

# STATION AID 1: CITYSCAPE

The Cityscape station is where Units are moved, Orders take effect, and Power is determined. Your role as the Cityscape player is to manage Unit movement, protect your team's Player Units, take control of Domain tiles, and coordinate with the Station 2: Orders team player for maximum effect.

## **ACTION: MOVE UNIT**

Move any non-Fatigued Unit of your team color to an adjacent Domain. The Unit cannot move through any Barricades (including your team color), and cannot move into a Domain if it will exceed the Team Unit Limit of 3. After the move the Unit becomes Fatigued.

## **ACTION: PLACE BARRICADE**

Place a Barricade of your team color on one edge of a Domain containing a non-Fatigued Unit of your team color. Domains share the edge between them, and you cannot place a Barricade on an edge if there is already a Barricade there (of any color). After the Barricade is placed the Unit becomes Fatigued.

## **ACTION: REMOVE BARRICADE**

Remove a Barricade of any team color on one edge of a Domain containing a non-Fatigued Unit of your team color. After the Barricade is removed the Unit becomes Fatigued.

## **ACTION: REDUCE SUN TRACK**

Pay Ambition tokens to block the open Sun Track board space closest to Daybreak. Each available space to block has a cost of 1-3 Ambition tokens, and the cost must be paid all at once. Place the spent Ambition tokens on the space to show it is blocked.

**Player Tip:** Blocking a space on the Sun Track will shorten the game by 1 round. Your team may want to do this if you have fulfilled 3 Ambition cards and are confident you'll score more than other teams.

## **FATIGUED UNITS:**

When a Unit piece becomes Fatigued, flip it to show its X-side. When a miniature becomes Fatigued, lay it down on its side. Fatigued Units cannot perform Actions. Fatigued units can still be used to resolve Orders. Fatigued Units are refreshed (flipped over or stood up) during the Cleanup step of the Resolution Phase.

## **TEAM UNIT LIMIT OF 3 PER DOMAIN:**

You cannot move or place a Unit in such a way where there would be more than 3 Units of the same team color on a Domain tile. Game Setup and some game effects ignore this limit. There is no limit to the number of teams on a Domain.

## **1 MAX BARRICADE PER DOMAIN EDGE:**

There can be at most 1 Barricade total on an edge between Domain tiles.

## **USING TEAM PLAYER UNITS:**

You may use Player Units on your team, not just your own.



VAMPIRE THE MASQUERADE

# BLOOD FEUD



**STATION AID 1: CITYSCAPE**



# STATION AID 2: ORDERS

The Orders station is where Orders are played to have effects on the Cityscape and alliances are made and blocked. Your role as the Orders player is to deploy Units, earn Assets, manage hostilities with other teams, and coordinate with the Station 1: Cityscape team player for maximum effect.

## IN AN ALLIANCE

Your team is in an Alliance with another team if each of you have 1 of your Assets non-X side face up on the Alliance board space that has both of your team colors.

Teams in an Alliance have the following effects:

- Allies add their Units on a Domain when determining Combat Strength.
- Allies add their Defend cards on a Domain when determining Combat Strength.
- Attack cards cannot target Allies and have no effect against them.

Your team may be in multiple Alliances at once. Alliances and blocked Alliances only last for 1 round. When the Alliance board is cleared during the Cleanup step of the Resolution Phase, all Alliances and blocked Alliances end. The same Alliances may be formed or blocked in future rounds by taking new actions.

## ACTION: PROPOSE AN ALLIANCE

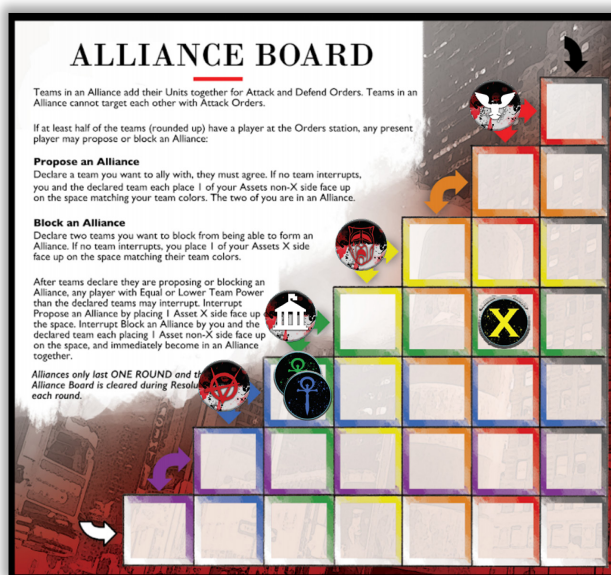
If at least half of the teams (rounded up) have a player at the Orders station, propose an Alliance:

1. **Declare Intended Alliance Aloud:** You and the other team must be present, agree to an alliance, and each have at least 1 Asset.
2. **Other Players May Block Intended Alliance:** Any player at the Orders station with equal or lower Team Power than either team in the declared Alliance may block it. To do so, they place 1 Asset X side face up on the Alliance board space of your team color and the declared team color.
3. **Alliance Formed:** If no player blocks your Alliance, both teams place 1 Asset non-X side face up on the Alliance board space of your team color and the declared team color. Those teams are in an Alliance for the rest of this round.

