

VAMPIRE THE MASQUERADE

# BLOOD FEUD

## Rulebook



Players: 4-32 | Play Time: 2-3 hours | Age: 14+



# INTRODUCTION

You're in New York City, 2016, and the time is now... the opportunity to seize the city is within your sights. All you need to do is take charge, pounce upon your enemies, negotiate with your "allies," and take hold of your ambitions. Become a character in the immortal universe of *Vampire: The Masquerade*, as a vampire or a human. Work with your fellow faction members to succeed at your goals before daybreak. A city of schemes, death, blood, and conflict lies before you. Only one faction will come out on top in this *Blood Feud*.

It's up to you - and your faction - to come out on top. Who will you crush beneath your heel to get there? Who will you employ as your ally to help reach your goals? Who will stand in your way and challenge your ascension? And who must you kill to get there?

## GAMEPLAY OVERVIEW

*Vampire: The Masquerade - Blood Feud the Mega Board Game* is a game of schemes and strategy. Teams take on the roles of vampire and human factions fighting for control of New York City over the course of a long and bloody night.

The overall goal of the game is to earn your team the most Victory Points by scoring Ambition cards.

*Blood Feud* is played with 4-8 teams of 1-4 players each, as well as a Storyteller to run the game. This is an active game, and players can expect to be frequently moving and interacting. Over the course of the game teams will deploy and command fighting units, make alliances, buy and trade resources, upgrade their characters, and vote on events. Team communication and effectively using each of the game's 4 stations is key.



# TABLE OF CONTENTS

Introduction.....	2	<b>Station 1: Cityscape.....</b>	<b>36</b>
Gameplay Overview.....	2	Fatigued Units.....	37
Components.....	4	Unit Limit of 3 Per Domain.....	37
		1 Max Barricade Per Domain Edge.....	37
<b>Getting Started.....</b>	<b>6</b>	Using Team Player Units.....	37
What is a Mega Board Game?.....	6		
Game Modes.....	7	<b>Station 2: Orders.....</b>	<b>38</b>
What is a Storyteller?.....	8	In an Alliance.....	39
Storyteller Duties .....	8	Order Card Effects.....	40
Physical and Mental Safety.....	9		
Storyteller Tips.....	9	<b>Station 3: Marketplace.....</b>	<b>42</b>
<b>Setup.....</b>	<b>10</b>	<b>Station 4: Council.....</b>	<b>44</b>
Applying Letter Stickers.....	10		
Initial Setup.....	11	<b>Gameplay Variants.....</b>	<b>46</b>
Play Areas Setup.....	11	All Vampire Teams.....	46
Station 1: Cityscape Initial Setup.....	12	Playing Without a Storyteller.....	46
Station 2: Orders Initial Setup.....	13	Change the Cards.....	47
Station 3: Marketplace Initial Setup.....	14	Solo Teams.....	47
Station 4: Council Initial Setup.....	15	Oversize Teams.....	47
Form Teams.....	16	Change Cityscape Layout.....	48
Final Setup.....	16		
Station 1: Cityscape Final Setup.....	16	<b>Immersive Story Mode.....</b>	<b>50</b>
Cityscape Layout Guide.....	18	Improvised Actions.....	51
Station 2: Orders Final Setup.....	20	Story Arcs.....	53
Station 3: Marketplace Final Setup.....	21	Story Arc: Deal with the Devil.....	54
Station 4: Council Final Setup.....	22	Story Arc: Rise of the Anarch.....	58
Setup Completed.....	22	Story Arc: Reign of Madness.....	62
		Story Arc: Dark Harvest.....	66
<b>Playing the Game.....</b>	<b>24</b>	<b>Faction Guides.....</b>	<b>70</b>
Start of Game.....	24	Setup Changes.....	70
Game Round.....	24	Gameplay Changes.....	70
Gameplay Phase.....	25	Brujah.....	72
Card Text Takes Precedence.....	25	Gangrel.....	74
Bury Card.....	25	Malkavian.....	76
Basic Units vs Assets.....	25	Nosferatu.....	78
Resolution Phase.....	26	The Thin-Blooded.....	80
End of Game.....	28	Toreador.....	82
Winning the Game.....	29	Tremere.....	84
		Ventrue.....	86
		The Arcanum.....	88
<b>Gameplay Mechanics.....</b>	<b>30</b>	Blood Cult.....	90
Player Movement.....	30	City Hall.....	92
Player Communication.....	30	FIRSTLIGHT.....	94
Taking Actions.....	31	Magadon Incorporated.....	96
Resources and Trading.....	32	The Mob.....	98
Ambitions.....	33	Society of St. Leopold.....	100
Scoring Ambition Cards.....	33	Street Gang.....	102
Advancement Cards.....	34		
Equipping Advancement Cards.....	34		
Using Equipped Advancement Cards.....	34		
Losing Advancements and Being Slain...35			

