character.
- You cannot voluntarily detach a Curse from your character.
- Curses are also Afflictions (see page 27).

• Action Cards

- "Attach to the acting character" means the character who exhausted to use this Action card attaches the card to themselves.

• Unhosted Action Cards

- "Attach to a character in your coterie" means you attach the card to an active character you control.

• Titles (see page 22)

• Animals (see page 24)

• Wraiths (see page 25)

STEALING/REATTACHING

When you steal or reattach something, take the actual item and place it into the appropriate area. When stealing tokens, do not swap them out for your color of tokens.

• Retainers

- When you steal/reattach a Retainer from a vampire, attach it to the stealing/acquiring vampire.
 - You do not gain the Agenda listed on a Citizen (as you are not defeating them).
 - The vampire gaining the Retainer gains the "Attach" static bonuses described on the card (Disciplines, +BP, etc.).
 - Do not trigger any one-time effects such as "Draw 1 card."

INFLUENCE

This is a resource you can exert, typically for political gain. It may be exerted at any time and during any player's turn **when there is a need for Influence**.

- You are **not required** to exert Influence unless it is a cost to play a card (see Titles, page 22).
- **Character-Based Influence**
 - The Leader token on the Leader of your vampire coterie grants them +1 Influence.
 - Characters might have an ability that grants them Influence or they might acquire it through an attachment or Ongoing ability.
 - To exert the Influence on a character, place a 'No Influence' token on that character.
 - ▲ If a character exerts Influence, they must exert all of their Influence.
 - ▲ Any number of your characters may do this when there is a need for Influence.
- **Influence Modifiers**
 - This is a type of card that exerts Influence to add to your total Influence.
 - This Influence is not exerted by a character.
 - "Influence Modifier (1)" means you may only play 1 of this card type when there is a need to generate Influence.
 - Discard the card after the need for Influence has passed.
 - ▲ Excess Influence is lost.
- **Prestige as Influence**
 - You may spend Prestige from your personal supply to exert Influence.
 - Each Prestige you spend is worth 1 Influence.
 - You may not exert your last Prestige, even if it would win you the game.

When you are done exerting Influence, announce your Influence total to the other players.

SCHEMES

A Scheme is an Action card that starts an Influence Conflict (a question decided by exerting Influence). It's a YES or NO question for all players at the table to collectively decide. To play a Scheme:

- Exhaust a ready character if the Scheme is an Action (very few are Unhosted Actions, in which case you do not exhaust a character).
- Place the Scheme card face up in play and read the Influence Conflict text.



- The wording of "Should I..." is only referencing the active player.
- Any other wording may apply to some or all players, depending on the card's text.
- Exert any Influence you wish to (see previous section).
 - Note that only Relentless activated abilities may be used by the non-active players.
 - **During a Scheme, Influence Modifiers are placed face down and resolved later.**
 - **During a Scheme, if you choose to use Prestige to exert Influence, this is done in secret.**
 - You will secretly decide how much Prestige you wish to spend by hiding Prestige tokens in your fist.
 - You only lose this Prestige if your side wins the Influence Conflict (covered below).
 - Prior to placing Prestige into your closed fist, you may temporarily hide your Prestige tokens and then place tokens into your hand from this secret location.
 - ▲ You may do this even if you have no intent of placing any Prestige into your hand.
 - Once you have your desired Prestige in hand, close your fist and extend it over the table.
 - ▲ Your closed fist may not be retracted once extended.
 - ▲ You may extend a closed fist with 0 Prestige in it.
 - Until the bids are revealed, you must truthfully answer how much total Prestige you have if asked, but not how much is currently in your closed fist. You are allowed to say whatever you want about the amount of Prestige in your hand, speaking the truth or lying about it.
 - Once you have tokens in your hand, you are not required to display your personal supply of Prestige until after the Scheme has resolved.
 - Once your chance to exert Influence has passed, you cannot add more Influence to your total.
- The player who played the Scheme now announces their total Influence and declares YES.
 - The person playing the Scheme may not declare NO.
 - **Do not include your secret Prestige in your hand at this time.**
- Then, in clockwise order and one at a time, each of the other players may exert Influence (including adding secret Prestige in hand; following the

TABLE TALK

Table talk is permissible and encouraged! Prior to announcing a Scheme, you are free to ask your fellow players if they are going to say YES or NO to a specific Influence Conflict statement. You cannot reveal the card you are contemplating, but you can talk about it. Answers are not binding, unless you make a deal with another player (see next page). Once the Scheme is underway, non-active players are welcome to discuss their opposition to the Scheme and if they have enough collective Influence to stop it (if they want to stop it).

procedure above) and declare YES or NO as their answer to the question posed by the Scheme card. Declare YES or NO even if you have exerted no Influence.

- When it is your turn in the sequence to exert Influence, that is the only time you may add to your Influence total.
- You may not use **Relentless** abilities during the other players' exertions of Influence.

Once all players in sequence have had their chance to exert Influence and declare YES or NO, proceed to the Resolution of a Scheme.

Resolution of a Scheme

- All players reveal their secret Influence simultaneously.
 - Flip your Influence Modifier card face up (if any).
 - Reveal all Prestige in hand.
 - Add up all of your exerted Influence and remind the other players of your choice of YES or NO.
- Once all players have done this:
 - If the combined NO side's Influence is higher than the combined YES side's Influence, the Scheme fails and is discarded without resolving. In this case, the NO players are the winning side.
 - If the combined YES side's Influence is equal to or higher than the combined NO side's Influence, the Scheme succeeds and the Influence Conflict text resolves. In this case, the YES players are the winning side.
- Each player on the winning side places any Prestige they used for Influence into their general supply.
- Each player on the losing side places any Prestige they used for Influence **back into their personal supply**.

Lastly, discard all Influence Modifier cards used and the Scheme card itself, unless it successfully resolved and has an Ongoing effect.

Scheme Example

Player 1, The Ministry, exhausts Hakim Owusu and plays "Plots Within Plots," a Scheme card. An Influence Conflict ensues between the 4 players at the table. Player 1 reads the card out loud and then exerts their Influence, placing a 'No Influence' token on Keondra, worth 1 Influence for her Leader token, places an Influence Modifier card face down, and holds their clenched fist over the table. Player 1 announces "1 Influence for YES!" Note that Hakim's ability is not active, as Player 1 controls no Scheme - Ongoing cards and this one has not yet resolved to enter play.

Player 2, the Caitiff, chats with the other players and they each agree to exert their Influence towards NO. Player 2 exerts 1 Influence by placing a 'No Influence' token on Lucky, then holds a fist over the table, exclaiming "1 for NO!"



Player 3, the Inquisitive Hunter, who has yet to defeat a vampire or Monster, has no Influence. "Guys, The Ministry has some dirty tricks, so I'm not going to exert any Influence." Since non-active players can't make binding deals with each other, this is legal. However, this player must still declare YES or NO, and announces "0 for YES."

