

The Fragment

of the

Book of Nod

Newsletter of the Official Vampire: The Eternal Struggle Players' Organization

Volume 1, Issue 1 Spring 1999

Letter from the Chair

Why is it that anyone is still playing a game that suffered through a string of well-intentioned mistakes in Wizards of the Coast's™ tumultuous early years? Shouldn't Vampire: the Eternal Struggle™ have gone the way of Galactic Empires, Wyvern, or the Sim City card game? Yet somehow, V:tES has not only survived, but thrived.

Years ago, my friends and I used to play Warlords on my Atari 2600. It was a simple game that was essentially a four-player variant of Pong. Yet, we played it for many years and even participated in our own day-long tournaments. The best thing about Warlords was that it was a multi-player game. It continued to provide enjoyment as the skill of the other players constantly created new challenges. V:tES also has this quality. Its complexity and depth of design allow its many enthusiasts to create new decks and raise new threats to challenge one another.

After Wizards of the Coast™ put V:tES on their inactive products list after the release of The Sabbat™, players joined together to create their own support for V:tES in the form of Vampire: Elder Kindred Network (V:EKN). Players in various cities around the world volunteered to run tournaments and demos in their communities. In 1997, tournament coordinators in over 20 cities around the world agreed to run tournaments on or about the Halloween holiday. These events came to be known as Crusade: World, the first in an ongoing series of coordinated worldwide events sponsored by V:EKN.

Wizards of the Coast™ and the Duelist Convocation International™ were not blind to the rabid loyalty and perseverance of V:tES players around the world. In late 1998, Wizards agreed to resume the sanctioning of V:tES tournaments and even reversed an earlier decision by announcing the printing of new cards by the end of 1999. While the new cards will likely be few in number and fall well short of a full-expansion, we are all looking forward to seeing them.

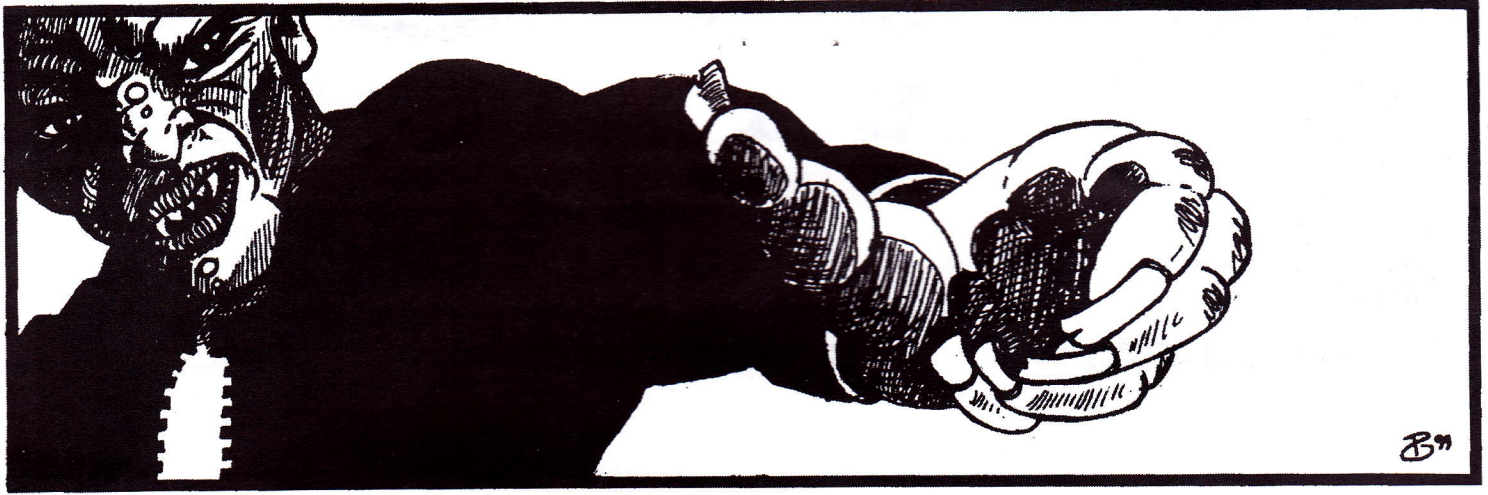
So, here we are, nearly five years after the release of Jyhad™, and Vampire: the Eternal Struggle™ is getting its first dedicated publication. It is our hope that this newsletter will keep all of you informed and excited about the current state of the Vampire: the Eternal Struggle. With information about the latest rulings, successful tournament decks, coming events, and helpful hints, I suspect you'll look forward to receiving each issue of the Fragment of the Book of Nod.

