

## 1 Untap Phase

### What you do

- Untap all your cards, gain a pool if you have the **Edge**
- Apply / use any effects applied during the untap phase (ie. *Vessels*)

### Other Players

Watch

## 2 Master Phase

### What you do

- Play **Master** card/s (1 by default)
- Trifle Master** cards grant (only) one additional master phase
- Apply / use any effects applied during the master phase (ie. *Blood Dolls*)

### Other Players

Can cancel your master card cards with cards such as *Sudden Reversal* or *Wash*

## 3 Minion Phase

### What you do

- Take **Actions** with your minions (no stealth by default)  
Any mandatory actions must happen first (ie. empty vampires must hunt)  
Cardless actions: **Bleed** (1 by default), **Hunt**, **Diablerie**, **Rescue Torpor**
- Modify actions with **Action Modifier** cards (ie. increase stealth, bleed)

### Other Players

Attempt to block your Actions with minions  
Can cancel your actions with certain cards  
Play **Reaction** cards (increase intercept)

## 4 Influence Phase

### You have 4 transfers to use

- 1 transfer — Move 1 pool to your uncontrolled minions (4 per turn)
- 2 transfers — Move 1 pool back from your uncontrolled minions (2 per turn)
- 4 transfers — Spend 1 pool to draw a new crypt card (once per turn)

### Other Players

Watch

## 5 Discard Phase

### What you do

- Discard a card (1 by default)  
Or play **Event** card (1 by default)

### Other Players

Cancel **Event** cards with such as *Not to Be*

Rulebook

The complete rule book is available online here: <http://vekn.net/rulebook>

[www.vekn.net](http://www.vekn.net)

# Combat Sequence

## Combat

A minion enters combat when he or she is blocked, or through cards such as *Bum's Rush*  
Each minion involved in the combat has the opportunity to use **Combat** cards (typically red).  
By default the acting minion leads in each of the steps below.

Play any **Before Range** cards (acting player first)

## A Determine Range

Range by default is close (it can switch between long and close)  
Typically combat cards or equipment are required to **Maneuver**  
If able; each player has the opportunity to **Maneuver** to long range or **Maneuver** back to close (counter)

Play any **Before Strikes** cards (acting player first)

## B Choose Strikes

Each player chooses their **Strike** (acting player first)  
Default 1 hand damage (close range only)

Only **Strike** can be played per minion  
If a "combat ends" **Strike** is played skip to E.

## C Resolve Strikes

Strikes resolve simultaneously (unless steal life / first strike)  
Play damage **Prevention** cards

**Aggravated** damage sends vampires to torpor  
A damaged **empty** vampire goes to torpor

Play cards that grant **Additional Strikes** (only 1 source of additional strikes allowed)

## D Presses

Each player can **Press** to continue combat or counter **Press** to end it (typically cards are required to Press)  
By default combat will end if no player presses.

## E Round Ends

- Play any **end of round** cards (acting player first)
- Combat ends if no press was played.

If Press successful then new round (repeat A to E)

## Ready Region



Untapped Vampire



Tapped Vampire



Untapped Ally



Pool (start with 30, dead when 0)

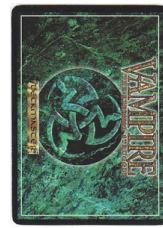
## Torpor



## Uncontrolled



Crypt (12+ cards)



Library (60 - 90 cards)



Ash heap



Hand (7 cards, replace played cards immediately)

## Card Types

- |  |                  |  |                 |
|--|------------------|--|-----------------|
|  | Action           |  | Action Modifier |
|  | Political Action |  | Reaction        |
|  | Equipment        |  | Combat          |
|  | Ally             |  | Reflex          |
|  | Retainer         |  | Event           |
|  | Power            |  | Conviction      |

- |  |               |  |                   |
|--|---------------|--|-------------------|
|  | Pool Cost     |  | Blood Cost        |
|  | Old Pool Cost |  | Old Blood Cost    |
|  | Merged        |  | Advanced          |
|  | Capacity      |  | Flight            |
|  | Life          |  | Directed (action) |

## Disciplines

- |  |             |  |               |
|--|-------------|--|---------------|
|  | Abombwe     |  | Obtenebration |
|  | Animalism   |  | Potence       |
|  | Auspex      |  | Presence      |
|  | Celerity    |  | Protean       |
|  | Chimerstry  |  | Quietus       |
|  | Daimoinon   |  | Sanguinus     |
|  | Dementation |  | Serpentis     |
|  | Dominate    |  | Spiritus      |
|  | Fortitude   |  | Temporis      |
|  | Melpominee  |  | Thanatosis    |
|  | Mytherceria |  | Thaumaturgy   |
|  | Necromancy  |  | Valeren       |
|  | Obeah       |  | Vicissitude   |
|  | Obfuscate   |  | Visceratika   |

## Each Player

- Starts with **30 pool** counters.
- Starts with **60 - 90 library** cards (green back).
- Starts with a minimum of **12 crypt** cards (brown back, no limit).
- Starts with **7 cards** in hand, drawn from library.
- Starts with **4 uncontrolled** crypt cards, drawn from crypt.
- When a card is played the player **immediately draws a replacement**.

## Minions (vampires and allies)

- When a minion attempts an action they **tap when the action is announced**.
- When a minion successfully blocks they tap.
- A successful block requires **intercept** equal or greater than the current level of **stealth**.
- Only ready untapped minions can perform actions (except to leave torpor).
- Only ready untapped minions can block or play reactions (unless a card says otherwise).
- Minions can **act multiple times** in a turn if they untap during the turn.
- Minions can **not repeat the same action** each turn (this includes different types of bleed, political or previously blocked actions — hunts, diablerie and rescues can be repeated)
- If an action is **cancelled**, it can be attempted again.

## Influence / Transfers

- On the first turn, the first player has 1 transfer, the second player 2 transfers, the third player 3 transfers. After that, all players have **4 transfers** each turn.
- You can distribute pool via transfers to **any uncontrolled** crypt card/s.
- Crypt cards with the capacity met are flipped and **moved to the ready region**.
- You can pay 1 pool and 4 transfers to **move a crypt card to your uncontrolled** region.
- You can pay 1 pool and 4 transfers to **merge an advance** vampire.
- You can spend 2 transfers to move 1 pool back from a crypt card to your pool.

## General

- Whenever **cards contradict the rules**, the cards take precedence.
- Your prey is to your left – reduce their pool to 0 and to gain **1 Victory Point** and **6 pool**.
- Your predator is to your right – prevent them from ousting you.
- A **directed action** targets another player or a card he or she controls.
- An **undirected action** does not directly target another player (includes Political Actions).
- Only the player targeted by the **directed action** can block it.
- Only your predator or prey can block your **undirected actions**.
- The game ends when only 1 player remains or **2 hours** or have passed.
- The last player standing receives a **bonus Victory Point**.
- The winner is the player who amassed the **most Victory Points** (ousted or not)