Player 4, the Faithful Hunter, who has defeated a Monster, exerts 1 Influence by placing a 'No Influence' token on Evangeline, then holds a fist over the table, saying "1 for NO."

Now that each player has had a chance to exert Influence, it's time to resolve the Scheme. Each player reveals their hand, showing a total of 0 Prestige for YES and 4 for NO. Then the Influence Modifier



Player 1 played, Persecution, is flipped face up: It grants 2 Influence, +2 for each player who said NO, which makes it 6. Adding Keondra's 1, YES has 7 Influence.

The NOs have 2 Leader Influence and 4 Prestige Influence for a total of 6.

YES wins and the Scheme - Ongoing card is placed into play.

Players 2 and 4 each return their 2 Prestige to their personal supply, as their side lost.

TITLES

Titles are Action cards that allow you to attach abilities to your vampires. Normal Title cards require you to exert Influence in order to attach them. The Prince of the City, on the other hand, uses the Claim the Prince of the City Title action instead. To play a Title:

- Exhaust a ready vampire in your coterie that you wish to attach the Title to.
 - That vampire must have a BP equal to or higher than the BP requirement shown on the Title card.
- Reveal the Title card to all players.
- Exert the required Influence (see page 21).
- Attach the Title to the acting vampire.

Additional Rules Concerning Titles

- A vampire may only have a single Title.
- If a vampire defeats the Prince of the City, they gain the Title and the Agenda mentioned in the game text (once). See the last section of "Claim the Prince of the City Title" on page 13 for more on attaching the Prince Title.
- You may not choose to detach a Title, except to pay a cost.
- A Title is not removed from a vampire when they go into torpor (other than Prince of the City).
- **Most Titles are unique.** Once a unique Title is in play, no other vampire may have that Title.
- If a uniquely-Titled vampire is in torpor, any player may now play that Title, and if they do, that Title is burned from the vampire in torpor.

- Some Titles are listed as '1 per player.' A player may not play a second copy of that Title, unless the first copy is on a character they control in torpor, in which case the previous copy is burned.

CONSPIRACIES

Conspiracies are Action cards featuring a secret plan you may hatch, possibly with the help of other players. To play a Conspiracy:

- Exhaust a ready character in your coterie.
- Place the Conspiracy card face down in your play area.
 - Do not reveal or declare the face-down card as a Conspiracy or Trap (see below).
- Place 1 Prestige from your personal supply onto the face-down card (as mentioned in the top line of each Conspiracy card).
- You may reveal a Conspiracy you control to any number of other players in the game.
 - You may do this during the turn in which you place the Conspiracy and/or during subsequent turns.
 - When you do, a player who has been shown the Conspiracy may immediately contribute 1 Prestige from their personal supply, placing it onto the face-down card.
 - ▲ If they decline to do so immediately, they cannot choose to do so later that same turn.



Adding Prestige to a Conspiracy

During your turn, both you and foes you have shown a Conspiracy to may add Prestige to it.

- This may not happen during another action or event.
- **You:** If you have not placed Prestige onto a particular Conspiracy during your current using this very ability, you may add 1 Prestige from your personal supply to that Conspiracy.
- **Other players:** Once during each of your subsequent turns, a player you have already revealed a Conspiracy to may contribute 1 Prestige from their personal supply to that face-down card.
 - This does not require you to reveal it to them again, though you can.
 - If they have not already contributed, they must ask permission to contribute.
 - If they have already contributed, they do not need permission to contribute again.

Resolving

When a Conspiracy has the required amount of Prestige on it, it may be flipped face up and resolved during any of your Action Phases.

- If a Conspiracy has a clan requirement, you must have an active character from that clan in your coterie to be able to reveal and resolve it.
 - You do not need to have a character from that clan at the time you place the Conspiracy into play.
- A Conspiracy cannot be resolved during another action or event.
- A Conspiracy must have a legal target to resolve if a target must be chosen.
- The Conspiracy game text will dictate who is affected by it.
- After resolving a Conspiracy, place all Prestige that was on it into the appropriate general supply, then discard the card.

Additional Rules Concerning Conspiracies

- If a Conspiracy has been revealed to a player and they have contributed to it, they may look at it at any time.
- A player may never add Prestige to a Conspiracy during another action or event.
- Conspiracies in previous expansions used the phrase "Play this card face down," but should be read as "Place this card face down." Cards that trigger when a card is "played" face down should be read as triggering when the card is "placed" face down.

TRAPS

Traps (none appear in this set) follow all of the same rules as Conspiracies, but with the following differences:

- Only the Trap's controlling player may willingly add Prestige to it.
 - You may not reveal a Trap to a foe except to resolve it.
 - If a foe is forced to contribute Prestige to it (via certain card effects), they cannot look at the face-down card. You do not have to explain that it's a Trap.
- A Trap may resolve without any Prestige on it, though having Prestige on it will often increase the effectiveness of the Trap.
- A Trap may be resolved when its triggering event happens,

MAKING DEALS

As social actions, Schemes and Conspiracies are a natural place for deals to be made, but a deal can be made surrounding any interaction. A deal must involve the active player, though any player may initiate the deal. Deals must be publicly agreed upon and must be made and fulfilled within the same turn. In a tournament setting, deals are binding. Your own playgroup can decide this for themselves if you wish.

For example, the active player can say "If you exert 3 Influence and say YES to this Scheme, I won't attack you this turn." If this deal is made, the other player may not say NO to the Scheme and must exert 3 Influence in favor of it and the active player cannot attack the other player.

Non-active players typically can offer:

- Exerting X Influence and saying YES to a Scheme
- Contributing to a Conspiracy
- Discarding cards to give an attacker Intel
- Using/not using a card to aid/thwart a player

Non-active players may make arrangements among themselves to act in certain ways, but these are not "deals." For example, two non-active players can discuss whether or not to say NO to a Scheme. Whatever they decide is non-binding. Negotiations and deals may never reference things outside of the current game.

which can be during any player's Action Phase.

- Unlike Conspiracies, Traps don't look for who contributed to determine a legal target.
- You may resolve as many Traps as you wish when the triggering event occurs.
- You are not required to reveal and resolve a Trap when a triggering event occurs.
- A Trap does not need **Relentless** to resolve during a foe's Action Phase, as it is not an activated ability.
- If a Trap has a clan requirement, you must have an active character from that clan in your coterie to be able to reveal and resolve it.
 - You do not need to have a character from that clan at the time you place the Trap into play.
- If a Trap has a Discipline icon in front of the resolution effect text, you must have that Discipline in your coterie to be able to reveal and resolve it.
 - You do not need to have the Discipline at the time you place the Trap into play.
- Traps in previous expansions used the phrase "Play this card face down," but should be read as "Place this card face down." Cards that trigger when a card is "played" face down should be read as triggering when the card is "placed" face down.

RITUALS

Rituals are Action cards that put powerful (typically activated) Ongoing effects into play (none appear in this set). To play a Ritual:

- Exhaust a character with the required Discipline (at the top of the game text box).
- Place the card face up into your play area.
- It requires 2 Actions to play a Ritual.
 - You cannot combine an Action and an Unhosted Action to play a Ritual.
 - You may exhaust an additional character in the same party as the acting character who also has the required Discipline to reduce the Action cost from 2 to 1. It cannot be reduced below 1.