Robert Goudie
Chairman
Vampire: Elder Kindred Network
The Official Vampire: the Eternal Struggle
Players' Organization

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The V:TES Tournament

by Peter D. Bakija

So you've decided to attend a V:TES tournament. Participating in a V:TES tournament is great fun, as you get to meet new players, see new decks, and play an awful lot of V:TES. Going in blind, with no idea of what you are likely to run in to, however, is likely to get you killed. To prevent this from happening to you, I present an overview of effective (and consequently common) tournament level deck designs, including what to look for as warning sign of such a deck, how these decks tend to work, and how to defend against them. These are by no means all the deck types you will run into in a competitive game or tournament, but some of the more common types.

Stealth and Bleed: The old standby that pretty much everyone is familiar with. Stealth and Bleed (or S+B) decks aim to oust their prey quickly with regular large bleed actions (3-6 points, generally), gaining stealth from Obfuscate cards to avoid getting blocked. S+B decks are usually pretty straight forward and can be very deadly if you are unprepared for them. They often pack Bleed defense in the form of Deflections or Telepathic Counters, and occasionally have light intercept. S+B decks do tend to be fairly weak in terms of combat defense, making them very vulnerable to Rush combat decks. Common defenses against S+B decks are Deflection, heavy intercept, and Rush combat. A very important aspect of defending against S+B decks is that you should never try and block them if you don't have reliable, heavy intercept. By not trying to block them, you tend to fill their hands with Stealth cards, slowing them down.

What to look for: Malkavians are the obvious choice for this type of deck, but the Setites also make for strong S+B decks. Presence is almost as good at bleeding as Dominate, and Presence give

the Setites access to Majesty for combat defense.

Weenie Vote: Weenie Vote decks attempt to oust their prey by bringing out countless little vampires and calling multiple damaging votes a turn, such as Kine Resources Contested. With the recent rules change on Vote Pushing, now such a deck needs to have Presence to be viable, but there are enough Caitiff, Pander, and other small vampires with Presence to make such a deck work well. Weenie Vote decks tend to be very single minded, with little in the way of combat, vote, or bleed defense, relying on their overwhelming speed and numbers to make up for any deficiencies. It is unlikely that they will have any stealth available so reliable +1 intercept can hinder this sort of deck. Common defenses include killing all their vampires through intercept or Rush combat, Delaying Tactics to hold off their important votes, or overwhelming vote superiority.

What to look for: A first turn Info Highway, followed by 3 or 4 small vampires with Presence will probably be your first clue. Once they start calling Praxis Seizures on Caitiff, you should be pretty certain that you have found a Weenie Vote Deck.

Weenie Bleed: A Weenie Bleed deck tends to be very similar to the Weenie Vote deck above, but aims to oust its prey through overwhelming numbers of small vampires with Presence or Dominate constantly bleeding for 3 to 5 points, if not more, per action. Again, there is usually little in the way of defense in this sort of deck, as it hopes to win through sheer speed. It also has little in the way of combat defense, bleed defense, or vote defense. While there is rarely stealth available in this type of deck, it often packs multiple Misdirections to tap out any possible blockers. The Weenie Bleed deck and

the Weenie Vote deck tend to be vulnerable to the same defenses, so if you plan for one, you are usually pretty well protected against the other.

What to look for: Much like the Weenie Vote deck, the early Info Highway followed by a large number of Caitiff, Pander, and 2 or 3 point vampires with Presence or Dominate. If they all have Presence, it is just as likely that you are facing a Weenie Vote deck, but Weenies with Dominate are usually pretty obvious.