## ACTION: BLOCK AN ALLIANCE

If at least half of the teams (rounded up) have a player at the Orders station, block an Alliance:

1. **Declare Alliance To Be Blocked:** Declare aloud two teams that you want to block from being able to form an Alliance. You must have at least 1 available Asset. You cannot block an Alliance that has already been formed this round.
2. **Declared Teams May Form Alliance:** If either of the two teams you declared have equal or lower Power than your team, they may immediately agree to form an Alliance. To do so, they each place 1 Asset non-X side face up on the Alliance board space of their team colors.
3. **Alliance Blocked:** If they do not form an Alliance, you place 1 Asset X side face up on the Alliance board space of their team colors. The Alliance has been blocked from being formed and cannot be proposed for the rest of this round.



*Brujah (Blue) and City Hall (Green) are in an Alliance. City Hall (Green) and FIRSLIGHT (Red) have been blocked by Nosferatu (Yellow) from being In an Alliance.*

# STATION AID 2: ORDERS

## ACTION: PLACE ORDER AND SEAL CARDS

Place 1 of your team's Order cards with 1 of your team's Seal cards on top of it onto a Domain space on the Orders board. It will resolve at the end of the round.

## NOTES ON RESOLVING ORDERS

Orders on a Domain space resolve in order of the team with the least Power to the team with the most Power. Orders from teams that are the same Power are resolved in the order they were played.

Only the first Order you place on each Domain space is resolved.

**Your Order effect will only happen if there is a Unit of your team color on the corresponding Domain tile in the Cityscape when your Order is resolved.** It does not matter if the Unit is Fatigued.

## ORDER CARD EFFECTS

### ORDER: ATTACK

When one of your Attack cards is being resolved, do the following:

1. Declare a target enemy Unit on this Domain.
2. Determine Combat Strength by adding the number of your team Units, your allied Units, and any modifications from effects on the Domain tile. Compare this to the target enemy's Combat Strength.
3. If your Combat Strength is higher than your target's Combat Strength, your Attack is successful.
  - If your target was a Basic Unit, that Unit is slain. Place the Unit on the bottommost open space of your Graveyard. If there is an Ambition token there, add it to your Team Resources. If your Graveyard has no open spaces, place the slain Unit in the Supply.
  - If your target was a Player Unit, that player must Bury the front Equipped Advancement card slotted in their ID Lanyard. If the player no longer has any Equipped Advancement cards they are slain. Move their Player Unit to the bottommost open space of your Graveyard. If there is an Ambition token there, add it to your Team Resources. If your Graveyard has no open spaces, place the slain Unit in the Supply.

### ORDER: DEFEND

For the rest of this round, when an Attack Order is resolved against your team (or an allied team) on this Domain, add to the Attacked target's Combat Strength.

**Player Tip:** *Defend Orders will only affect Attacks resolved after the Defend card is resolved. This means they are only effective against teams that have more Power than yours, or have the same Power and placed their Attack after you placed your Defend.*

### ORDER: EMBRACE

*(Vampire Only)*

If you are below your Unit Limit, replace 1 target Human Basic Unit on this Domain with 1 of your Vampire Basic Units from the Supply.

### ORDER: FEED

*(Vampire Only)*

- **If any Human Units are on this Domain:**  
Gain 2 Assets.
- **If no Human Units are on this Domain:**  
Gain 1 Asset.

### ORDER: RECRUIT

*(Human Only)*

- **If no Vampire Units are on this Domain:**  
Gain Basic Units here until you reach your Team Unit Limit (starts at 3).
- **If any Vampire Units are on this Domain:**  
If you are below your Team Unit Limit (starts at 3), gain 1 Basic Unit here.

### ORDER: REQUISITION

*(Human Only)*

- **If no Vampire Units are on this Domain:**  
Gain 2 Assets.
- **If any Vampire Units are on this Domain:**  
Gain 1 Asset.

# STATION AID 3: MARKETPLACE

The Marketplace station is where Order cards, Advancement cards, and Ambition tokens are bought and traded.

Your role as the Marketplace player is to secure the best resources to support your team's strategy.

## ACTION: PURCHASE MARKET ITEM

Pay Assets equal to the Cost of a face up Market card to gain it, or pay 6 Assets to gain 1 Ambition token from the Ambition Tokens board. Place the spent Assets on the Spent Assets board.

## ACTION: BURY MARKET CARD

Pay 1 Asset to Bury any 1 card in the Market (place it at the bottom of its corresponding pile). Place the spent Asset on the Spent Assets board.

