

# Vampire the Masquerade: Rivals

## Card and Rules Update

### v2.0 June 2022

## CARD WORDING UPDATES

Play cards as if they have the text as seen below. Red text is new text.

### June 2022 Update

When a character gains Blood to leave them with more than they just had, that is a mending effect. This can happen via End Phase discard mending, *Seduction*, etc. Swapping of Blood doesn't increase a character's Blood, so that is not mending.

If you lose a Leader uniqueness bid at the start of the game, do not shuffle your lost Leader back into your Faction deck until after you have a new Leader and have drawn your opening hand of character cards. This procedure was in the Tournament Rules, but is now a game rule.

Playing a card = Resolving a card.

Attacks, Reactions, and Conspiracies are all placed into the game area face down, then played when revealed. This means a Conspiracy may enter play even if prohibited by a Mental Block. The Conspiracy cannot be revealed and played while that Conspiracy is attached to Mental Block.

Activating an Event Scheme counts as you playing, and therefore resolving, that Scheme.

Placing a card = Putting a card from somewhere into the game area, typically face down.

The Core Rules did not distinguish between play/place. The following cards use the word PLAY, which should be read as PLACE:

### Characters

Guv'nah, René Koba, Thora

### All Conspiracies

All Tied Up, Bank Error in Your Favor, Burning Down the House, Destroy the Plans, Lost Glory, Out of Time, Whispering Campaign

### All Traps

Blood Poisoning, Off Limits, Spiders

### May 2022 Update

#### **Annika** (*Shadows & Shrouds*)

Annika breaks the rules and can allow more than 3 Blood to be placed onto a Blood Sorcery Ritual as it enters play.

#### **Reactions/Special Reactions**

A player may play only 1 Reaction/Special Reaction per opportunity to play a Reaction.

#### **Flesh of Marble** (*Shadows & Shrouds*)

Each character taking Aggravated damage is an opportunity to play Flesh of Marble.

April 2022 Update

**Errata in Effect as of May 29, 2022**

## The Pit

**Characters in your Haven have +1 Secrecy.**

**-Leader Ability-**

**The first time you recruit a character during each of your turns, gain 1 Unhosted Action.**

*The intent of this card was to help decks that need to recruit lots of vampires. However, the wording allowed aggressive decks to make multiple attacks during the first few rounds of the game, which can lead to a bad play experience.*

## Exerting Influence During Schemes

*No changes are being made, only further clarifications.*

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 other players' exertions to add to your Influence total. The placement of Prestige into your hand to exert secret Influence must be done during your turn in the sequence and cannot be modified once set.

## Additional Clarifications for Spectral Possession (*Shadows & Shrouds*)

The vampire you choose does not have to be exhausted, but if they are, they ready. The owner of the vampire does not lose the game for lack of vampires if this is their only vampire. You must perform this additional free action immediately. The stolen vampire is treated as a member of your coterie during this action, and any costs for this free action may be paid by that vampire (using the vampire's Blood, Agenda on it, attachments, etc). You may not detach any cards from the vampire unless that is a cost or a side effect of performing the action **granted by Spectral Possession**.

**Example: If you defeat and attach a Retainer to a Possessed vampire who already has 3 attachments, you choose which attachment to detach to make room for the new one. This is a side effect of the action you took. Note that you cannot choose to detach a card attached by a player other than the owner of the stolen character (see Crossbow/Veiled Threat).**

**Example: A defender strikes back with a damaging Reaction. However, you cannot detach Mongrel to reduce the damage, as that is not a cost or side effect of the Attack action you made.**

**Example: You play Far Reach from your hand as the Action granted by SP. A cost of that Action is to detach an Alchemy from the acting character. Since this is a cost to perform the Action, you detach an Alchemy from the stolen character.**

You may play an Attack card and use any activated abilities as usual and you may use the vampire to attack a member of their owner's coterie. **You gain control of the attachments the owner attached to their character, which allows you to activate abilities on those cards. However, you cannot use abilities with a "detach" cost unless that is a cost or side effect of the Action granted by SP.**

When the free action has been completed, the borrowed character remains in The Streets and returns to its owner's coterie.