Pool Gain: As opposed to most of the above deck types, the Pool Gain deck tends to be very slow and defensive, hoping to generate huge amounts of pool and using this to eventually overwhelm their prey. One common type of Pool Gain deck involves large, titled vampires getting Minion Tapped and consequently filled up again with 5th Tradition. Another type involves making lots of kid vampires through The 3rd Tradition and The Embrace, and then calling multiple Consanguineous Boons. Offensively, this sort of deck tends to either use large, infrequent bleeds (using either Dominate or Return to Innocence) for the large decks, or one point bleeds en mass for the Embrace style deck. The large vampire style Pool Gain deck tends to be vulnerable to their vampires getting killed before they are Minion Tapped, having their 5th Traditions intercepted, and having their bleeds Deflected. The Embrace style Pool Gain deck tends to be slow to set up, is vulnerable to having any big vampires getting killed, and will have a great deal of trouble if you can intercept their Embraces.

What to look for: A deck that brings out large, titled vampires and isn't acting particularly aggressive is likely to be a Pool Gain deck. A deck that starts spawning rapidly with Embraces and such is also likely to be a Pool Gain deck.

Rush Combat: Rush decks plan on winning by destroying all the vampires of their prey and then bleeding them out slowly while killing enough vampires of their predator to stay alive. Often, the Rush deck uses small vampires and relies on Potence to power their attacks. The Rush deck tends to be very focused, using combat as both its main offense and defense, and rarely has much in the way of bleed or vote defense other than preemptively killing threatening vampires. Decks with little or no combat defense tend to be mangled by Rush decks, so packing a good supply of Fortitude

or Obedience is helpful. As Rush decks tend to rely on Immortal Grapple as a main combat staple, Majesty and Dodges tend not to work real well, but the ability to maneuver can be very valuable.

What to look for: Small vampires with Potence are a good indicator, usually Brujah or Nosferatu. Having your first vampire end up in to torpor before he even takes an action is another good sign that you are sitting next to a Rush deck.

Again, while these deck designs are not the only types of decks you will run into at a V:TES tournament, they are fairly common and you should take them into account when deciding what deck to play in a competitive environment. Going in to a tournament knowing what you are likely to face means you can plan accordingly, and will generally be more successful.

New Cards in 1999 by Mike Bohlmann

It has been over two years since the V:TES community has seen any new cards printed from Wizards of the Coast. It says a lot about this game of ours, the players, when it continues to thrive without the influx of new cards.

Soon after a change in management of the V:TES product line, the announcement came that new cards would be produced towards the end of 1999. Then the rumor will went to work.

In the UK, one tournament organizer was reportedly told by a Wizards of the Coast representative that the expansion would include forty to fifty cards distributed in boosters. These boosters would come in boxes that also include Spellfire and Netrunner cards.

What has Wizards said officially? Only this statement: "We can tell you that there is no final decision taken in regards to the new V:TES cards in regards to format, quantity or anything other than that it will happen for sure."

As more details become available, you can bet we will cover it here in The Fragment.

What the Talebearer Sees

by Rob Grau

In this segment, I will focus on an individual card each issue. For the first issue, it seems only fitting that I focus on Fragment of the Book of Nod.

The Book of Nod is an ancient text of vampiric lore and prophecy. It contained the early history of the Kindred, chronicling the origins of the Jyhad. Unfortunately, it was accidentally lost and no longer exists in its original form. Only bits and pieces or fragments of the original work survived the tumultuous trip through the ages.

Possessing a Fragment of the Book of Nod adds to a player's knowledge, and in *Vampire: The Eternal Struggle*, this roughly becomes the card drawing mechanic. A rare from the basic Jyhad card set, Fragment helps alleviate nasty hand jams. Of course, the best solution to a hand jam is to build your deck so that you won't get stuck in one. However, if you've ever experimented with deck building, the above statement is less than comforting.