Blood Sorcery

- ◆ A Blood Sorcery Ritual has a Blood cost to play it.
- As you play it, place 1-3 Blood of your color on the card only from character sources (but never characters in torpor).
 - You must pay at least 1 Blood to play a Blood Sorcery Ritual.
 - This Blood can come from any character in any coterie as long as they have Blood of your color.
 - These Blood tokens are then used as a timer or to activate the ability of the card.
- Blood Sorcery practitioners have cards at their disposal that can "swap" Blood on foes' characters.

- Doing so allows you to remove their Blood to pay for your Rituals.

- You cannot remove the last Blood from a character to pay a cost.


Oblivion

◆ An Oblivion Ritual is powered by the spirits of dead Mortals.

- As you play it, count the number of Mortals in the City Deck burned pile. For each one, you may place 1 Blood of your color from your general supply on the Ritual.
 - If a Ritual enters play with 0 Blood on it, burn it immediately afterwards.
 - These Blood tokens are then used as a timer or to activate the ability of the card.
- Oblivion practitioners have methods for getting Mortals into the City Deck burned pile quickly.







ANIMALS

Animals are Action cards that attach to characters (none appear in this set).

- To play an Animal card, exhaust a character, pay any Blood costs listed, then attach the card to the acting character.
- The  appears at the start of the top line of text on all Animal cards. This indicates that to play and attach the card to the character requires that the acting character has that Discipline.
- Some Animal cards have a Blood cost to attach as well. This is paid by the acting character only once, when first attaching the card to that character.
- Many Animal cards have Attacker and Party abilities or other "always on" effects, as well as "Detach:" abilities.

DIABLERIE

To drink the Blood and consume the very essence of an immobilized vampire, bringing about their Final Death, is called diablerie. To perform diablerie in Rivals, you must have a character or card that allows it (none appear in this set). Performing diablerie involves a vampire consuming a vampire foe after defeating them:

- When you commit diablerie on a vampire you just defeated, attach the victim to the vampire who defeated them so that the victim's left-most column of attributes and Disciplines is visible.
 - A vampire attached in this way is called "Prey."
- The vampire gains the attributes of their Prey **where those are higher than their own** as well as all of their Disciplines and a bonus of +1 BP (this effect does not mend them).
 - Example: A vampire with 1  and 1  has a Prey with 1  and 2 . The vampire's new attributes are 1  and 2 .

Authorized Diablerie

- Diablerie is authorized unless it says otherwise. There are no penalties for performing authorized diablerie.

Unauthorized Diablerie

- The keyword **Diablerist** is found on certain Banu Haqim vampires (from *Justice & Mercy* so far) and allows for unauthorized diablerie. However, the victim must have some of your blood on them.
- When your **Diablerist** defeats a vampire (during an attack) **that had 1+ Blood of your color on them**, you may perform unauthorized diablerie against that vampire.
- While a Diablerist has Prey attached, they cannot perform further diablerie even if they have another card that allows them to do so. There currently aren't any cards that break this rule.
- If a Diablerist is defeated while they have Prey attached, burn both cards, even if the Prey was attached via authorized diablerie.

Additional Rules for Diablerie

- A vampire must survive the attack sequence in order to perform diablerie.
- Once a vampire has become Prey, another copy of that vampire may be recruited.
- Prey count against the 3-card attachment limit.
- You cannot remove Prey from your vampire without a card effect allowing it.
- Diablerie may only be performed by and on vampires.
- Performing diablerie against a vampire is not defeating them a second time.
- If the victim is burned, they cannot be consumed through diablerie.
- Burn all attachments (including Titles and tokens) on the consumed vampire.
- When a vampire is defeated, burn all Prey attached to them.
- A player who has had diablerie performed on a character they control has “suffered diablerie.”

SOLITARY

Salubri vampires (from *Justice & Mercy* so far) have this keyword. It means:

- Each player may control only 1 vampire with **Solitary** at a time.
- If you recruit a new **Solitary** vampire, burn your old **Solitary** vampire.
- If you control only 1 vampire and they have **Solitary**:
 - When this vampire is defeated, burn them unless they suffer diablerie. You may immediately recruit a vampire (of any clan) from your hand at no action cost, paying their Prestige cost as normal. This prevents the coterie from being eliminated. They do not gain your Leader token.
 - When this vampire plays or places an Action card, ready them.

WRAITHS

A wraith is a ghost, the soul of a mortal who has died without fulfilling some goal. Wraith tokens and the cards that make them are found in the *Shadows & Shrouds* expansion (so far).

- At the beginning of the game, place your wraith tokens nearby in a face-down stack and then shuffle them.

- If you choose to bring wraith tokens to a game, you must have 1 of each different wraith token in your stack.
- Creating a wraith requires at least 1 Mortal in the City Deck burned pile.
- When card text tells you to create a wraith:
 - Remove 1 Mortal from the City Deck burned pile and attach it to the recipient **face down**.
 - If there are none, a wraith cannot be made.
 - Draw the top wraith token from the stack, look at it, and then attach it to the face-down card you attached to your vampire.
- This burned Mortal card/wraith token counts as 1 attachment against the 3-attachment limit.
- The wraith token remains face down until you choose to flip it face up.
- There are two ways to activate a wraith token's game text: flipping it face up and exhausting it.
 - If the token is face down, flip it face up. It remains face up, so activating it in this way can be done only once per game.
 - You may both flip and exhaust a token at the same time to double the effect, as these are 2 separate costs.
 - When a wraith token is activated, the vampire it is attached to then has that ability during the current action/event.
- A wraith token is readied at the start of your turn, but the token remains face-up or face-down as before.
- When a vampire is defeated, any wraiths attached to them are removed from the game. The Mortal card is not returned to the City Deck burned pile, and the token does not go back to the wraith stack.

GHOULS

Ghouls are mortals who serve vampires, gaining extended lives and superhuman abilities by drinking vampire blood. Ghouls are Action cards found in *The Dragon & The Rogue* expansion (so far).

- A Ghoul Action card is played into your Haven like a character.
 - Some Ghouls, such as Szlachta and Vozhd, require Retainers be attached to them when played, with 2 Blood placed on the Ghoul for each Retainer. Such a Ghoul has a maximum Blood equal to twice the number of Retainers attached to it. If a Ghoul gains or loses a Retainer, adjust its maximum Blood accordingly.
 - Other Ghouls do not attach Retainers for Blood, but receive a fixed amount of Blood when played. Their maximum Blood is always equal to this initial Blood. They gain no Blood for attaching Retainers.
- Once in play, Ghouls are characters in your coterie for most purposes; cards that reference “characters” include Ghouls as well. They can move in and out of your Haven, join parties, block, attack, and hold attachments (up to the limits listed on their card, or the usual 3-card limit if not listed).
- Szlachta and Vozhd Ghouls have 0 in all attributes as well as 0 BP, so they rely on attribute bonuses to deal damage and survive attacks.

