

Vampire: The Masquerade Rivals Tournament Rules v1.7

Introduction

This document is used in conjunction with the Vampire: The Masquerade Rivals Rulebook and the Official Card and Rules Update document when running the game in a tournament environment. Tournaments can range from smaller 4-8 player events at a Friendly Local Game Store on up to large events with hundreds of players. The general rules for all of these tournaments are the same but there are allowances built into some of them for events of certain sizes.

In situations where the Tournament Rules conflict with the Vampire: The Masquerade Rivals rulebook, the Tournament Rules will take precedence.

May 2022 Update (changes reflected in blue)

Changes and additions are highlighted in blue

- Final table time limit extended by 15 minutes
- Player conduct section updated
- Rule added for when winner is disqualified after an event
- Table talk rules added
- Judge required for the duration of final table
- Elimination games ending in disqualification or game loss.

Conduct

Participants are required to behave in a respectful manner during a tournament. If players have a dispute during a competition and cannot resolve it by themselves, they must call for a judge to resolve it. All card interpretations during a tournament are The Head Judge's responsibility. [In addition to the Tournament Rules, all venue policies on behavior, dress, and other topics must be followed.](#)

Players are expected to behave in a mature and considerate manner and to play within the rules and not abuse them. This prohibits intentionally delaying a game for time, [bullying](#), placing cards, tokens, or other components with excessive force, inappropriate behavior, treating an opponent with a lack of courtesy or respect, cheating, etc. Collusion among players to manipulate scoring is expressly forbidden, and all players must play to win. If players witness unsporting conduct (including but not limited to slow play, collusion, or disrespectful behavior), they [must](#) alert a judge. The organizer, at their sole discretion, may assign a game loss and/or

remove players from the tournament for unsporting conduct, and may report the incident to Renegade Games Studios for further action when required.

If a player fails to trigger a mandatory effect during the current round, like gaining Agenda and Prestige from the Prince of the City, pause the game for a moment so that player can resolve the trigger. Where a player has missed a trigger over multiple rounds of play, only resolve the trigger as it would have happened during the current round. Do not look to previous rounds for missed triggers. Also, once a game has ended, it is too late to reverse any gameplay issues that occurred during the game.

Note that adhering to the rules is up to all players at the table. If rules are missed (which include triggered effects), all players at the table may be subject to warnings for rules violations.

Sample Penalties and Infractions

- **Warning (first infraction, further offenses will escalate)**
 - Failure to be in your seat when time starts during a round
 - Slow play
 - [Badgering other players](#)
 - Moving your hand holding Prestige off the table during a Scheme
 - [Table talking after an active player has called for it to end.](#)
- **Lose 1 Point from your tournament total**
 - Mischaracterizing a game state or effect for your benefit, [including deliberately performing game activities without giving other players a chance to notice.](#)
 - Each decklist error other than Haven or Agenda
 - Receiving signals from players outside the game
- **Game Loss**
 - Attempted Collusion/Bribery
 - Excessive Arguing
 - Failure to be in your seat 3 minutes after time has started
- **Disqualification** (and possible further action)
 - Lying to a Judge
 - Threatening a player
 - Switching your Haven or Agenda to a different card

[When a judge needs to resolve a convoluted sequence of events or hand out a penalty, the judge should also add time to the table based on the time it took to adjudicate the table.](#)

Illegal Plays

[For card misplays during combat, please refer to the relevant portion of the core rulebook \(page 8\). For misplays outside of combat \(Ongoing, Attachments, etc.\) If a player plays a card that the acting character or player cannot play \(no clan of that type, BP too high, etc.\), the offending card is discarded without effect. If backing up the turn is possible to undo the effects of the misplay, do so, while leaving any costs paid by the offender, and the offender receives a warning for misplaying their cards. If the round has passed, the offending card is burned and a warning or loss of 1 tournament point could occur, depending on the severity of the offense.](#)

Table Talk

Table talk is defined as speech involving strategy, potential game states, advice, deal-making, etc.

Example: Claiming that Player 2 will win on their next turn is an example of a potential game state, and therefore table talk.

- Table talk must only relate to the current game and cannot involve topics outside of the current game, or past or future games.
- Table talk should make a point and move on. Don't rehash the same argument more than once.

Game talk is defined as speech about the facts about the current game. This includes but is not limited to prestige remaining, blood remaining, card text, locations of characters. Resolving Schemes and Conspiracies is also game talk.