Fragment of the Book of Nod is one of several master cards (see Table 1) designed to help card flow in your hand. Although the card is unique, the card is not a location, and lends a powerful effect to your deck. The card has a downside, too, the directed action "gain control" text makes the card a juicy target for any other Methuselah with card cycling problems of her own.

Fragment of the Book of Nod works so well because you first draw the cards and then discard. This means you can choose the seven cards you like best in your hand and keep them. The Barrens and Deal with the Devil function like your discard phase. You discard the card(s) and replace them. You do not have the same control over your final hand with these masters as you do with Fragment.

The master cards that increase your hand size function in the same way as Fragment does. You draw the cards, and discard them at whatever time your hand size decreases again. The strategy for getting the most out of your Fragment of the Book of Nod involves more deck construction than gameplay.

Firstly, you can't hurt your deck badly by playing with the Fragment. You can't hurt it because that card usage doesn't require a deck to have hand

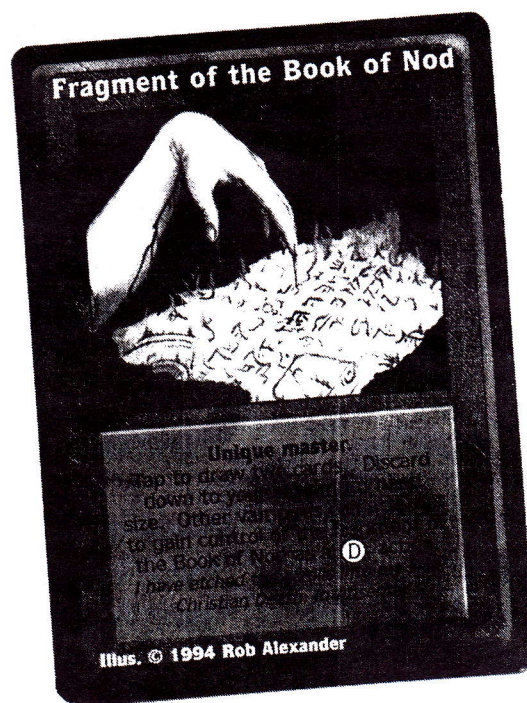


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cycling quagmire, and decks just run better when you can choose the best seven of nine cards. Just play it during your master phase and go on with your game plan.

So why isn't this card in everyone's deck? The rarity is an issue for sure, but beyond the economics of playing *V:TES*, some decks shouldn't include the card. You'll want to put in a deck that stands a fair chance of holding onto the card. If your plan is to play it once and then not worry about who steals it, you're helping other people in the game more than yourself. Certainly, you don't need to guarantee that you can keep it forever, but you should consider some plan for retaining the Fragment.

Decks with lots of untap or combat defense are good choices for inclusion. It also compliments rush decks designed to enter combat because the steal action is blocked frequently. If you don't think you can retain the Fragment for long, consider replacing it with one of the other hand cycling master cards. Another hint is to always use the Fragment during your turn, in case it gets stolen. The Methuselah that steals it will have to wait a turn to use the tapped Fragment. Play strategy involves tapping the Fragment if someone attempts to steal it, so if the action is successful, the Methuselah is forced to wait until her next untap phase to use the Fragment.

Once you have decided that Fragment of the Book of Nod belongs in your deck, how many should you

include? For a tournament-sized deck of sixty to ninety cards, I would say that you would like to have 2 or 3 at a maximum. Obviously, the uniqueness of the card limits the number, but you want to be sure that you aren't using the card as a crutch for a poor deck design. If your deck won't run unless you get a Fragment in your opening hand and continue to require 3-4 discards a turn, you should examine your discards, it is likely that you don't need the cards anyway. If you really want that much discard power in your deck, don't go and trade away rare cards to get that extra Fragment, put in a few of the other good cycling masters such as Elder Library, Dreams of the Sphinx, or the Barrens. Still, if you only have one Fragment, go ahead and put it in. It will work the same, you just won't see it as often.