- Ghouls differ from vampires in the following ways:
 - Ghouls are not recruited, but are instead played like Actions and put into play like characters. They are not unique.
 - Your Adversary does not gain the base 1 Agenda for defeating a Ghoul you control.
 - Ghouls do not count as characters for game-ending conditions, such as having no active characters in your coterie.
 - Ghouls cannot have the Prince of the City Title.
 - Ghouls can be attacked and take damage like any other character, and if they are defeated, you must burn the Ghoul along with any attached Retainers.
 - Ghouls have 0 BP by default, and this cannot be increased by other effects.
 - Therefore, Ghouls cannot play Attack cards that require more than 0 BP.
 - Ghouls cannot play Action cards, regardless of the BP requirement.
 - Retainers attached to Ghouls are treated as if their game text is blank.

REVEALING INFORMATION

Your hand of cards is private and not open to inspection by your foes. You may say whatever you like about what cards are, or aren't, in your hand, telling the truth or lying about it.

- You may not reveal any cards in your hand to your foes.
- If you are able to look at a foe's hand due to some effect:
 - You may not reveal the cards to any other players.
 - You may not write down any notes about the cards.
 - You cannot talk at all while looking at the other player's hand.
 - After returning the cards to their owner, you may speak freely. You may talk about the cards you saw, did not see, or make up whatever story you wish to tell.

TOKENS

Tokens are placed onto cards for various reasons, mostly to generate effects or track things. When tokens are removed from a card or the card leaves play, they return to the general supply.

Leader Tokens

A Leader token is both a tag and a special ability granted to your starting character.

- Each Leader is given a Leader token of your color at the start of the game.
- There are 2 sides to the Leader tokens in this set: “+1 Influence” and “Party - +1 Secrecy.”
- Vampire Leaders always use the “+1 Influence” side.
- Hunter Leaders start out with the “Party - +1 Secrecy” side up (see page 29).

Fear Tokens

A Fear token has the text: “Does not ready at the start of your turn (then remove this).”

- After applying these effects at the start of your turn, remove the token from the affected character.
- Multiple Fear tokens have no additional effect: They are all removed after your coterie returns to your Haven.
- If this token is on an exhausted character you control, they do not ready at the start of your turn, but they still return to your Haven.
- If the token is on a ready character, it has no effect but is still only removed at the start of your turn.



‘-1 BP Tokens’

These tokens reduce the maximum Blood and prowess of a character.

- This is not damage and cannot be mitigated or reduced with damage-reduction effects.
- If a character at maximum Blood receives one of these tokens, they immediately lose 1 Blood, as their maximum Blood capacity has been reduced.
 - Example: If Keondra (a 6 BP Ministry vampire) is at maximum Blood and receives a ‘-1 BP’ token, their BP drops to 5. Since a character cannot have more Blood than their BP, they immediately lose 1 Blood and are now at 5 Blood.
- If the character receiving the token is not at maximum Blood, they don't immediately lose 1 Blood token.
- Either way, their reduced BP means that they won't be able to mend to their printed BP value anymore and their ability to play some cards will be diminished as they might not have enough BP to meet a card's BP requirement.



‘No Influence’ Tokens

A ‘No Influence’ token on a character means that the character cannot exert any inherent or granted Influence.

- When a character exerts their inherent or granted Influence, place a ‘No Influence’ token on them.
- Some cards and abilities can place a ‘No Influence’ token onto a foe's character.
- During the Ready and Return Step of your Beginning Phase, remove all ‘No Influence’ tokens from the characters in your coterie.



Discipline Tokens

Discipline tokens appeared in the *Justice & Mercy* expansion.

- Each player at the table can have their own set of these 11 tokens.
 - The green “+” side grants a Discipline to the character.
 - The red “-” side cancels one appearance of that Discipline if they have it or gain it.
 - Each player cannot use tokens from more than one set.
- Note that Thin-Blood Alchemy is not included, as it is exclusive to the Thin-Bloods and other vampires cannot learn it via these tokens, nor can it be unlearned.



Curses and Afflictions

Cards and most tokens that attach to a foe's character are called Afflictions.

- Fear, ‘-1 BP,’ and ‘- Discipline’ tokens are Afflictions. Blood and ‘No Influence’ tokens are never Afflictions.
- Cards that attach to a foe's character are called Curses: They are both Curses and Afflictions. These are not card types.
 - Often, these cards are attached face down.
- These cards and tokens cannot be detached without an effect that specifically calls for it.
- When a Cursed character is defeated, discard all Curses to their owners' discard piles.
- When a Cursed character goes into torpor, place all attached Curses in their owners' discard piles. If a Cursed character is burned or suffers diablerie, burn all Curses attached to them.
- Curses count towards the 3-attachment limit on a character.
 - If a foe's character is at its attachment limit, you cannot attach a Curse to them.

Agenda on Characters

Sometimes Agenda tokens are placed onto characters. This Agenda comes from the general supply unless noted otherwise.

- An Agenda token placed on a character from any source may be spent by that character (if able).
- Your characters may spend Agenda on their own card or on your Agenda card.
- If you defeat a character with Agenda on them, you earn that Agenda and place it on your Agenda card.
- Agenda on a character is not on your Agenda card, so it is not counted in your coterie's Agenda total (and does not count towards winning the game). Cards that count a foe's Agenda don't count or affect Agenda on characters.

AGENDA CARDS

Your Agenda card is your game plan and path to victory.

- Your Agenda card starts the game face down, but you may flip it face up at any time during any player's turn.
- You may accumulate Agenda on your face-down Agenda card, but its text is not active until you flip it face up.
- Your Agenda card may be flipped during an Action or triggering effect, or immediately during the final resolution of an Action or triggering effect to trigger the Agenda's effect. Meaning, you don't have to telegraph your Agenda goals prior to the event.

HAVEN CARDS

Your Haven card gives you access to some protection and typically an additional ability for your Leader.

- Your Haven card typically has text that aids in the Secrecy or defense of your characters in some way, typically when they are in your Haven (the location).
 - Secrecy from your Haven stacks with other Secrecy.
 - Secrecy only provides protection to characters during a foe's attack, not any general targeting of a character.
- Most Haven cards also have a Leader Ability.
 - A Haven's Leader Ability is only the text under the “-Leader Ability-” banner.
 - The Leader Ability text is treated as if it were game text on your Leader's card, whether they are in your Haven or not.
 - If your Leader is out of play, your Leader Ability turns off until they return.
- The Haven you have next to your Agenda and other decks is your “active” Haven.
 - Some card effects may allow you to put additional Havens into play, but they are not considered your active Haven.
 - If a Leader has a Haven attached to them, only the Leader Ability text on that Haven card is relevant.

HAVEN LOCATION

Your coterie's Haven is where your characters enter play and find some protection.

