

EC 2013 VEKN Storyline

Ragnarök, The Final Battle

Synopsis & Rules

SYNOPSIS

The All High, a legendary Gangrel elder, is missing. An army of monsters has descended from the mountains of Norway and Sweden intent on wreaking havoc upon the world, upsetting the ages-old conflict between sleeping Methuselahs.

RULES

Ragnarök, The Final Battle is a constructed V:TES Storyline event designed for the 2013 VTES European Championship.

Except as noted in these instructions, each Storyline game will follow the VEKN Constructed Tournament rules for card play and deck construction. Each Storyline game will be timed to a maximum duration of 2 hours.

At least 75% (e.g. 9 out of 12) of the vampires in the player's crypt must belong to the same clan. In addition to the standard list of VEKN banned cards, Recalled to the Founder (Event) is banned from play.

Any single V:TES game played with 4-5 players using Storyline legal decks between 00:00 Monday 30th September and 00:00 Tuesday 8th October anywhere in the world that uses the described game modifications may contribute towards the Ragnarök Storyline and have its results submitted.

The pack provided in support of the Ragnarök Storyline includes several sheets of additional cards:

- ◆ Adversary cards—monsters to fight
- ◆ Reward cards—prizes to be won
- ◆ An All-High vampire card
- ◆ Optional Brunhilde Advanced and Valkyrie vampire cards which may be used in any player's crypt
- ◆ An optional set of additional werewolf themed cards which may be used in any player's library

Before the game begins shuffle the Adversary cards and deal out 7 of each to form a deck, which is placed in the centre of the table. Do the same with the Reward cards. The 2 remaining cards from each set should be placed to one side without revealing them. Also place the All High vampire card in the centre of the table.

After each player has taken two turns the top card of each of the Adversary and Reward decks are revealed. Counters should be placed on the Adversary to represent its starting life. The text on the Adversary will take immediate effect.

Adversaries are immune to all card effects which target allies, and are also immune to all card effects which target minions controlled by other Methuselahs.

In each player's minion phase, any minion controlled by that player may take an undirected action to enter combat with the revealed Adversary. If its life is reduced to zero by combat damage it is burned and removed from the game.

The controller of acting minion that burned the Adversary takes the revealed Reward card and may place it on any minion he or she controls.

The next top card from each deck is then revealed. This sequence is repeated 7 times until there are no Adversary or Reward cards left on the table.

When the last Adversary is burned all players left in the game make an open bid for control of the All High using their pool, starting with the active player. The minimum bid is 1 pool. Players are not forced to bid if they do not wish to. The player that wins this bid moves the All High to his or her ready region with 0 blood, and play continues as normal. All of the pool bid by the winner is returned to the blood bank. The losers of the bid do not lose any pool.

FAQ

Q: Are the cards provided in the EC2013 Storyline pack compulsory?

A: The Adversary, Reward and All High cards are compulsory. The other cards are optional.

Q: How do I gain a Reward card?

A: By burning an Adversary (with combat damage).

Q: How do I attack an Adversary?

A: Any ready minion may take an undirected action to enter combat with the currently revealed Adversary.

Q: Can I block an action to enter combat with an Adversary?

A: Normal rules for blocking an undirected action by a Methuselah will apply.

Q: Does the action to enter combat with an Adversary have stealth?

A: No, the action is at 0 stealth.

Q: Can I Bum's Rush an Adversary?

A: No, as it is not controlled by another Methuselah.

Q: Can I burn an Adversary with Entombment/Blood of Sandman/etc.?

A: No, as Adversaries are immune to card effects which target allies.

Q: Can I take control of an Adversary with Dominate Kine, or Pentwaret's text ability?

A: No, as Adversaries are immune to card effects which target allies.

Q: How do I know how the Adversary will act in combat?

A: The Adversary's card text will describe any special strikes or other combat effects that apply. Otherwise the default action will be for the Adversary to strike for strength damage at close range, with no additional strikes, maneuvers or presses.

Q: How do I burn an Adversary?

A: Reduce its life to zero in combat.

Q: How do I claim a Reward card?

A: If you burn the revealed Adversary card then you may claim the revealed Reward card.

Q: Who can use a Reward card?

A: When you claim a reward card you may place a Reward card on any ready minion you control. Once in play the Reward will function just like any other card of its type (equipment or retainer).

Q: Can I play this Storyline if I am not attending the EC?

A: Yes. Any group playing anywhere in the world can participate during the week of the EC.

Q: How do I obtain the Storyline pack?

A: The pack will be made available as a PDF file to download from the VEKN web site. A small number of printed copies will be available at the EC. (Players are advised to bring their own.)

Q: How do I use the cards?

A: Simply print out the Adversary, Reward and All High cards and cut them out. The other library and crypt cards can also be used but sleeved to mix with your regular cards.

Q: How do I submit the result of my Storyline game?

A: Complete the provided Storyline form and give it to EC2013 organisers, or to the Storyline Co-ordinator directly. Alternatively, e-mail your completed form to the Storyline Co-ordinator at storyline@vekn.org.uk.

Q: What if I can't scan in my completed form to send you?

A: An e-mail containing text responses to the questions on the form will be acceptable.