Table 1

Master Card (Cost)	Strengths	Weaknesses
Fragment (o)	Draw then discard 2 cards.	Can be stolen by anyone
Elder Library (1)	Increases hand size by 1.	Location
The Barrens (o)	Discard then draw 1 card.	Location. Common in tournaments
Secret Library of Alexandria (1)	Cycle many. Unlikely contest.	Location. Requires Nosferatu.
Dreams of the Sphinx (1)	Increase hand size by 2 for one turn. Can do other things.	Temporary.
Deal with the Devil (o)	Entirely new hand.	May not always want new hand.

V:TES Q&A

Q: I've heard that the rules for aggravated damage aren't the same as they used to be. How do I burn a vampire now?

A: You are correct. The rule regarding aggravated damage was modified last July. Now, to burn a ready vampire with aggravated damage, you need to inflict X+2 damage, where X is the amount of blood on the opposing vampire, and at least one point of the damage must be aggravated.

Why X+2 damage? Here is how it all works: A vampire burns 1 blood to "heal" each point of normal damage dealt to it. Note that "healing" damage is different from "preventing" damage. A vampire is "wounded" if it has unhealed damage, is in torpor, or is going to torpor. A vampire which cannot heal damage goes to torpor. A vampire cannot heal aggravated damage done to it. For each point of aggravated damage done to a wounded vampire, that vampire must burn one blood to prevent destruction. A vampire which cannot prevent destruction is burned.

Q: Can I use skin of steel to prevent the 1 point of damage from a grenade strike when I'm using it at close range?

A: No, you cannot use Skin of Steel, because the "strike" it refers to only includes damage done to the minion you are in combat with. You may use other fortitude cards without the "damage from a strike" wording on it to prevent damage.

Here is the ruling from L. Scott Johnson, the official V:TES Net.Rep, pertaining to your question:

"Damage from a strike" only includes damage done to the opposing target. Side effect damage is not counted as "damage from a strike".

Therefore, self-inflicted damage from Zip Gun, Grenade, Burst of Sunlight, Body of Sun, etc. is side effect damage and is not preventable by "prevent damage from a strike" effects like Skin of Steel, Leather Jacket, etc.

Official Errata

Combat -

Cards which are not usable by vampires going to Torpor are not usable by vampires burned in combat, either.

Damage (Combat) -

Ammo (Dragon's Breath Rounds, Glaser Rounds, Manstopper Rounds) are played "before resolution of a gun's strike", not "when damage from a gun is being resolved". That is, it is played after the strike is announced, but before the strike resolution phase.

Damage Prevention cards are not restricted to strike resolution. In particular, combat cards which prevent damage (like Skin of Rock) can be used any time damage is taken in combat (subject to card text).

Equipments which are Locations (Loquipment) -

Loequipment doesn't count as equipment while it is in play.

Terminology -

'Before Combat Begins' actually means 'As Combat is Entered'.

Vampires/Crypt/Uncontrolled Region -

A vampire who gets a bleed bonus if your prey controls a vampire of a certain clan (or other sect) gets his bleed bonus if the Methuselah he bleeds controls a vampire of that clan (or sect).

Academic Hunting Ground -

Gives blood to vampires during the untap phase, not the master phase. (The V:TES version is misprinted).

Anarch Troublemaker -

Can only be used during your untap phase.

Antediluvian Awakening -

A player can burn a vampire (to burn the Antediluvian Awakening) only during her untap phase.

Archon -

Attempting to block the Archon causes the loss of a blood from the would-be blocker, not a pool from his controller.

Army of Rats -

Having multiple copies out are not cumulative.

Asylum Hunting Ground -

Costs two pool. The V:TES card is misprinted.

Beast, Leatherface of Detroit -

Replace card text with "Beast cannot perform action-card actions or recruit allies. He cannot have or use equipment or retainers. As a (D) action, Beast can enter combat with any Ready minion controlled by another Methuselah. +1 hand damage."

Blood Doll -

The Methuselah controlling the Vampire gets the benefit of the Blood Doll.

Blood Hunt -

The Blood Hunt (action card) cannot target an Inner Circle member.

Blood Rage -

Requires thaumaturgy, not fortitude.

Blood to Water -

Blood to Water can't be played until range is determined.