- Your Leader and all characters you recruit enter play in your Haven.
- Your characters return to your Haven during the Ready and Return Step of your Beginning Phase.
- Keep the characters in your Haven clearly separate from those in The Streets.
 - Characters in your Haven are kept near your Haven and decks.
 - Characters you send to The Streets should not be near your Haven and decks, but further towards the middle of the table.

UNIQUENESS

A Unique card may only be controlled by a single player at a time.

- Some cards have the word “Unique” in the banner text under the art.
 - You may still have up to 3 copies of each Unique card in your Library.
- The name of the card is how uniqueness is determined.
- All characters are Unique, despite this text not appearing on them. Whether Recruiting or bringing a character into play via other means, the rules of Uniqueness must be adhered to.
 - However, you can Recruit a duplicate character if any player has that character in torpor.
 - The version of the character in torpor and all Titles attached to them are burned.

1 PER PLAYER

Some cards have the phrase “1 Per Player” in the banner text under the art.

- Each player in the game may control 1 copy of such a card.
- You may still have up to 3 copies of this card in your Library.

FROM YOUR COLLECTION

The phrase “from your collection” means a playset of cards that sits outside the game, minus the cards you have in the game: 3 of each Library card; 1 of each Agenda, Haven, and character.

DISCARDING

When you see the word “discard,” it means from your hand as the default.

- If you are to discard from somewhere else, the card will specify exactly where that discard comes from.
- Discard piles are always face up and public knowledge.
- If a player wishes to see what cards are in your discard pile, you must either display them or hand them over.

PART V: CUSTOM DECKS

After playing with the pre-constructed decks a time or two, you might be ready to create your own decks. Get familiar with all of the cards, as you have lots to choose from to enable your chosen strategy.

• Agenda

- Your chosen Agenda will help focus much of your deck-building.
- Example: If your Agenda triggers upon the playing of Schemes, you’ll want to include a good number of Schemes in your Library.

• Haven

- Some players will choose their Haven next, as the Leader Abilities and other effects can guide the way you will pursue your Agenda goals.
- Most Havens give your characters some form of protection, typically +1 Secrecy while in your Haven.

• Faction Deck

- Faction cards have a red card back.
- Must contain exactly 7 character cards.
 - Choose either 7 vampires or 7 Hunters. They cannot mix.
- They can be from any mix of clans.
- No duplicate cards are allowed.

• Library Deck

- Library cards have a yellow card back.
- Must contain between 40-60 cards.
 - All cards in a Hunter Library must have an H tag in the lower left corner.
 - Both vampire and Hunter Libraries may use cards with an H/V tag in the lower left corner.
 - Only vampire Libraries may use cards without any tag there.
- Cannot contain more than 3 copies of each card (by name).
- While you can include any Library card in your Library deck, be aware of clan and Discipline requirements.



PART VI: HUNTER SPECIFIC RULES

Hunters are humans who have encountered the weird and lived to tell of it. Although... who would believe them? As described previously, there are some Hunter words which act exactly like their vampiric counterparts:

- Hideout = Haven
- Cell = Coterie
- Recovery = Torpor
- Creed = Clan

For example, if a vampire card targets all characters in a Haven, it can also be used against a Hunter Hideout.

DECK BUILDING

Hunter decks look similar to vampire decks, but the cards, for the most part, are not interchangeable.

- Faction decks cannot mix vampires and Hunters.
 - Hunter cells may mix Creeds just like a vampiric coterie can mix clans.
- Only Hunter decks may use Hunter cards, which are tagged with an H in the lower left corner.
- Hunters cannot use vampire cards.
 - Vampire cards include all cards in all sets prior to this one.
- Cards only usable by vampires are not tagged at all.
- A card usable by either faction has an H/V tag in the lower left corner of the card.



HUNTER LEADER TOKEN

At the start of the game, place the Leader token of your color onto your starting character.

- Hunter Leaders start with the “Party - +1 Secrecy” side up on their character card. This is shorthand for “Party - Characters in this party have +1 Secrecy.”
 - Characters in the same party as your Leader (which includes your Leader) will be harder to find and attack.
 - Coupled with Hideouts that say “Your characters have +1 Secrecy,” any foe who wishes to attack one of your characters in a party with your Leader (including your Leader) will need to have +2 Intel, which typically requires them to



Starting Side



After defeating a character

discard 2 cards from their hand to make the attack. This will keep your characters well-protected... for a while.

- Once your Hunter cell has defeated a character (Monster or player-controlled vampire or Hunter), flip your Leader token to the “+1 Influence” side.
- A Hunter cell that is competent enough to defeat a foe or Monster will find the other players paying much more attention to them.

EDGES

These are advantages employed by Hunters, and while in many cases not supernatural, are akin to vampiric Disciplines in Rivals.

- Beast Whisperer
- Global Access
- Library
- Repel the Unnatural
- Sense the Unnatural
- Thwart the Unnatural

- Edges don't provide any inherent abilities, but many cards give bonuses if the Hunter playing the card has the Edge icons listed on the card.

- Hunters tend to have more Edges than vampires have Disciplines, as Edges aren't magical powers that require decades of study and practice
- More Edges will be added in future expansions.

RECOVERY

One of the big differences between vampires and human Hunters is that humans are fragile, and death could come at a moment's notice. Not that notice is given. But you know what you signed up for. Hunters are driven to seek the creatures of the night and know the risks. There are many.

- When a non-Leader Hunter is defeated, burn them.
- When a Hunter with a Leader token is defeated by non-Aggravated damage, they go into recovery. Follow all of the rules for torpor, found on page 17.

RECRUITING

Since Hunters are so fragile, they need some help in the recruiting process.

- Hunter characters can be recruited using Prestige from your personal supply and by spending an Unhosted Action, just like vampires are.
 - When a Hunter player does this, they draw 1 card.
- Hunters cannot claim a Burn or Attach reward, but they can find new recruits from among the City Deck Mortals.
 1. When you defeat a City Deck Mortal, you may then recruit a character from your hand at no Action cost, with a Prestige discount based on the Blood of the defeated Mortal (2 for a Vagrant, 3 for a Citizen, or 4 for an Antagonist).
 - a. If you recruit, the Antagonist you defeated goes into the City Deck discard pile, while a Citizen or Vagrant you defeated goes into the City Deck burned pile.
 - b. When defeating a Citizen or Antagonist in this way, you still earn the 1 Agenda reward for defeating them.

- Put the remaining Blood (if any) on the newly-recruited Hunter from your personal supply (up to their BP value).
- You do not draw a card for this method of recruiting.

MONSTERS

Monsters are big threats that roam The Streets and other hidden places to pursue their goals of feeding, manipulating, and rampaging. It's up to the Hunters to stop them.

Anatomy of a Monster

Monsters have most of the same characteristics as vampires and Hunters, with a few differences:

- Monsters don't have Disciplines or Edges.
- Monsters are worth Agenda when defeated.
- Monsters enter The Streets face down.
 - Face-down Monsters are not "characters." Face-up Monsters are.
 - Cards that read "target character" cannot target a face-down Monster.