# COMPONENTS

1 Alliance Board



1 Ambition Board



1 Ambition Tokens Board



1 Council Board



1 Mobile Power Board



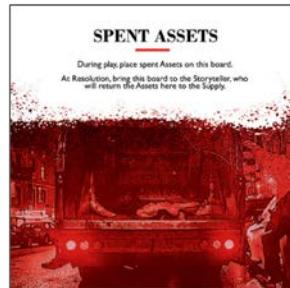
1 Orders Board



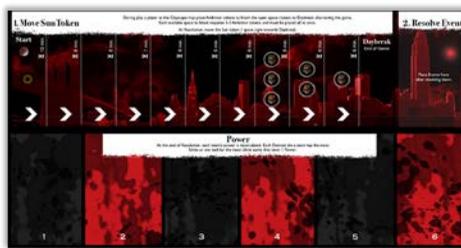
1 Resolution Board



1 Spent Assets Board



1 Sun Track Board (double sided)



8 Warehouse Boards (1 of each color)



200 Unit Pieces / Assets  
(25 of each color)



64 Player Unit Miniatures  
(32 vampire, 32 human)



32 Snap-on Player Unit Bases  
(4 of each color)



112 Advancement Cards  
(56 vampire, 56 human)



52 Ambition Cards



53 Event Cards



116 Order Cards



40 Seal Cards (5 of each color)



64 Character ID Cards



32 ID Lanyards (4 of each color)



20 Domain Tiles



48 Ambition Tokens



24 Barricade Walls (3 of each color)



24 Barricade Stands



16 Team Markers (2 of each color)



8 Slider Clips (1 of each color)



1 Sun Track Token



16 Faction Tokens



18 Faction Ability Tokens



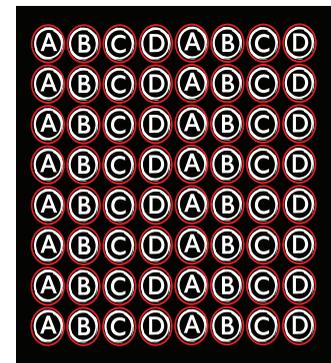
16 Faction Guide Sheets (1 per faction)



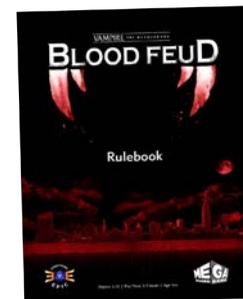
4 Station Player Aid Sheets (1 per station)



1 Letter Stickers Sheet (64 sheets)



This Rulebook!



# GETTING STARTED

## WHAT IS A MEGAGAME?

Traditional Megagames combine the physical mechanics of board games with gameplay elements of tabletop games, roleplaying games, and live action roleplaying games (LARP).