Blythe Candelaria -

Blythe Candelaria is mis-printed. She should have inferior, not superior, Auspex.

Catatonic Fear -

Catatonic Fear's damage is dealt just after the combat ends.

Change of Target -

Will not untap a blocker who was tapped before the block.

Charming Lobby -

The "next vote" vote to be called is played/named when the action is declared, and is called (by the acting minion) by the resolution of this action. This action is a political action.

Darius Styx -

Darius' ability cannot target his controller's hand.

Deflection -

Cost is paid from the vampire, not from your pool.

Disguised Weapon -

Cannot be played if you don't have a weapon in your hand. Errata'd Card text: "Usable only before range is chosen. Choose a weapon in your hand. Equip this vampire with that weapon. Pay cost to equip as normal. Superior: As above, but usable when choosing a strike."

Dreams of the Sphinx -

Increased hand size only lasts until the end of the current turn, not until the end of your (next) turn.

Elder Impersonation -

The failed blocker is not untapped, but rather "not tapped" - if the blocker was tapped originally, he will remain tapped.

Fame -

When the vampire goes to torpor, the controller (not the Prey) loses 3 pool. (Fame is still unique.)

Force of Will -

Ignore the "untap this acting vampire" on Force of Will. The tapped acting vampire bleeds at +1/+2.

Gangrel Atavism -

Doesn't require control of a ready Gangrel.

Golconda -

The target is removed from play, not burned.

Goth Band -

The counter moved to your master card by Goth Band is transformed into the type of counter normally used by the target master card.

Your Goth Band cannot move a counter from a card you control.

Hawg -

Grants one (optional) Press each combat, not each turn (Jyhad) nor each round (V:TES).

Hector Sosa -

V:TES version should have superior Potence, as in Jyhad.

Heidelberg Castle, Germany -

Heidelberg Castle may not be used during an action (including during combat).

Hidden Lurker -

Is an action modifier played by a vampire other than the acting vampire. Card text: "Usable only by an untapped vampire other than the acting minion after the acting minion is blocked and combat is over. Tap this vampire. This vampire now enters combat with the blocking minion. The first round of combat, the blocking minion cannot use any strikes. Superior: As above, but with an optional press."

Immortal Grapple -

The "only hand strikes" effect lasts only for the current round.

Legendary Vampire -

Legendary Vampire is only usable if the vampire was moved into your active region during your last influence phase. (Not usable for simply winning a contest or on stolen vampires)

Official Errata

Major Boon -

Any player (not just "you") can modify the bleed after the Boon, subject to the normal rules. Major Boon cannot be played by the controller of the acting minion.

Malkavian Dementia -

Doesn't require control of a ready Malkavian.

Malkavian Prank -

The other Methuselahs hold between one and four counters. This may be in excess of their current pool. If you guess correctly, they lose that amount and you gain that amount. If you guess incorrectly, they gain that amount.

Malkavian Time Auction -

The Methuselah playing the Time Auction cannot bid.

Mind Rape -

New card text for superior: "(D) put this card on a younger vampire and tap that vampire. The vampire with this card does not untap as normal during his controller's untap phase. During the acting vampire's controller's next minion phase, she must burn this card to untap the vampire and take control of the vampire until the end of her turn."

Obedience -

Will not untap an acting vampire who had been tapped when he began the action.

Of Noble Blood -

Of Noble Blood cannot target a titled vampire.

Parity Shift -

The reallocation of pool is specified before votes are cast.

Pulled Fangs -

The damage done by Pulled Fangs is not aggravated.

Reform Body -

Reform Body can be used as a combat card or a reaction card (even from torpor). Effective card text: "This card can be played as a combat card or a reaction card. Only usable by a vampire being burned. This vampire goes to torpor instead of being burned. May be played by a vampire in torpor. Superior: As above, and this vampire gains 2 blood from the blood bank."

Return to Innocence -

New card text: "Bleed. If you successfully bleed your Prey for one or more, put this card on the acting vampire. Burn this card if this vampire loses any blood or goes to torpor, or if your Prey is ousted. During your next untap, this vampire is removed from play and your Prey burns X pool, where X is the capacity of this vampire."