Monsters also have game text that is active only while they are face up.

Monster Set-Up

- One player collects all 10 Monster cards.
- Shuffle them and place 2 Monsters per Hunter player face down into a Monster Deck.
 - Set the remaining cards aside. These are "unused Monsters." If there are no Hunter players, all 10 are unused Monsters, but a City Deck Event could have one of them make a brief appearance.
- From this new Monster deck, place 1 Monster face down in The Streets for each Hunter player.
 - These are neutral cards not assigned to any player.
- When an Event is revealed from the City Deck (except during the first player's first turn), add 1 Monster from the Monster deck face down to The Streets.
- If there are no Hunter players, place the Monster deck off to the side. They are all unused Monsters.

THE HUNTER KEYWORD AND INVESTIGATING

All Hunters have the keyword **Hunter**.

- The **Hunter** keyword is a reminder of all of the rules that differ from how vampires work.
- This keyword also grants all Hunter players the "Investigation" ability which may be used during your Action Phase, but not during an action or event:



- "Exhaust X ready Hunters you control in The Streets: Put X Prestige from your general supply onto target non-Monster character you do not control or face-down Monster."
- A Hunter player may use this ability any number of times during their Action Phase against any number of targets.
- This activated ability is not found on the Hunter character cards; it is a game rule similar to generating Intel, so it is not a character ability.
- If a Hunter readies during their turn, they may be exhausted to Investigate again.
- A Hunter player may only Investigate a face-down Monster; never a face up one.

PRESTIGE ON CHARACTERS AND MONSTERS

Investigating and several card effects can place Prestige on characters and face-down Monsters.

Once you have at least 3 Prestige of your color on a face-down Monster, you may peek at the card at any time.

- When Prestige of your color is on a character you do not control (Hunter, vampire, or Monster), it may be spent only when directly interacting with that character.
 - It can be used to pay one-time and activated ability costs that require Prestige.
 - Place Prestige used in this way back into your general supply.
 - You may spend Prestige in your personal supply as well.
 - If a card or effect doesn't target, attach to, react to, or deal damage to a character, Prestige on that character is not available to be spent.

ATTACKING A MONSTER

This follows the rules of the "Make an Attack" Action, but with a couple of exceptions.

- The first attack against a Monster is made while the Monster is face down.
 - If an attack against a face-down Monster is Blocked by another player, the Monster is not flipped face up, nor is it tagged (see below).
- If the attack is not Blocked, the Monster makes a Preemptive Strike against the attacker before the Hunter's attack resolves.

Preemptive Strike

When you attack a Monster, pause your attack after Step 3: Blocking. Your attack type declaration and Attack card (if any) are locked in at that point.

- Monsters are big, bad, often fast creatures who strike you before your attack lands.
 - This is called a Preemptive Strike.



- Monsters don't care about Secrecy.
- Preemptive Strikes don't exhaust a Monster.
- An exhausted Monster still makes Preemptive Strikes.
- Preemptive Strikes happen during all attacks against a Monster.
- If the Monster you are attacking is face-down, flip it face up. If it is already face-up, it remains so.
- Your attacker is temporarily not an "attacker," but becomes a target/defender.
- Compare the Monster's attributes to your attacker's attributes.
 - The Monster attacks with whichever attribute will deal the most damage to the target based on its attributes.
 - In case of a tie, resolve it in the order of the attributes from the top down: - - .
- After this has been determined, a ready member of the Hunter party may exhaust to Block.
 - The Monster does not adjust their attack type against this new target.
- Reactions may be played against a Monster's Preemptive Strike.
- Resolve the Monster's damage.
 - If your attacker is defeated, the attack ends with no effect. Discard any Attack cards used for this attack.

If the Hunter who declared the attack survives the Preemptive Strike, the attack resumes and becomes a successful attack (even though it haven't resolved yet).

- If this is the very first successful attack against this Monster, you "tag" it.
 - An attack that tags a Monster deals Superficial damage.
 - As such, the Monster's Blood cannot be reduced below 1 by the very first attack to hit it.
 - It is possible for a Monster to have already lost Blood prior to the first attack, but that does not affect this rule and non-attack damage does not tag a Monster.
 - Only the first Hunter to successfully attack a Monster tags it for their cell.
 - The attack does not need to deal damage in order to tag the Monster.
 - Any other Hunter player(s) who had Prestige on that Monster collects their Prestige and places it into their personal supply.
- A Monster's game text may apply during any attack, including when they are first flipped face up.
- Monsters take damage just like Hunters and vampires do (the green tokens are especially nice for tracking this).
- A Monster is **Wounded** when it has Blood equal to half or less of its BP value.
 - Example: A 9 BP Monster is Wounded at 4 Blood remaining.
- When a Monster is defeated, place all remaining Prestige on it into your general supply.

Tagged Monsters

When you tag a Monster, move it near your play area to show that you have tagged it.

- No other players may attack, steal/remove Blood from, or deal damage to your tagged Monster.
 - A foe may target your tagged Monster with effects that don't deal damage to it, such as targeted or group mending, aiding it with Reaction Special cards, etc.
- A tagged Monster readies and performs start of turn and end of turn effects at the same time as the tagging Hunter. You choose the order of resolution.
- Tagged Monsters are still in The Streets.

Attacking a Monster Example

Late in the game, a new Monster appears in The Streets. The Faithful Hunters Investigate it once, but want to finish off a Monster they tagged earlier before Investigating a new one too much. They could attack the new Monster to tag it, but without getting a glimpse of it first, that could be risky.

The Inquisitive Hunters decide to take that chance, Investigating the Monster twice in The Streets, then attacking it blind because they don't want to exhaust their other 2 characters in The Streets just yet. Ryan and Juliana move away from the 2 exhausted Hunters (left exhausted from their Investigations), then Ryan exhausts and declares an attack on the Monster. The Monster has no Secrecy and no one has an effect that can Block the attack, so he places a Mental Attack card face down. We head straight to the Preemptive Strike. Since the Monster is face down, it is flipped face up.



It's the Mula-Sem-Cabeça! Its stat would deal the most damage to Ryan, but really against all comers: As the damage from its Preemptive Strike is Aggravated and ignores attributes anyway, it will always use its attribute to attack. Juliana could Block, but she is even more fragile, so she declines to.

Ryan decides to take the hit. Fortunately, Juliana's ability helps: "Party – Characters in this party have +1 during your Action Phase." The 2 damage is reduced to 1, so Ryan drops from 4 Blood to 3 Blood. Since he survived, his Mental attack continues. The Inquisitive Hunters have now tagged the Monster, so they move it nearer to their play area. The 1 on it that belongs to the Faithful player is placed into their personal supply.

Ryan reveals Confuse and chooses to pay 1 that was on the Monster to deal 1 extra to it. Investigating pays off!

Time to add up the damage: Ryan's 1 , plus the inherent 1 from Confuse, plus 1 for activating the ability on Confuse. 1 damage is mitigated by the Monster's 1 , for a total of 2 damage. Since this is the very first attack against this Monster, the damage is **Superficial**, but that is irrelevant in this case, as the attack had no chance of defeating the Monster anyway.