If a player's only character is defeated while Possessed, that player suffers a coterie elimination loss as soon as the character returns to them, but no player gains credit for the coterie elimination. The game is then decided on tiebreakers as outlined on page 3 of the Core Rulebook.

### **Additional Rules on Diablerie**

*This entry expands upon the rules as found in the Shadows & Shrouds rulebook.*

- A vampire must survive the attack sequence in order to perform diablerie.
- Once a vampire has suffered diablerie, another copy of that vampire may be recruited.
- You cannot remove a vampire from your vampire without a card effect allowing it.
- Diablerie may only be performed 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 vampires that were attached to them.
- Attached vampires count against the 3-card attachment limit.

### **March 2022 Update**

#### **Kim Phan**

**Exhaust:** Remove 1 token from target unattached face-down or Ongoing card (with tokens on it) controlled by any player. Use this ability only in The Streets.

**Pay 1 Prestige:** Discard the card instead.

*The new text makes it more clear that the target must have tokens on it. Neither effect can be used against a target that has no tokens on it. The "controlled by any player" means you cannot target an Event in The Streets, as those are not controlled by a player.*

#### **Marked Man**

Put 1 Agenda from the general supply onto any character. If a foe defeats them, they gain that Agenda.

*This wording update means if you defeat your own character, you do not gain any of the Agenda on them. If you put that Agenda onto a foe's character, a foe to that player can earn that Agenda, but the controller of that character cannot.*

### **January 2022 Update**

#### **Detaching Attachments**

During your Action Phase (but not during an action), you may detach a non-Title card that **you** attached to a vampire in your coterie. If you do, the card is burned and you lose all benefit of the card. **"Detach:"** as a cost on Animals have their own rules in *The Wolf and the Rat*. An Animal may be detached and burned without using the **Detach** cost if you wish.

Page 15 of the core rules only mentions detaching Retainers, but all non-Titles **you** attached to your vampires may be detached and burned during your Action Phase.

### **Second Tradition: The Domain**

Ongoing - **Exhaust:** Attach an **unattached** Citizen or Vagrant in The Streets to this card (max 2). They are still in The Streets and may be attacked. Foes must pay you 1 Prestige to attack Mortals attached to this. **If this card leaves play, attached Mortals remain in The Streets.**

*This makes it clear that this card may only attach unattached Mortals and that those Mortals remain in The Streets if this card leaves play.*

### **December 2021 Update**

#### **Protect the Flock**

**Ongoing** - Each Blood of your color on a Mortal increases the damage needed for foes to defeat them by 1. (This effect does not stack with other Protect the Flocks.)

**Exhaust:** Put 1 Blood of your color from the general supply on target Mortal.

*This is a rewrite of the card to put the rules on the card instead of in the FAQ. It doesn't matter how many PtFs you have in play or which copy put which tokens where. As long as you have a PtF in play, each blood token you have placed on a Mortal increases the difficulty of defeating that Mortal by 1. "Does not stack" means that if you have multiple copies of PtF in play, it still requires the same amount of extra damage you need to deal than if you controlled just 1 copy. If a PtF leaves play, you don't remove the tokens that it placed, as there is no way to track them vs ones placed by another copy. If you don't control a PtF, your blood on Mortals means nothing. When a Mortal is defeated, blood tokens on them return to the general supply.*

### **November 2021 Updates**

#### **Ability Timing**

Activated abilities are used during your Action Phase. An ability may be activated only when no other abilities are resolving. However, some procedural events have windows where abilities can be used, and any activated ability may be used at that time if you are the active player. For example, during Step 9 of the Attack Sequence the rules say you may activate abilities. **As the active player**, you may use ANY activated abilities you wish to at this time, even on a vampire who is not in the attacking party and you may even use abilities that have nothing to do with the combat. During a Scheme, the active player may activate ANY abilities when it is their chance to exert Influence, while other players may only use Relentless abilities when it is their chance.

#### **Relentless Abilities Have Additional Functionality**

- During their Action Phase, the active player has the first opportunity to take an Action, use an activated ability, pass, or advance to their End Phase. When they do, each player (starting with the player to their left and proceeding clockwise) may activate Relentless abilities.
- When a player activates a Relentless ability, each player (starting with the player to their left and proceeding clockwise) may activate a Relentless ability.
- When priority comes back around to the player who played the latest Relentless, they may respond to their own Relentless ability if they wish.