Ritual of the Bitter Rose -

New card text: "This card can be played as a combat card or an action modifier. Each of your ready vampires gains an amount of blood from the blood bank equal to the amount of blood on a vampire being burned either by diablerie or while in combat with this vampire."

Rutor's Hand -

A vampire cannot have more than one Rutor's Hand.

To prevent the damage from Rutor's Hand (superior version), you must burn three blood (in addition to the cost of the action). This is errata. (No other methods of preventing the damage can be used.)

Second Tradition: Domain, The -

Corrected card text: "Requires ready Prince or Justicar. +2 intercept. Also usable by a tapped Prince or Justicar, even if intercept is not yet needed, to untap and attempt to block with +2 intercept."

Smiling Jack the Anarch -

The second sentence should refer to "each other Methuselah".

Soul Gem of Etrius -

Does not cost 2 pool (has no cost).

Soul Stealing -

The normal version can only be used as an action modifier (card text). Add Superior: As above, and this card can also be played as a combat card.

Taste of Vitae -

Only counts blood that the opposing vampire burned as a result of damage. It will not, for example, give blood for blood spent playing combat cards or stolen blood.

A Taste of Vitae will not count any blood loss counted by a previous Taste of Vitae.

Thoughts Betrayed -

Change "cannot use any cards" to "cannot play any strike cards" in the superior.

Tomb of Ramses III -

New card text: "When this card is brought into play or the controller of this card changes, you (the new controller) choose a vampire in your uncontrolled region. For each blood counter you transfer to the chosen vampire, put a blood counter on the Tomb from the Blood Bank. At the end of your influence phase, if the total number of counters on the chosen vampire and on the Tomb equals or exceeds that vampire's capacity, you may move the vampire to the ready region. Burn the Tomb (and the counters on it) when the chosen vampire leaves the uncontrolled region."

Torn Signpost -

Sets a vampire's base hand damage to 2 (or 3 if superior).

Tragic Love Affair -

Doesn't require control of a ready Toreador.

Tremere Convocation -

Second sentence of Tremere Convocation should read: "Vampires with basic Thaumaturgy may play combat cards requiring Thaumaturgy as if they had superior Thaumaturgy."

Wake with Evening's Freshness -

Wake is not replaced until your next untap phase.

White Phosphorus Grenade -

The White Phosphorus Grenade inflicts damage to the bearer when it is used at close range, regardless of whether it inflicts damage or not (is dodged, prevented, etc.).

Zip Gun -

Ammo cards cannot be used to modify a Zip Gun's strike.

To receive a full copy of all errata, rulings, and clarifications, send \$3 U.S. check or money order payable to:

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Puzzler

By L. Scott Johnson, V:TES Net.Rep

A long game is coming to a close. Only two methuselahs remain, Kyle and Rick. You have both exhausted your libraries (Sabbat withdrawal rules are not being used). Some mysterious card makes you both play with open hands and Crypts. Rick has just finished his turn.

Question: Who wins (assuming they both make their best plays for the remainder of the game), and how?

Kyle: 5 pool

Controlled/Ready:

The Edge

Salbatore Bokkengro. Tapped. 5 blood.

Fortitude discipline card.

Selma the Repugnant. Tapped. 6 blood.

Fortitude discipline card.

Hand:

Delaying Tactics

Freak Drive

Goodnight, Sweet Prince

Kindred Intelligence

Memory's Fading Glimpse

Nosferatu Performance Art

Sensory Deprivation

Crypt (top-to-bottom):

Natalia

Nikolaus Vermuelen

Joaquina Amaya

Rick: 3 pool

Controlled/Ready:

Anneke. Tapped. 6 blood.

Pulse of the Canaille (sup).

Obfuscate discipline card.

Dorian Strack. Untapped. 3 blood.

Mr. Winthrop. 1 life.

Hand:

Forgotten Labyrinth

Majesty

Majesty

Portrait, The

Precognizant Mobility

Protect Thine Own

Scorn of Adonis

Crypt: (empty)



Watch for the answer in the next issue!