They feature large player counts (40-100 players), extended playtimes (4-48 hours), and require a team of moderators to coordinate the game, adjudicate rules, and craft the gameplay experience. Players are encouraged to be creative, but they must act within the existing game mechanics and established setting.

## WHAT IS A LARP?

LARP means Live Action Role Play. This is a type of interactive roleplaying game in which the players become characters in a theatrical way, sometimes wearing costumes and using props, in an adult form of make believe.

## WHAT IS A MEGA BOARD GAME?

*Vampire: The Masquerade - Blood Feud the Mega Board Game* combines elements of Megagames, board games, roleplaying games, and LARP to create a condensed Megagame-like experience. It's the world's first Mega Board Game!

Compared to a traditional Megagame, you can run a Mega Board Game with smaller player counts, shorter playtimes, and fewer game moderators. The epic scale of a traditional Megagame remains the essence of our Mega Board Game, but it is presented in a more approachable and manageable form.

We love traditional Megagames and want to see them spread, and we hope that this Mega Board Game introduces more gamers to the idea of Megagaming and the world of *Vampire: The Masquerade*.



## GAME MODES

There are 2 main ways to play *Blood Feud*.

**Board Game Mode:** This mode is recommended for first-time players, newer gamers, and those looking for the most competitive experience. It plays more like a board game, with the Storyteller mainly responsible for rules explanation and game management. Board Game Mode uses the rules that are provided as the core of this rulebook.

**Immersive Story Mode:** This mode is great for those looking for a more immersive story-driven experience. It plays more like a roleplaying game, with the Storyteller given tools to craft a narrative as well as make decisions to influence the flow of the game. Immersive Story Mode builds on the rules that are provided as the core of this rulebook by adding several new rules and narrative scenarios (see Immersive Story Mode page 50).



## WHAT IS A STORYTELLER?

Those that organize and oversee games of *Blood Feud* are called **Storytellers**. Being a Storyteller in *Blood Feud* is similar to being a Storyteller in the *Vampire: The Masquerade RPG*. You are orchestrating a shared experience, and your main tasks are to make sure the game runs smoothly and everyone participating has an enjoyable time.

Each game of *Blood Feud* should have **at least 1** Storyteller. It is possible for experienced players to play without a Storyteller (see *Playing Without A Storyteller* page 46). You may want more than 1 Storyteller for games that are larger and/or have many new players.

*Blood Feud* is designed to create a balanced play experience without Storyteller intervention. However, it is entirely in the Storyteller's power to bend rules to help players who are struggling and ensure fairness when players have a conflict. Storyteller rulings are to be respected and followed by the players.

## STORYTELLER DUTIES

As a Storyteller, you have the following duties:

- 1. Ensure Physical and Mental Safety**  
Make sure players are physically and mentally safe, and all players remain respectful.
- 2. Manage Setup**  
Prepare the play areas and lay out game components before players arrive. Make sure teams are formed following the rules.
- 3. Teach the Rules**  
Learn the rules beforehand. Walk players through each station to help them understand the game in full. Answer rule questions during the game.
- 4. Rules Arbitration**  
Players may have disagreements about the rules. In all such cases, **your rulings are final**.
- 5. Read the Story**  
At certain points in the game, you will need to read narrative events and game effects aloud to players.
- 6. Timekeeping**  
Use a stopwatch or timer app to time each Gameplay Phase. Time limits in the game are guidelines only, and you are free to extend or shorten any phase depending on the flow of your game.
- 7. Lead Resolution Phase**  
Lead players through the steps of the Resolution Phase to ensure it moves quickly and easily.



## PHYSICAL AND MENTAL SAFETY

Every player has the right to be physically and mentally safe. Ensuring this is the Storyteller's most important job. A safe environment will be free of danger, threats, harassment, discrimination, violation of personal space, and any other harmful or unwanted behavior. If any player or you feel something is unsafe, it is not OK and needs to be addressed immediately.

