

VAMPIRE: THE ETERNAL STRUGGLE

Official rules changes

May 5, 2018 (Effective June 9, 2018)

#1: Anarch is a sect

Anarch is now a sect on its own (alongside Camarilla, Sabbat, Independent and Laibon). For compatibility, all cards that were previously available to Independent (except for Rise of the Nephtali*) will now also be available to Anarch. Future cards that require an Independent vampire will not be usable by an Anarch vampire (unless if it is explicitly stated that they can use it too).

**The title of liaison provided by Rise of the Nephtali is an Independent title: only Independent vampires can hold that title.*

#2: Hunt

Vampires now have a hunt value of 1 by default, that indicates how much blood they gain when hunting (from any source). Cards that increase the amount of blood gained by a hunt now states +X hunt.

Some cards also reduce the amount of blood gained by a hunt (-X hunt). A hunt is not successful if the amount of blood gained is 0 or less (but the hunt action can still be successful), the same way as bleed works.

#3: Limited effects

Most bleed-increasing action modifier cards used to prevent other bleed-increasing action modifier cards from being played. This is now the default (some cards will contain the optional text "(limited)" to remind players of the rule).

Card changes and errata:

Becoming, The

The discipline cards need to be master.

Count Zaroff

His ability can now be used more than once each turn, if you manage to bring him back from the uncontrolled region during the same turn.

Gotsdam, The Tired Warrior

Gotsdam is no longer immune to frenzy cards. Instead, frenzy cards cannot be played on him.

Laecanus

Laecanus is no longer immune to frenzy cards. Instead, frenzy cards cannot be played on him.

Villein

The amount of blood you can move is now limited to 5.



For the complete V:EKN Rules Team announcement:

<http://www.vekn.net/forum/rules-questions/76595-rules-team-rulings-rtr-11-05-2018>