At any point during their turn, the active player may announce an end to table talk, so they may concentrate on their turn. Only game talk is permitted after such a request.

A player may initially be receptive to table talk, but may change their mind at any point and communicate that to the table. If a player has called for an end to table talk and then plays a Scheme, table talk is allowed for anything related to that Scheme for a reasonable amount of time. Conspiracies are not multiplayer interactive in the same way, so only game talk is allowed.

Using table talk to delay a game will result in a warning, which could lead to game losses if they persist. When a player is resolving an action or other game activity, it is the responsibility of each player to pay attention to that activity, and not be distracted by their own table talk or game talk.

Deal-Making

For tournaments, deals are binding and must involve the active player, though any player may initiate the deal. Deals must be made and fulfilled within the same turn. A player may not offer something that they cannot do within the current turn, and players may never make an offer that they cannot fulfill (lying).

For example, the active player can say "You exert 3 Influence in favor of 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 at least 3 Influence in favor of it and the active player cannot attack the other player.

Action/inaction on a future turn is not a permissible offer during a tournament event.

Non-active players typically can offer:

- Exerting X Influence/Saying YES/NO
- Contributing to a Conspiracy

- Discarding cards to give an attacker Intel
- Using/not using a defensive card (Street Preacher, Dragon's Roost, Heightened Senses) to aid/thwart a player

Non-active players may make arrangements 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.](#)

If a player attempts to break a deal, call a judge. The act will be reversed and a warning will be assessed. Two warnings on the same infraction will lead to severe penalties.

Tournament Roles

Tournament Organizer (TO)

The TO is responsible for the overall planning and execution of a tournament. For smaller events, the TO may also function as the Head Judge.

Judge (and Head Judge)

A Head Judge is required for every tournament, while Judges are optional, especially for small tournaments. Both are required to be very knowledgeable of the game and tournament rules. They monitor the tournament for rules infractions and respond to player questions. When there is a rules infraction or sportsmanship issue, whether discovered by the players or by a judge, there will be an opportunity for the players involved to resolve the situation amongst themselves. If they are unable, or prefer a judge to do so, the judge will rule on the situation. Players may always request that the Head Judge review any ruling, but the Head Judge's ruling is final.

Player

Anyone playing Vampire: The Masquerade Rivals in a tournament is a player. Players must bring all required components to participate and must observe the rules of the game and demonstrate sportsmanlike conduct at all times.

Spectator

Anyone at an event that is not a player is a spectator. Additionally, players when not actively participating in a game are Spectators. Spectators must never interfere with an ongoing game. If a spectator observes a rules violation or other issue, they must bring it to the attention of a Judge, Head Judge, or TO.

Tournament Materials

Each player must bring the following materials to any tournament.

- A 40 to 60 card Library deck
- A 7-card Faction deck
- 1 Haven card
- 1 Agenda card
- A 27-card City Deck
- 3 sets of tokens (Leader and Blood/Prestige) in 3 different colors. The Blood/Prestige value of each color must total exactly 32 and may not include more than six '3-value' tokens. You may bring 32 '1-value' tokens if you wish.
- Rival tokens 1-4
- 1 1st Player Token
- At least 13 Agenda tokens
- At least 4 'No Influence' tokens
- Any other tokens that your deck may require (-1 BP, Fear, etc.)
- 2 deck lists, with player name and the contents of each deck (a blank PDF decklist is attached as the last page of this document)

Decks must be built according to the rules presented in the Vampire: The Masquerade Rivals rulebook. A player must use the same deck throughout the entire tournament, except when stated otherwise. Store-level events may forgo the requirement for a decklist at the Tournament Organizers discretion. **Players are not required to use the Leader listed on their decklist each game.** It is noted on the form only for informational purposes.

If a card or other necessary component is lost or damaged during a round a player will have the opportunity to find a replacement for it. If a replacement cannot be found promptly, the player will be forced to concede that game. If, by the end of the round, the player still has not found a replacement, they will be dropped from the tournament.

Unless stated otherwise by the tournament organizer (usually for casual in-store events), all decks must be sleeved in opaque card sleeves. A player's Library and Faction deck must use different-colored sleeves, and sleeves must be consistent within each deck. Spare sleeves should be kept on-hand in the event a sleeve is damaged or marked in some way. Havens & Agendas may be sleeved in any type of sleeve, or unsleeved.