Before each game, talk with players about safety and set expectations. You may want to establish certain safety procedures, especially for things like how to ask another player's permission during the game, how to express not being OK with a behavior, and a non-verbal way to check-in with how players are feeling (such as thumbs up, thumbs down, or in-between). Remind players they are part of a shared group experience and everyone is there to have a good time. Let players know that anytime they are feeling uncomfortable they can come to you or excuse themselves for a break.

## STORYTELLER TIPS

**Be Clear:** Public speaking and being able to address a group of players is a big part of effectively running a game of *Blood Feud*. You must be able to speak clearly and sometimes loudly to be heard over a crowd. Be sure to get everyone's attention and help make the most EPIC experience you can!

**Be Attentive:** Welcome all player questions. Move among the play areas to check if any players may need assistance and ensure the game is flowing smoothly.

**Be Immersive:** *Blood Feud* is set in the world of *Vampire: The Masquerade*. The Storyteller and players are encouraged to dress the part, set the mood with music, use props, or do anything else that comes to mind to create a thematic atmosphere for the game.



# SETUP

There are three stages to game setup:

1. **Initial Setup:** The Storyteller performs Play Areas Setup and the Initial Setup for each of the 4 stations.
2. **Form Teams:** Players form teams and choose their factions.
3. **Final Setup:** The Storyteller and teams complete the Final Setup for each of the 4 stations, and each team gets their starting resources.

**Note:** If you are playing Immersive Story Mode, you will have modified or additional setup as specified (see Immersive Story Mode page 50 and your chosen Story Arc).

## APPLYING LETTER STICKERS

Before your first game, you must apply a letter sticker to each Player Unit Miniature. The letter sticker associates each miniature of a team with a specific player. Each faction needs the stickers A, B, C, and D applied to its 4 miniatures, with 1 sticker per miniature. Apply each sticker on the smooth blank area found on each miniature's base.