After the attack, Ryan could activate his ability, but the Confuse attaches to the target as a Curse thanks to his Sense the Unnatural Edge. He attaches the Confuse to the Monster, who will now be vulnerable to several Inquisitive cards. Attaching it triggers the Observe & Report Agenda card text, so the Inquisitive player gains 1 Agenda.

HUNTER END OF TURN SEQUENCE

There is a... minor addition to a Hunter player's End Phase sequence. During the Antagonist Step of your End Phase, each Monster you have tagged lashes out against you!

- Each Monster you have tagged attacks **one** of your Hunters.
 - The target of this Monster attack is decided by your Adversary.
 - Monsters don't care about Secrecy.
- To start this attack, that player choosing the target must exhaust the Monster.
 - If it is already exhausted, it cannot make this attack.
- Each Monster attack is resolved separately in the order of your Adversary's choosing.
- When a Monster attacks a Hunter, compare the Monster's attributes with the defender's attributes.
 - The Monster attacks with whichever attribute will deal the most damage to the target.
 - In case of a tie, resolve it in the top-down order of the attributes: - - .
- After this has been determined, a ready member of the defending party may exhaust to Block.
 - The Monster does not adjust their attack type against this new target.
- Each defender may play a Reaction.
- Resolve the Monster's damage as described in the Preemptive Strike section.
- Continue to your Draw Step to end your turn, then play proceeds to the player on your left (clockwise).



End of Turn Monster Attack Example

Continuing the example above, the Inquisitive player's Adversary exhausts the Mula-Sem-Cabeça to attack Juliana, figuring that she won't survive the attack. Had the attack been against Ryan, Juliana could exhaust to Block the attack, as they are in the same party. The Monster's attribute would deal the most damage to Juliana, so it's a attack.

Fortunately, Juliana has the Well-Prepared Reaction card, which can be used against any Monster attack; in this case just a normal one, as the Mula-Sem-Cabeça only deals Aggravated damage with its Preemptive Strikes. The 2 mitigates the 2 damage. Juliana's Party ability is not active, since it is no longer the Action Phase. Since the Inquisitive player has no other tagged Monsters, they proceed to their Draw Step, and end their turn.



MISCELLANEOUS HUNTER/MONSTER RULES

- A Hunter cannot have any City Deck Retainers attached to them.
- There is no limit to the number of Curses that may be attached to a Monster.
- Face-down Monsters are not "characters." They are characters while face up.
- If a Monster comes under the temporary control of a vampire player, they cannot perform the Claim the Prince action.
- Antagonists (like the BOPE-RJ) don't deal damage to Hunters.
 - Hunters are affected by non-damaging Antagonist effects.
- Non-Hunter players cannot attack Monsters, deal damage to them, or steal/remove Blood from them.
- Vampire players can mend Monsters via targeted or all-inclusive means.
 - **Example:** If a card says "Each character mends 1 ," a face-up Monster would be mended by this effect.
- Vampire players who have cards or abilities that can aid defenders outside of their coterie may use them to aid Monsters.
- Hunters are able to participate in vampiric Schemes, Conspiracies, City Deck Events, etc.
- Hunters cannot become Prince of the City, but may attack a claimant as usual.
 - If a Hunter defeats the Prince, the Title is returned to The Streets.

PART VII: QUICK REFERENCES AND INDEX

Other Keywords

- **Attachment:** This keyword refers to the quantity of cards that may be attached to a card. Characters by default are limited to 3 attachments. A card that grants +1 **Attachment** increases that limit by 1.
- **Possessive:** Characters with the keyword **Possessive** may retain 1 non-Title attachment when they enter torpor. In this way, a **Possessive** character can enter torpor with 2 attachments as long as 1 of them is a Title.
- **Reach:** Characters with the **Reach** keyword may attack characters in The Streets from the comfort of their Havens. Exhausted characters in your Haven are still members of the attacking party. City Deck Mortals and face-down Monsters are not characters, and thus cannot be attacked in this way.
- **Solo Attacker:** This keyword means that the character is attacking as a party of one. If there are no other characters in their party with them while they are attacking, this ability is active.
- **Targeted:** Some Attack cards have the keyword **Targeted**, which means: "When revealed, you may retarget this attack to any legal member of the defending party." So, when you flip this card face up, you may switch targets or continue the attack against the original target. The new defender becomes the target of the attack, but they cannot play a standard Reaction against this attack. If the original target of the attack had played a Reaction, it resolves even if the target changes, though no Shields transfer to the new target.
- **Wounded:** A character with Blood equal to half or less of their Blood Potency is **Wounded**. For example, a vampire with 5 Blood Potency is **Wounded** if it has 2 or fewer Blood remaining.

Rio de Janeiro City Deck

BOPE-RJ (Batalhão de Operações Policiais Especiais - Rio de Janeiro): These Antagonists are special ops Brazilian Military Police, highly trained in urban combat. As such, they own The Streets, and they know that vampires exist. They are aware of Hunters and like to harass them, but don't shoot them on sight.

Most of their abilities trigger when a party moves into The Streets. All bonuses your characters gain in The Streets apply before any BOPE triggered effects resolve. It would be wise to move multiple characters to The Streets at the same time to avoid triggering these effects multiple times during your turn; move them to The Streets as a single party, then they may break off into multiple parties after suffering the effects. Rearranging parties does not trigger BOPE-RJ effects.

If an Antagonist is hurting your strategy, attack and defeat them! Just be aware that they will return once the City Deck is empty.

Each BOPE-RJ has a subtitle that clues you in on what it does:

- **Marksmen** – These Antagonists each deal 1 **Aggravated** damage to a vampire party member of your choice when you move that party into The Streets. **Hunters ignore this effect.** Add up the Marksman damage, then apply it to one or more characters in the party moving to The Streets. If you assign both to a single character, it applies as 2 damage. You cannot assign more damage to a character than it has Blood remaining.
- **PsyOps** – This Antagonist forces you to discard 1 card of your choice when you move a party into The Streets. **This effect resolves against Hunters.**
- **Caveira** – During your End Phase, this Antagonist forces a member of your coterie/cell into The Streets if you don't already control a character in The Streets. **This effect resolves against Hunters.** When a character is pulled into The Streets in this way, other BOPE-RJ abilities will trigger (except as noted above). The BOPE-RJ are known as Caveira ("Skull") as they have achieved victory over death.

Crackdown: The text of this Ongoing effect remains in effect until the start of your next turn, even if this Event leaves play. Your active Haven will not remain face down for more than one round.

Corruption: While no token is placed on this card when it appears in The Streets, it will gain 1 whenever any player gains 1 or more Prestige. Then treat it like any other Ongoing Event. It leaves play during a player's Beginning Phase if there is Prestige on it of that player's color, even if it wasn't in play for a full round.