Cards must all be official Renegade Game Studios Vampire ECG products. Alternate tokens, both official and unofficial are allowed, as long as their use is clear and consistent, and they do not obscure any important gameplay information.

Product Legality

Generally, Vampire: The Masquerade Rivals products become legal for tournament play 30 days after their North American release date. Exceptions to this rule may be made at the discretion of the Tournament Organizer.

Open and Private Information

Open information is information that may not be hidden or obscured during play

- A player's total amount of available Prestige (with exceptions during Schemes)
- Blood tokens on vampires
- The number of cards in a player's hand, and which deck they come from
- Cards in any player's discard pile

Private information is information that is always hidden from other players.

- The names and stats of cards in your hand
- The amount of Prestige bid and the amount not bid during Influence Conflicts
- The contents of any facedown cards in play
- The number of cards in your deck

Tournament Setup

The TO is responsible for providing sufficient space for the number of players attending a tournament. This means seating with space for card play and extra game materials for each player. The TO is also responsible for communicating all relevant information on the event location, time, and structure to players in advance.

Tournament Tiers

Vampire: The Masquerade Rivals tournaments occur in two tiers, Casual and Competitive. By default, events at the store level are Casual tier. Store-level events can be classified as Competitive tier either by the TO or by Renegade Games in some cases.

Casual tier events focus on a fun and welcoming environment for players of all skill levels. The TO and Head Judge may participate in a Casual tier event, as long as there is at least one other judge available to make any decision that the Head Judge is involved in as a player. Product legality rules are relaxed for these events, allowing a store or TO to allow new products before their full legality for higher-level events.

Competitive tier events carry the expectation that all players are familiar with the game rules and are looking for a Competitive experience. In a Competitive tier event the TO, Head Judge, and

Judges may not participate as players. Products are traditionally legal 30 days after they've been officially released.

Competitive-tier events also require the presence of a judge at the final table for the duration of the game (Prince of the City included).

During the 2022 Prince of the City Season, the Head Judge/TO MAY participate in Prince of the City events as long as there is another qualified Judge able to act in their stead for any decisions the head judge is involved in. For such situations, the other judge is considered the Head Judge and has the final say.

Round Setup

After pairings are posted, players should get to their assigned table in a timely manner and determine seating order **randomly** and first player **randomly**, then place their chosen Haven, starting vampire (Leader), and Agenda face down. Only after each player has placed these 3 cards are all starting vampires and Havens revealed. Agendas remain face down until a player chooses to flip theirs face up. If you are outbid for your Leader, leave your intended Leader out of your Faction deck until you have a new Leader and Faction card(s) in hand. Then shuffle it into your Faction deck. After that players can determine Rivals as described in the core rulebook. **Play may begin once all players are ready, even if the round clock has not started.**

The first player should provide a City Deck and shuffle it. Player 2 should then cut the shuffled deck. **In a 2-player game**, if the Prince of the City card emerges from the City Deck during the initial 2-card layout, replace it with the next card and then shuffle the Prince back into the City Deck. Finally, cut the City Deck after shuffling.

Play proceeds until time is called or a winner is determined. Then, tables that have not produced a winner continue the current round until the last player completes a turn. For example, in a 4p game, the game continues until Player 4 concludes their turn. If no player has won at this point, the winner is the player with the most Agenda. If there is a tie for most Agenda, the winner is the tied player with the most Prestige, in case of a Prestige tie, the winner is the tied player last in turn order.

When a game is concluded, all players report the results to the tournament organizer. This can be done by filling out a match slip and all players initialing it, or by all players reporting in person to the TO.

Note on winning with more than 13 Agenda points. In a case where multiple players reach 13+ Agenda simultaneously, the player with the HIGHEST Agenda total will be the winner. In case of an Agenda tie, it will proceed to tiebreakers as detailed in the core rules.

Game Time Limits

- 2-player: 30 minutes (45 minute final table)
- 3-player: 50 minutes (65 minute final table)
- 4-player: 75 minutes (90 minute final table)

A T.O. may adjust these time limits to allow more time during each round, but never less time. If an adjustment is to be made, it must be announced prior to the event so that players can adjust their strategy accordingly.

Similarly, a T.O. at a larger event may choose to allow for more time only during semi-final and final rounds to create more conclusive games. This must also be announced prior to the event.