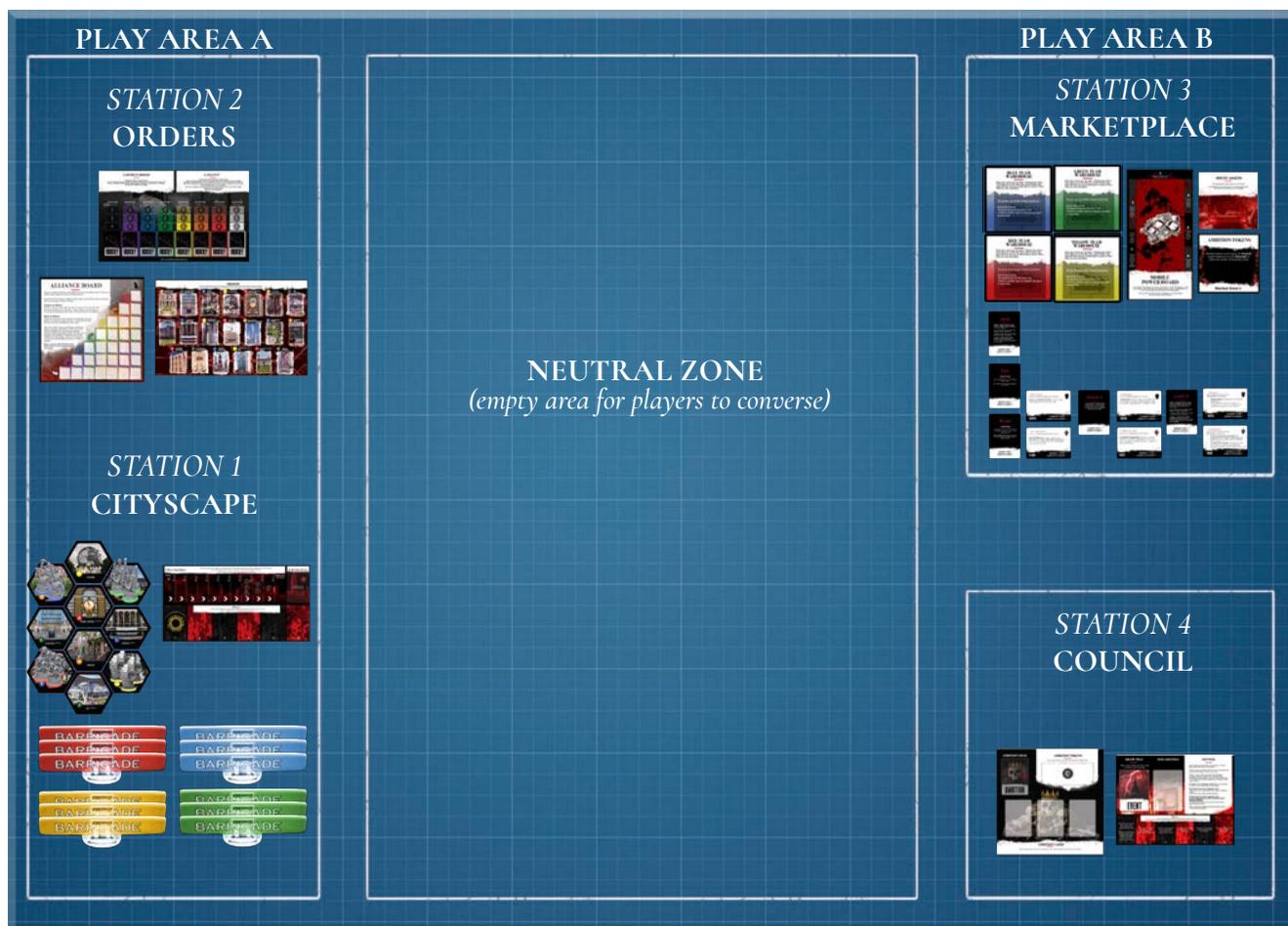


# 1. INITIAL SETUP (STORYTELLER)

**Note:** Complete Initial Setup before players arrive. If you know (or decide on) additional things like the number of teams, colors, or factions that will be used, continue setting up all you can to to get into the game more quickly and easily.

## PLAY AREAS SETUP

Establish boundaries for each of the 3 play areas.