Cristo Redentor: You might know this giant, iconic Rio statue as Christ the Redeemer. A Hunter may pay the required Prestige from their target. Attacking a claimant to the Prince of the City is not an "Action" you are using, so you pay nothing.

Meeting at Pão de Açúcar: You might know this iconic spot outside of Rio as Sugarloaf Mountain. Because a player token is not placed on this when it enters The Streets, it remains in play until the Scheme succeeds. A player may spend an Action and exhaust a vampire in their coterie to perform this Action, which is a Scheme that starts an Influence Conflict, just like a normal Scheme. Anything that applies during a Scheme applies here. However, you cannot play an Influence Modifier, nor may you exert Influence by placing Prestige into your hand. Only Influence your Leader can generate is legal. If YES beats NO, the target loses 2 Agenda (if they have any) and gains 2 Prestige from their general supply, then this Event is burned. If this Scheme fails, this card is not burned.

Open Season: The unused Monsters are the ones that were not placed into the Monster deck during setup. This Monster still appears even if there are no Hunter players in the game. Since it is not in play, it cannot be attacked and its game text is never active. Its attributes are used, however.

During your Antagonist Step, this Monster will attack you whether you are a vampire player or a Hunter player. If there is a tie for lowest BP character in your coterie, you choose from among them.

The "Round 1 Exception" text means: If this card appears in The Streets during the first round of the game, place a new card into The Streets and then shuffle this card back into the City Deck.

Prince of the City - Rio de Janeiro: While in The Streets, this card deals damage to a character in your coterie/cell **whether controlled by a player or not.** If a player controls it, the Prince must be in The Streets to enable the effect, which only hits coterie/cells that do not control this Title. While you control this card, you are the source of the damage.

Specific Card Clarifications

The Clubhouse: This effect is mandatory, even on your first turn of the game, where you might discard 1 card without drawing 1 first.

Dark Money: This effect applies during all player turns. It reduces a player's total Influence during Schemes, not each source of Influence.

Grace: You may activate the + Intel ability even if you have no intention to attack.

Lingering Kiss: As the owner of this card, you get credit for putting the '-1 BP' tokens on them.

Man's Best Friend: A character being saved this way will end up with just 1 Blood on them.

Plots Within Plots: At no cost here means no Action cost and you don't place 1 Prestige from your personal supply onto the card (the standard additional cost to play a Conspiracy). However, you may immediately place 1 Prestige on it from your personal supply following the rules for **Adding Prestige to a Conspiracy** found on page 23.

Poison Pill: If a player were to gain their 13th Agenda and then lose 1 from this effect, they do not win the game.

Pregador: You may use Prestige on the attacker to pay the cost.

Share the Wealth: For example, if your Leader has a Vagrant Retainer, it may be exhausted to prevent 1 damage to any one character in the party (once). If your Leader has the Politician Retainer, each character in the party has +2 Influence.

Symbolic Meaning, All Figured Out: The "max 3" is from this triggered effect. The Monster's Agenda is on top of this.

Tracking Device: This card can also be attached to a face-up Monster, as that is a character. The end of turn referred to here is the turn of the player who played this card. Prestige of their color is placed onto the Cursed character.

Well-Prepared: If a Monster does not allow a Reaction to be played, this card cannot be played.

Wooden Stake: If a Wounded vampire takes 1+ damage from this attack, they go into torpor with however much Blood they had remaining after the attack (which would be 0 if the attack defeats them). Sending a vampire to torpor with 1+ Blood does not count as defeating them.



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Turn Sequence

- Beginning Phase
- Action Phase
- End Phase

Beginning Phase

1. **City Deck Step** - Burn Ongoing Events with tokens of your color on them. Then place the top card of the City Deck into The Streets, face up.
2. **Start of Turn Step** - "Start of turn" effects happen now.
3. **Ready and Return Step** - Ready all cards you control. Return all of your characters to your Haven. Remove all temporary tokens from your characters.



Action Phase

During your turn, perform 2 of the following. You may perform the same action twice.

ACTIONS

- Draw (Unhosted Action; see page 9)
- Recruit (Unhosted Action; see page 9)
- Play or Place an Unhosted Action Card (see page 9)
- Play or Place an Action Card (see page 9)
- Make an Attack (see page 10)
- Claim the Prince of the City Title (Vampires only; see page 13)
- Pass (Unhosted Action; see page 13)

End Phase

1. **Torpor and Mending Step** -
 - Characters with "Torpor -" abilities resolve those now.
 - Put 1  from your general supply on each of your characters in torpor/recovery.
 - Choose any number of characters you control (possibly including ones in torpor/recovery). You may discard 1 card for each chosen character to mend 1  on that character. This Blood comes from your general supply.
2. **End of Turn Step** - "End of turn effects" happen now.
3. **Antagonist Step** - Certain Antagonist abilities happen now.
4. **Draw Step** - Draw 2 cards to end your turn.

Play proceeds clockwise.

How to Win

There are 3 ways to win:

- You win if you are the first player to reach 13 Agenda points or your Agenda card's victory condition.
- You win if you knock out your Rival.
- You win if you have the most Agenda points when a foe gets knocked out and neither win condition above is met.

To knock out a foe, you must do one of the following:

- Cause their Prestige to drop to 0.
- Defeat the last active character in their coterie.

TO MAKE AN ATTACK

- **Exhaust Step** - Exhaust a ready character you control in The Streets who has no exhausted characters in their party. This character is now the attacker.
- **Target Step** - Announce your target.
- **Intel Step** - Generate Intel equal to the target's Secrecy.

Relentless abilities may be activated now, before entering the Attack Sequence.

Attack Sequence

Step 1: Announce Attack Type - Choose Ranged, Physical, Social, or Mental.

Step 2: Place Attack Card (Optional) - You may place an Attack card that matches your declared attack type face down.

Step 3: Blocking (Optional) - Another member of the defender's party who is ready may exhaust to Block the attack and become the new target of the attack.

Step 4: Place Reaction Card (Optional) - The target may place a Reaction card that has an icon matching the declared attack type face down.


Step 5: Reveal Attack and Reaction Cards - The attacking player reveals their Attack card (if any), then the defending player reveals their Reaction card (if any).

Step 6: Attacker Abilities (Optional) - The attacker may activate abilities on their cards, characters, etc.

Step 7: Defender Abilities (Optional) - The defending player may activate abilities on their cards, characters, etc.



Step 8: Determine Damage - Add up all of the damage and state the damage type(s).

Step 9: Mitigate Damage - Reduce damage to the target by their relevant attribute and any Reaction bonuses, Shields, and abilities.

Step 10: Apply Damage - Damage that surpasses defenses and reductions is the total damage taken. For each damage taken, remove 1  from the target.

Step 11: End of the Attack - Resolve all abilities that count "damage taken" or that are dependent on a combatant surviving an attack (or not).

If you defeat a character controlled by your Rival, you earn 1 .

When any vampire is defeated (not burned), their controller places 1  from their personal supply on that vampire, flips it to the  side, and places that vampire into torpor. Hunter Leaders also do this when entering recovery.