## ACTION: STORE MARKET ITEM (ONCE PER ROUND)

Once per round, take a Market item of Cost equal to or less than your team's Power and place it on your Team Warehouse. This does not cost any Assets. Your warehouse can store any number of items. Items in your Warehouse must be kept face up.

*Player Tip: Stored Market items can be purchased by you or traded to other players. This is a great way to hold onto items you might want to purchase later, deny items from opponents, or get items you think will trade well for other things you want. This is a powerful action with no cost, and it is recommended your team make use of it every round.*

## ACTION: PURCHASE FROM YOUR TEAM WAREHOUSE

Gain a Market item from your Team Warehouse by paying Assets equal to its Cost. Place the spent Assets on the Spent Assets board.

## ACTION: TRADE FROM YOUR TEAM WAREHOUSE

Trade a Market item from your Team Warehouse to another team. You can make any trade you can get the other team to agree to including Assets, cards, favors, or even giving it away for free. The team you traded with adds the item directly to their Team Resources, and anything you gained is added directly to your Team Resources.

## MARKETPLACE BONUS ACTIONS (ONCE PER ROUND)

In addition to the regular actions above, you may use a Bonus Action at the Marketplace station each round. The Bonus Action available to you is determined by your team's current Power:

### 4-6 Power:

- Once per round, Bury 1 Market card for free.

### 2-3 Power

- Once per round, Bury up to 2 Market cards for free.

### 1 Power:

- Once per round, Bury up to 3 Market cards for free.
- Once per round, when you purchase or store a Market item, consider its cost to be 1 less.

*Player Tip: Remember, it is always possible to trade your Team Resources with other teams.*



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**STATION AID 3: MARKETPLACE**



# STATION AID 4: COUNCIL

*The Council station is where Events are determined by votes. Your role as the Council player is to ensure the passed Events are beneficial for your team, warn your team of the impending Event's effects, and purchase new Ambitions.*

## **ACTION: PROPOSE EVENT (ONCE PER ROUND PER TEAM)**

Once per round, propose an Event from your Team Resources. Place the Event card face up near the Council board. Then draw an Event card and add it to your Team Resources.

## **ACTION: RESOLVE COUNCIL VOTE (ONCE PER ROUND FOR ALL TEAMS)**

Call for a vote on the proposed Events. At least half of the teams (rounded up) must have a player at the Council station that is willing to vote to proceed. This may take multiple attempts — you can try to start a new vote later if other teams are not ready or willing to vote. **Only one** Council vote can be resolved per round.

Proceed to do the following:

1. Loudly announce that the Council will begin voting so that all players in the Neutral Zone can hear.
2. If any team still wishes to take the Propose Event action they must do so immediately.
3. Allow voting players time to read all proposed Events.
4. When all players are ready, the voting begins. On a count of 3, all voting players simultaneously point at the proposed Event they wish to vote for with a number of fingers equal to their team's current Power. Players may alternatively vote for No Event by pointing at the ceiling (still using their fingers to show their Power).
5. Tally the total Voting Power for each of the proposed Events. Each player's Voting Power is equal to their team's current Power (i.e. the number of fingers they are pointing with). The result of the vote is resolved as follows:

- **If there is no majority vote:** Players immediately re-vote on the most voted for tied Events.
- **If an Event has the majority vote:** The player who proposed the Event gains 1 Ambition token from the Ambition board, then brings the Event card to the Storyteller to resolve in the Resolution Phase.
- **If No Event has the majority vote (or the Gameplay Phase ends without an Event being selected):** Draw a random Event from the top of the deck, without anyone looking at it, and give it to the Storyteller to resolve in the Resolution Phase.

After voting (or the Gameplay Phase ends), place all unselected proposed Events in the Event discard pile.

## **ACTION: PURCHASE AMBITION**

Pay 1 Ambition token to the Ambition Tokens space to do one of the following:

- Take 1 face up Ambition card from the Ambition deck. Add the card to your Team Resources. Replace the empty space by placing the next card in the Ambition deck face up.
- Draw 1 card from the top of the Ambition deck. Do not reveal the card to other teams. Add the card to your Team Resources.
- If you are playing in Immersive Story Mode, you may purchase one of the set aside ambition cards specific for your faction.



## COUNCIL BONUS ACTIONS

In addition to the regular actions above, you may use a Bonus Action at the Council station once each round. The Bonus Action available to you is determined by your team's current Power:

### 4-6 Power:

- **Once per round**, discard an Event card then draw an Event card.

### 2-3 Power:

- **Once per round**, discard up to 2 Event cards then draw the same number of Event cards.

### 1 Power:

- **Once per round**, discard up to 3 Event cards then draw the same number of Event cards.
- **Once per round**, Bury 1 face up Ambition card. Replace the empty space by placing the next card in the Ambition deck face up.

## STATION AID 4: COUNCIL