**Play Area A:** Consisting of Station 1: Cityscape and Station 2: Orders - requires at least 1 table.

**Neutral Zone:** An empty space between Play Area A and Play Area B for players to converse.

**Play Area B:** Consisting of Station 3: Marketplace and Station 4: Council - requires at least 2 tables.

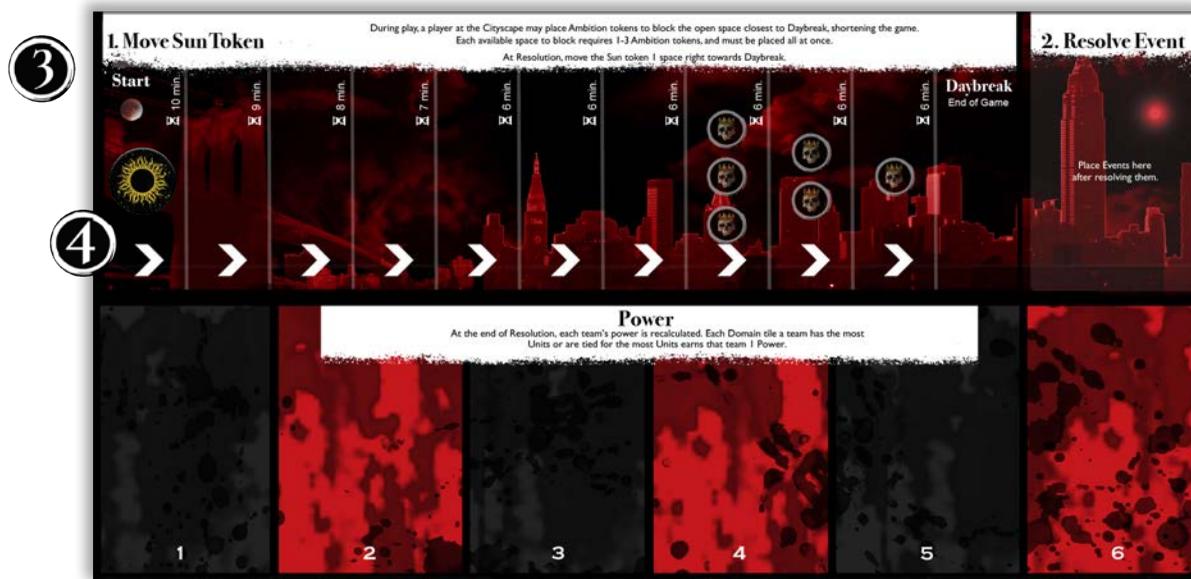
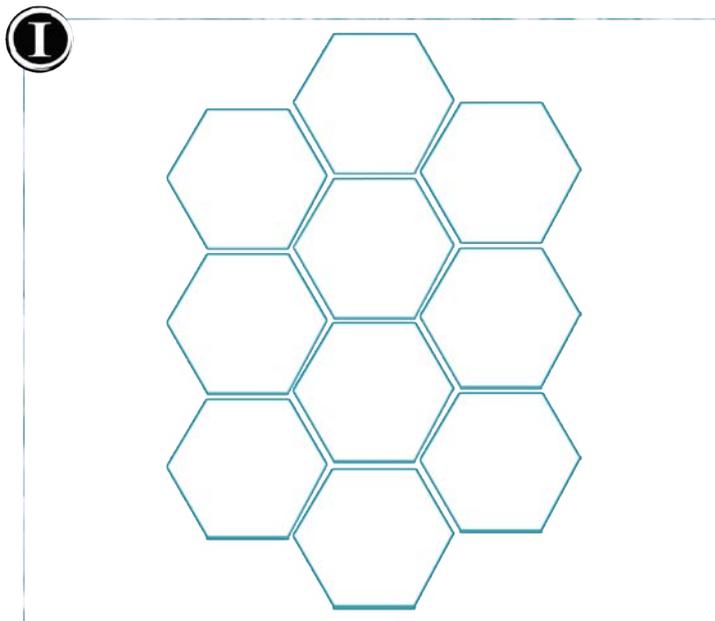
Each play area needs its own physical space. It is recommended to use the two ends and the middle of a single large room, or 2 separate rooms and an area between them.

Try to anticipate how players will move and interact during the game, and adjust your areas as necessary. The Neutral Zone must provide enough space for all players. Each station must provide enough space for at least 1 player per team and allow those players access to the station's game components.

Station 4: Council is the only station where it is suggested to have chairs for players to sit. This adds to the thematic experience and makes it more clear who is voting. If doing this, put 1 chair per team at the station once you know how many teams there are.