How to Run a Sanctioned Vampire: the Eternal Struggle Tournament

By Robert Goudie

Before anything else, you may need to convince yourself that you can run a Vampire: The Eternal Struggle tournament. If you have a good handle on the rules you are probably a capable tournament official. Don't let your fear of making a bad ruling keep you from putting on a tournament. V:tES is a complex game and even seasoned tournament officials will make mistakes. Just do your best to prepare and give it a go.

The first thing you'll need to do is choose a location for your event. There are a number of inexpensive or free places you can select for your tournament. Try libraries, schools, community centers, universities, or game stores. Some parks even have buildings available to the community. If you are fortunate enough to have a local game convention, you can run your V:TES tourney there and possibly even earn yourself a free admission to the convention. Make sure that any location you select is available for at least nine hours. This is the minimum amount of time you'll need for three preliminary rounds and a final. Try to have a plan for how you'll do the seating for various sized turnouts. Remember that V:TES tournaments require you to have table sizes of 4 or 5 players.

Next, you'll want to select a date and time for the tournament and get the word out to local players. Try to select a date a month or two in advance. Advertising the first event is the most difficult. After you create a contact list of all of the local players, notification of future tournaments is much easier. Create a simple flier and mail it to games stores and place it in places players are known to hang-out. Contact area game stores and see if they'd be interested in advertising or sponsoring your event. All advertising should contain the date, time, entry fee, and your contact information. Players, especially first-timers, are likely to have questions and will want to talk to you before the day of the event. Also, be sure to indicate that you'll be using the official tournament rules, errata, and rulings as of a certain date. If you have Internet access, you'll want to advertise your tournament by posting a message to the V:tES newsgroup (rec.games.trading-cards.jyhad).

You'll also want to get your event sanctioned by the Duelists Convocation International (DCI). Sanctioning will allow you to receive prize support from the DCI and will let each of the players have the opportunity to obtain a DCI

Player Rating. You can get a sanctioning kit by contacting the DCI at 425-204-8032 or by downloading it from the Wizards of the Coast web site (www.wizards.com).

If you have access to the Internet, there are a number of great resources available from the Wizards of the Coast web site, including the revised rulebook, additional tournament information, and exhaustive listings of errata and rulings. The more of this stuff you study, the more comfortable you'll be at the tournament.

At the tournament, be sure to get contact information from all of the attendees. If you already have the date and time chosen for a second tournament, you can distribute a handful of fliers to each participant. After playing in their first local tournament they'll almost certainly be excited and looking forward to the next one. Keep the momentum going.

Wizards of the Coast and DCI Contact Information

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New Leagues

From vtes-l@oracle.wizards.com as posted
by Jennifer Clarke Wilkes

I'm happy to say that Wizards' Organized Play division is beginning work to establish Netrunner and V:TES league play. These games will finally take their official place alongside the others we produce in a casual-play environment to bring players together and support their retailers.

I'm in discussion with the Organized Play people now, but one thing they really would like to hear about is where the retailers are who sell these products and would be good places for league play. We're also looking at interesting play formats, beyond the existing constructed (and limited, for Netrunner) sanctioned deckbuilding rules.

Anyone who'd like to provide information and make suggestions is welcome to contact Jessica Lawson at <jesslaw@wizards.com>. Please cc me as well--I'm very interested in how these leagues develop.

ED: Hopefully we'll have more details by next issue.

So you'd like to contribute?

Are you interested in seeing your writing or illustrations in print? We can't offer you any money, but we'd be happy to look at your material and possibly put it into a future issue of The Fragment.

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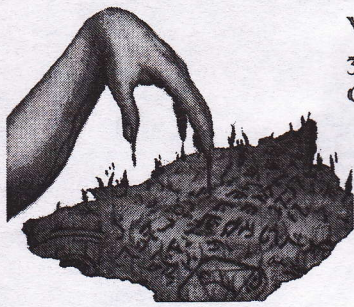
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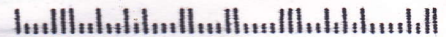
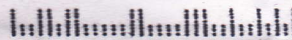


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