- Relentless abilities are added to a stack and then resolve Last In-First Out.

(Blood & Alchemy)

### **Frog**

When a character in this party attaches an Alchemy, ready them. **Detach an Alchemy from this character:** Prevent 1 damage **to this character**.

*This text telling you who could benefit from this ability was inadvertently left off this card. This text makes it clear that it only prevents damage to Frog.*

(Core Set)

The following 3 cards have errata for the health of the game and are being reprinted in an expansion in 2022. Please play with the modified text now. The reasons for these changes are explained in the expansion's rulebook. We've also made a PDF of the adjustments available [here](#).

**Sucker Punch:** Now deals 1 damage instead of 2.

**Hunt the Hunters:** Now only the player controlling this card shuffles Second Inquisition into the City Deck and they also shuffle the City Deck discard pile into the City Deck when they do.

**The Madhouse:** We have removed the "Exhaust your Leader" cost from this activated ability.

## **October 2021 Update**

### **San Francisco Fog**

**Ranged attacks cannot be announced.**

*The previous wording allowed for cardless Ranged attacks to be announced and prevented Reactions that happened to have the Ranged symbol on them from being played against other attack types, which was not the intent.*

### **Original Updates**

#### **Dragon's Roost**

Characters in your Haven have +1 Secrecy.

**-Leader Ability-** If ready, you may move your Leader to The Streets to Block **a foe's attack (including Ranged)** and gain 1 Prestige.

*This clarifies that your Leader may Block Ranged attacks (the original wording was "any attack," which does not require the Guard keyword), but may not Block attacks made by your own coterie. Also, Dragon's Roost cannot be used to Block an unblockable attack and the target does not need to be in The Streets. You may still use this even if your Leader is already in The Streets.*

#### **Late-Night Snack**

For each Fortitude in your coterie, mend 1 Blood on a character **you control (including in torpor)**.

*This is a slight rewording to make sure players don't think it mends foes' vampires in torpor. Each Fortitude may mend a different vampire in your coterie.*

### **PR Firm**

Ongoing - **Pay 1 Prestige:** Gain 1 Agenda. **Use only if a Scheme you played has succeeded this turn.**

*This rearrangement of the text makes it more obvious that it's an activated ability, which may only be activated once during your turn. If you control more than one, each one may be activated when a Scheme you play succeeds.*

### **Primogen**

**Exert 3 Influence:** Attach to the acting character.

This character has +1 Influence.

**During an attack,** this character deals +1 damage to characters with a Title.

*This clarifies that the extra damage only applies during combat and not other damaging effects. The bonus applies whether the Primogen is an attacker, defender, or blocker. An attacking Primogen deals +1 damage to any Titled character who takes damage in the defending party. As an attacker, no Attack card is required to gain the damage bonus. In order to deal damage to an attacker, a Primogen must play a Reaction that strikes back with damage. 1 damage is then added to that total if the attacker has a Title.*

### **Scoped .30-06**

**During your Intel step,** you may play this card face up **as your Attack card** to add +1 Intel to this attack.

*This new wording changes when the card is played to avoid complications with the Intel Step being before the Attack card would normally be played. Playing it face up during Step 3 of the Attack Sequence adds +1 Intel to the attack, and you cannot play another Attack card during Step 5.*

### **Slap in the Face**

Deal Physical to the attacker **instead** (add this character's Physical to the damage).

*Adding the word "instead" clarifies that the damage being dealt to the attacker is only Physical, and not Mental or Social as well. Only the Physical attribute of the character who plays this adds to the Physical damage being dealt to the attacker.*

### **Street Preacher**

If ready, **Relentless, Pay 1 Prestige:** Move to The Streets to Block **a foe's non-Ranged** attack against any target in The Streets.

*This clarifies that he can't Block a Ranged Attack, as he doesn't have the Guard keyword. He also cannot Block an attack made by your own coterie. Also, Street Preach cannot Block an unblockable attack. You may still use this ability even if he is already in The Streets.*

### **Yusuf Kaya**

**Exhaust:** Mend 1 on each Titled character **you control (including in torpor).**

*This is a slight rewording to make sure players don't think it mends foes' vampires in torpor.*

### **Balance of Power**

- No change to the wording on this card.

