

VAMPIRE: THE ETERNAL STRUGGLE

Official rules changes

April 2, 2018

#1: Timing during the Influence phase

Vampires (or Imbued) are no longer automatically moved to the ready region at the end of the influence phase. Instead, they are actively moved to the ready region by the player.

As a consequence, you cannot self-contest a unique vampire or imbued anymore (per rule 4.1. Contested Cards): the crypt card has to stay in the uncontrolled region. Minions that have a replacement effect as they would come into play (eg., Anarch Convert) or that cannot be contested (eg., Jimmy Dunn) can still be played as before.

Also, the number of transfers a player receives each turn is determined at the start of the influence phase. Cards that provide transfers upon use can still be triggered during the influence phase to get more transfers.



#2: Recruiting allies

Allies that are recruited are now moved to the ready region instead of the uncontrolled region, but cannot take actions the turn they are recruited. (This applies only to allies that are recruited, not allies that are put into play by other means.)

Allies that previously were moved to the ready region when recruited (Nocturn, Infernal Servitor) are not restricted by this rule. They now read: "This ally can act the turn it is recruited."

This doesn't change anything in the count of ready minions controlled by a Methuselah but makes it more intelligible than a ready minion in the uncontrolled region.

This implies a few changes:

- an ally that has been recruited this turn can now block a vampire controlled by another Methuselah that is acting out-of-turn during the same turn.
- an ally that has been recruited this turn can now be burned by cards such as Abomination.



#3: Caitiff is now a clan

Caitiff is now a clan. When choosing a clan, Caitiff is now a valid choice (eg., Consanguineous Boon, Clan Impersonation, etc.)

Note: Clanless vampires are still considered as vampires without a clan, not Caitiff.

The rule stating that Caitiff are clanless, while true to the canon, has had negligible impact on games of V:tES, but adds an unnecessary complexity to the game.

For the complete V:EKN Rules Team announcement:

<http://www.vekn.net/forum/rules-questions/76447-rules-team-rulings-rtr-03-03-2018>