Scoring

Tournament points are awarded as follows:

- 3 points to the winner if the game ends via 13+ Agenda or a player is knocked out.
- 2 points to the player with the most Agenda when the round ends without a player winning by reaching 13 Agenda or via KO. If there is a tie, the tied player with the most Prestige wins. In case of a Prestige tie, the winner is the tied player last in turn order.
- 1 point to each player that survives a 3 or 4 player game (and did not also win).
- 0 points to a player knocked out by coterie elimination or Prestige exhaustion.

When determining the winner of a game, being knocked out does not prevent a player from winning if they fulfill a victory condition (13 Agenda or KOing their Rival by coterie elimination or prestige drain). The rules on dropping to 0 Agenda for being KO'd are ONLY used in the case where the game is ending and no one has 13 Agenda or achieved a KO.

In case of a disqualification or game loss penalty in 3 or 4-player [Swiss rounds](#), the non-offending players at the table each receive 2 tournament points. [When a disqualification or game loss penalty is assessed in a top cut or final table, the winner will be determined by the normal rules for a game ending due to time.](#)

In a disqualification or game loss in a 2-player game, the non-offending player receives 3 points.

Regardless of the tournament points scored, all players score their current Agenda points for tiebreaker purposes. The Core Rule on page 16 about knocked-out players having their Agenda permanently set to zero is simply for determining the winner. In a tournament, keep track of ALL player's Agenda at end of game and write it on the tournament slip.

Conceding a Game

If a player wishes to concede a game, when they do so matters:

- If a player concedes after pairings have been posted, but before time starts, the game continues without that player, who earns 0 points for the round.

- If a player concedes during a game, they must do so only during their own turn or at the end of any player's End Phase. The game ends immediately. Each remaining player earns 2 points (3pts in a 2p game), and the conceding player will be dropped from the event.

Standings Tiebreakers

Strength of Schedule is the first tiebreaker for tournament standings, followed by total Agenda points earned. Strength of Schedule is calculated by adding up the tournament points of each opponent a player has faced in the event, and dividing that score by the number of rounds played. Those average scores are then totaled up for all of a player's opponents, and then divided by the number of opponents to provide a numerical score.

Tournament Structure

Most Vampire: The Masquerade Rivals tournaments are held using the swiss structure, with an optional top cut depending on the event and number of participants. This structure awards points to the winner of each game, and in every subsequent round a player will face a new opponent or opponents with the same tournament score (whenever possible). When not possible, pairings should be done from the top rank down. For example, if 5 players are tied on tournament score, the first 4 ranked players will be paired together, and the 5th will be paired down to the next-ranked set of players. Pairings should always prioritize pairing players that have not played together yet.

In 4-player events, tables will be filled to max player count as much as possible, starting at the top of the rankings, and the remainder will be divided into 3-player tables.

In some cases, mainly in 2-player events, it may be necessary to assign a player a bye. The lowest-ranked player in the round will be assigned the bye and receive a full win for the round (3 points). In 4 or 3-player events, the lower-scoring players should be paired into 3 or 2-player games respectively, in order to prevent any lone byes.

Suggested Tournament Round Structures

Cut sizes are determined by the number of players per game, and designed to scale cleanly wherever possible to allow the cut to be single-elimination. These structures may be modified at the discretion of the Tournament Organizer

Prince of the City 4-player

Number of Players	Number of Swiss Rounds	Cut Size (when applicable)
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4-7	3	None
8-20	3	Top 4
21-44	4	Top 16
45-76	4	Top 16
77-148+	5	Top 16

2-player

Number of Players	Number of Swiss Rounds	Cut Size (when applicable)
4-8	3	None
9-16	4	None
17-24	4	Top 4
25-40	5	Top 4
41-44	5	Top 8
45-76	6	Top 8
77-148	6	Top 16
149+	7	Top 16

3-player

Number of Players	Number of Swiss Rounds	Cut Size (when applicable)
3-6	2	None
9-18	2	Top 3
19-23	3	Top 3
24-41	4	Top 9
42-71	4	Top 9
72-148	5	Top 27
149+	6	Top 27

4-player

Number of Players	Number of Swiss Rounds	Cut Size (when applicable)
4	1	None
5-15	2	None
16-24	3	Top 4
25-44	4	Top 4
45-76	4	Top 16
77-148+	5	Top 16