- The FAQ in the rulebook has bad wording: “Each other chosen player may choose YES or NO.” This was not meant to mean that only chosen players may exert Influence for or against this Scheme. It was meant to remind players that just because you were chosen by the active player to benefit from this Scheme, you can say YES or NO. If you were chosen, say NO, and it still succeeds, you gain the benefit.
- If a player is reduced to 0 Prestige this way, the active player is the player who knocked them out. You are simply collecting the Prestige that the active player granted you.

### **Old Post Office**

- No change of wording on this card.
- Cards with 1-3 BP you place using this ability are not being “played.” Therefore, ignore any clan-only symbols on the card you place.
- The BP of your Leader is irrelevant with respect to the card you place.
- Placing a card face down triggers the game text of Guv’nah.

### **Coup de Grace**

- No change of wording on this card.
- The victim is not taking any damage, but is simply defeated.
- The victim goes into torpor with 0 Blood, but then their owner puts 1 Blood (from their personal supply of Prestige) on them for entering torpor as usual.

### **Blood & Alchemy Cards**

**Jacob Frost and Peer Pressure:** The parenthetical text was meant as a reminder and not to imply that other cards without such text do not count the acting character. The parenthetical text will be removed in future printings to avoid confusion.

## **GENERAL RULES CLARIFICATIONS**

These updated rules and clarifications will be in future editions and supersede the current rulebook.

### **Activated Abilities (which include Exhaust Abilities)**

- Any ability written in the “**cost:** effect” manner is an activated ability.
- They may only be used once during each of your turns and **only during your Action Phase**.
- Abilities prefaced by the Relentless keyword may be used at any point between the start of a player's Action Phase and the end of a player's Action Phase.
- Damage mitigation abilities, such as those found on Vagrants, 1 BP Thin-bloods, etc., may be used during any turn or phase when damage is being taken.
- If an ability does not have the word “**Action**” next to it, then it **does not** use up an Action to activate. Only the Seneschal Title has “**Action:**” as a cost, which means that the Titled vampire must exhaust (required to perform an Action), and spend 1 Action to activate the ability.

### **Agenda Flipping**

Agendas remain face down until a player chooses to flip theirs face up, which may be done at any time. Agenda is still collected even when an Agenda card is face down (from defeating Rivals, Citizens, S.A.D., etc.). Agenda may be flipped during an Action or triggering effect, or immediately during the final resolution of an Action or triggering effect to trigger the effect.

*For example, if you play a Scheme that gives everyone 3 Prestige, you may reveal your Manipulate the Masses Agenda after the Scheme has succeeded, but must do so before everyone has collected their Prestige to gain 1 Agenda from it.*

### **Aggravated Damage**

Old Aggravated damage is not tracked. If a 5 BP vampire takes 4 Aggravated damage and then is later defeated by non-Aggravated damage from a separate effect, the vampire goes into torpor as usual. Only when the damage that defeats a vampire includes at least 1 Aggravated damage does the vampire become burned.

### **Attaching Retainers**

When you attach a Retainer, you trigger any “one time effects,” such as “Draw 1 card” or the Agenda gain on the Playthings Agenda card. Additionally, a Retainer often grants an ability just for being attached, such as attributes, disciplines, or +1 BP. When a Retainer is moved from one vampire to another, the “Attach” effects trigger and happen again.

However, a card like Bong-Cha Park says “(does not trigger “attach” effects).” This means you do not trigger the “one-time” effects listed above, but you still gain the effects for simply being an attachment. When a Retainer is detached from a vampire, they cease to have any benefit from the Retainer.

### **Attacking a Claimant to the Prince of the City Title**

A vampire DOES NOT leave their exhausted party members behind when attacking a claimant to the Prince Title. Vampires don't move of their own accord off turn. Your chosen Attacker may even attack the claimant from your Haven. The claimant does not mend all damage at the end of the action.

### **BP Requirements**

If a vampire's BP is reduced, previously-attached cards with BP requirements remain attached.

### **Blocking**

A vampire cannot Block an attack that has already been Blocked. If multiple vampires have the ability to Block an attack, go in clockwise order starting with the defending player.

