

BATTLELINES



V:TES STORYLINE

OVERVIEW

It has long been foretold that when the Antediluvians rise, their descendants will be recalled to meet their founders. On that day, the children of the ancients will be consumed, driven mad, or destroyed. But what of those vampires who, through tricks of time or manipulations of the blood, have no single Antediluvian they call their progenitor? What of the bloodlines?

Emissaries of the Bahari have approached the elders of the various bloodlines. They bring dark warnings and a message of hope. These messengers say that Gehenna approaches. Soon the Antediluvians will rise. This will not be the end of the Kindred. The bloodlines have a chance to survive the coming cataclysm. In order to survive, they must renounce the father of their kind, and swear allegiance to Lilith, the Dark Mother.

They must join the Bahari as they prepare for the day of judgment when Lilith will return and she and her followers shall extract their terrible revenge on Caine and all of his descendants.

The elders of the bloodline clans and the ancient Methuselaha that control them are faced with a terrible choice. Do they heed the warnings, seize the opportunity before them, and join the servants of Lilith? Or do they remain true to all they have known, remain loyal to Caine and his children, and reject the Dark Mother and her infernal servants?

Faced with these choices debate, subversion, and then civil war breaks out among and between the bloodlines clans. They must choose which side they are on. **The Battle Lines are drawn.**



RULES

Battle Lines is a constructed, clan-based, Storyline Tournament.

Except as noted in these instructions, the tournament will follow the Standard Constructed Tournament format and current V:EKN rules.

Clans

At least 75% (e.g., 9 out of 12) of the minions in a player's crypt must be the same clan. **Only the 13 bloodlines clans** (*Abominations, Ahrimanes, Baali, Blood Brothers, Daughters of Cacophony, Gargoyles, Harbingers of Skulls, Kiasyd, Nagaraja, Salubri, Salubri Antitribu, Samedi, or True Brujah*) may be chosen as a player's primary clan. There are no special restrictions on the remaining 25% of crypt minions.

The following signature storyline characters (basic or advanced versions) may be included in any crypt. They count as being members of any bloodline clan for the purposes of meeting the above 75% in-clan requirement:

- Ambrogino Giovanni
- Claudio Severino
- Count Germaine
- Dmitra Ilyanova
- Elizabeth Conde
- Eze the Demon Prince
- Helena
- Jan Pieterzoon
- Karsh
- Lambach
- Lucinde
- Lucita
- Menele
- Reverend Adams
- Toby
- Yazid Tamari

There are no banned cards other than those banned from Standard V:EKN constructed tournaments.

The grouping rule does not apply for this Storyline Event. Crypts may contain minions from any groups.

Slave Minions

Slave minions can take directed actions even if there is no ready member of the enslaving clan.

Infernal Minions

Infernal minions controlled by Methuselaha aligned with the Bahari faction untap normally with no pool cost. (See Factions section below).

Scarce Minions

There is no pool cost for moving a scarce minion into your ready region.

FACTIONS

The event represents the battle between the servants of Lilith - the Bahari, and the vampires that oppose them - the Loyalists. At the start of the event players choose which faction they wish to represent.

Players that choose the Bahari faction begin each game with Lilith's Blessing in play. They do not pay the 1 pool cost. They may not include Guide and Mentor in their decks.

Players that choose the Loyalist faction begin each game with Guide and Mentor in play. They may not include Lilith's Blessing in their decks.



EVENT CARDS

Each player will receive one copy of Lilith's Blessing and one copy of Guide and Mentor.

Guide and Mentor

Put this card in play. A vampire you control may search your library for a master: archetype and move 1 blood from the bank and that card to himself or herself as a +1 stealth action that costs X pool where X is the number of copies of that card on minions you control (requirements and cost apply as normal).



Lilith's Blessing

Put this card in play. As a master phase action, you may tap this card to search your library for a Master: Discipline card and choose a ready non-Bahari vampire you control who has no blood. That vampire gains the Discipline card (if any) and 3 blood and becomes Bahari.



PROMO CARDS

In addition to the 2 event cards, each player will receive 3 storyline reward cards. These cards are legal for play in the event.





REPORTING

Event reports should indicate the winning clan, and the faction selected by the winning Methuselah. These results will be collected and reported, and will influence future storylines and storyline rewards.

In addition to recording the faction and clan chosen by the winning player, each winner is invited to select a key minion. The key minion is the minion from the winning player's deck that he or she feels played the most significant role in securing the player's victory.

Overall winning clan will be tracked as will the overall winning faction. Additionally, a tally will be maintained for each of the bloodline clans to determine which faction has the strongest hold on the clan.

To report your event, send an email to: vtesstory@white-wolf.com

Subject: Battle Lines Storyline Results

Include in your message:

- Date of event
- Location of event
- # of players
- Winning Player
- Winning Clan
- Winning Faction
- Key Minion

Tournament organizers are also invited to include any other interesting or amusing details from their event in their report.

DATES

This event will run during April, May, and June 2010. Event results reported on or before Thursday, July 1, 2010 will be included in the final standings and will affect the outcome.

Battle Lines V:TES Storyline Credits

Lead Designer: Ben Swainbank

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