### **Conspiracy Rules Updates**

- You cannot resolve a Conspiracy during another action or event.
- A player may never add 1 Prestige (as a free action once per turn) to a Conspiracy during another action or event.
- When first shown a Conspiracy, a foe may immediately add 1 Prestige to it from their personal supply or decline for the remainder of that turn. In later turns, a foe who has seen the Conspiracy must ask for and receive permission to add 1 Prestige to a Conspiracy they have been shown, even if they already have Prestige on the card.
- A player who has contributed to a Conspiracy may look at it.
- Prestige you add to a Conspiracy comes from your personal supply unless a card says otherwise.

- If you run out of your own color of Prestige and place another player's color on a Conspiracy, you are not protected from being targeted. It is the color of Prestige on a Conspiracy that determines protection, not where the Prestige came from.

### **Damage Source**

The type of damage is based on the source. Molotov Cocktail and Drive-By deal Ranged damage to the target of the attack and all additional victims. The splash damage these cards deal is part of the attack, so if a Reaction gives members of the defending party Shields, those vampires will have some protection from the splash damage.

### **Discard Piles**

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.

### **Discarding Cards for Intel**

A player may not discard more cards than needed to match the Intel to the Secrecy of the target of the attack. If a player asks for help or is offered help with Intel, they choose which player(s) they will accept help from. Once the necessary Intel has been achieved, no additional cards may be discarded for this effect.

### **Effect Precedence**

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.

### **End Phase**

The rulebook references "exhaust abilities" as something that cannot be used during your End Phase. To clarify, no abilities may be used during your End Phase unless it mentions an End Phase step or is damage mitigation used against damage (for example, the Vagrant may be exhausted to prevent S.A.D. damage).

### **Fear Tokens**

Multiple Fear tokens don't have any additional effects over a single Fear token. During the Ready and Return Step of your Beginning Phase, leave a Feared vampire exhausted and return them to your Haven, but remove all Fear tokens from them.

### **Ranged Attacks Without a Card**

Yes, you may declare a Ranged attack and then choose not to play a Ranged Attack card. You don't add any attributes to the damage and only a Guard may Block the attack. Some vampires have abilities that add damage no matter the attack type (Inmate, Jacob Frost, etc.).

### **Reactions That Hit Back**

These resolve even if the target of the attack changes. Shields don't transfer to the new target, but the strike back being made by the original defender still resolves.

### **Relentless**

During a procedural event like an Influence Conflict or Attack, there are specific times when activated abilities may be used, but an ability may always be used if it modifies something specific during a procedure. Street Preacher may activate his ability during Step 6 of the attack sequence (Blocking), even though there is no step for activated abilities at that time. A Relentless ability that grants Influence may be used when it is your chance to exert Influence.

### **Revealing Information**

- If you are able to look at a foe's hand, you may not reveal the cards to any other players.
- You may not write down any notes on the cards.
- After returning the cards to the 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.
- You may not show your hand of cards to your foes.

### **Round One Rule Expanded**

You cannot attack, target, or deal damage to vampires controlled by a foe who has yet to take their first turn.

### **Schemes and Prestige Totals**

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 other players' exertions to add to your Influence total. The placement of Prestige into your hand to exert secret Influence must be done during your turn in the sequence and cannot be modified once set.

Prior to placing Prestige into your closed fist, you may temporarily hide your Prestige tokens and then draw tokens into your hand from this secret location. 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. Once you have tokens in your hand, you are not required to display your current Prestige until after the Scheme has resolved.

### **Stealing Prestige**

You must take Prestige of the player's original color. If they run out of their own color, then you may steal any color token from them.

### **Superficial Damage**

If any damage from an effect/attack is Superficial, it cannot reduce the target below 1 Blood. Superficial Aggravated damage ignores attributes, but cannot reduce the target below 1 Blood.

### **Torpor**

- Vampires in torpor cannot be targeted by effects that do not specifically mention torpor or a character you control.
- Vampires in torpor are not in your Haven and cannot be attacked.
- Title abilities and non-Torpor abilities are ignored while the vampire is in torpor.

### **Unspent Actions**

A player may "pass" an unspent action if they wish to. Passing is losing the action, not saving it for later. You are never required to make an attack, use an Action to draw a card, or play cards.