# STATION 1: CITYSCAPE INITIAL SETUP

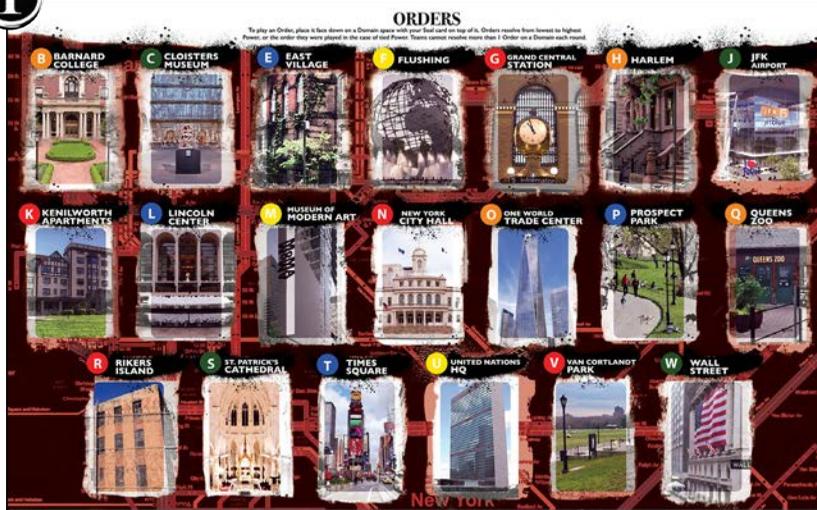
## DESIGNATED AREA FOR CITYSCAPE



1. Designate an area on the table for the Cityscape. If you have the optional Cityscape Play Mat, place it on the table to use as the designated area. Domain tiles will be placed here after teams have been formed.
2. Take the 20 Domain tiles, sort them alphabetically, and set them aside in a pile. These will be arranged later after teams have been formed.
3. Place the Sun Track board on the table. If this is your first game or you want a shorter game, use the board side with 11 Sun Track spaces. For a longer game, use the board side with 15 Sun Track spaces.
4. Place the Sun token on the “Start” space.
5. Place the Station 1: Cityscape Player Aid sheet nearby

# STATION 2: ORDERS INITIAL SETUP

1



2

### 3. RESOLVE ORDERS

Resolve the Orders on each Domain.  
If a unit is slain, the slain unit is placed on the bottom-most space of the Attacker's Graveyard. If there is an Ambition token there, the Attacker gains it. If there is no space left in a Graveyard, the slain Unit is placed in the Supply.

### 4. CLEANUP

Teams take back their placed Order and Seal cards.  
Return all Unit pieces from the Graveyards, spent Assets board, and Alliance board to the Supply. Spent players require their Player Unit to a tile that has a Basic Unit of their team color, then move that Basic Unit to the Supply. If there are no Basic Units of your color, request your Player Unit once any tile. Return all Fungus Units on the Crayage. Each team exchanges any Assets that aren't in their color for Assets of their color from the Supply. Discard down to 3 Ambition cards. Determine each team's Player.

3



4

### ALLIANCE BOARD

Teams in an Alliance add their Units together for Attack and Defend Orders. Teams in an Alliance cannot target each other with Attack Orders.  
If at least half of the teams (rounded up) have a player at the Orders station, any present player may propose or block an Alliance.

**Propose an Alliance**  
Declare a team you want to ally with; they must agree. If no team interrupts, you and the declared team each place 1 of your Assets non-X side face up on the space matching your team colors. The two of you are in an Alliance.

**Block an Alliance**  
Declare two teams you want to block from being able to form an Alliance. If no team interrupts, you place 1 of your Assets X side face up on the spaces matching their team colors.

After teams declare they are proposing or blocking an Alliance, any player with Equal or Lower Team Power than the declared teams may interrupt. Interrupt by proposing an Alliance by placing 1 Asset X side face up on the space. Interrupt Block an Alliance by you and the declared team each placing 1 Asset non-X side face up on the spaces, and immediately become in an Alliance together.

Alliances only last ONE ROUND and the Alliance Board is cleared during Resolution each round.

1. Place the Orders board on the table.
2. Place the Resolution board on the table next to the Orders board.
3. Place 1 Ambition token on each Graveyard space on the Resolution board.
4. Place the Alliance board on the table.
5. Place the Station 2: Orders Player Aid sheet nearby.

# STATION 3: MARKETPLACE INITIAL SETUP

**1** MOBILE POWER BOARD

**2** SPENT ASSETS

**6** AMBITION TOKENS

**4** Attack

**5** Feed

**3** Recruit

**OBSCURATE**

**DEFEND +2**

**PRESERVE**

**ATTACK +2**

**POTENCE**

**MILITARY OPS**

**CONSTRUCTION**

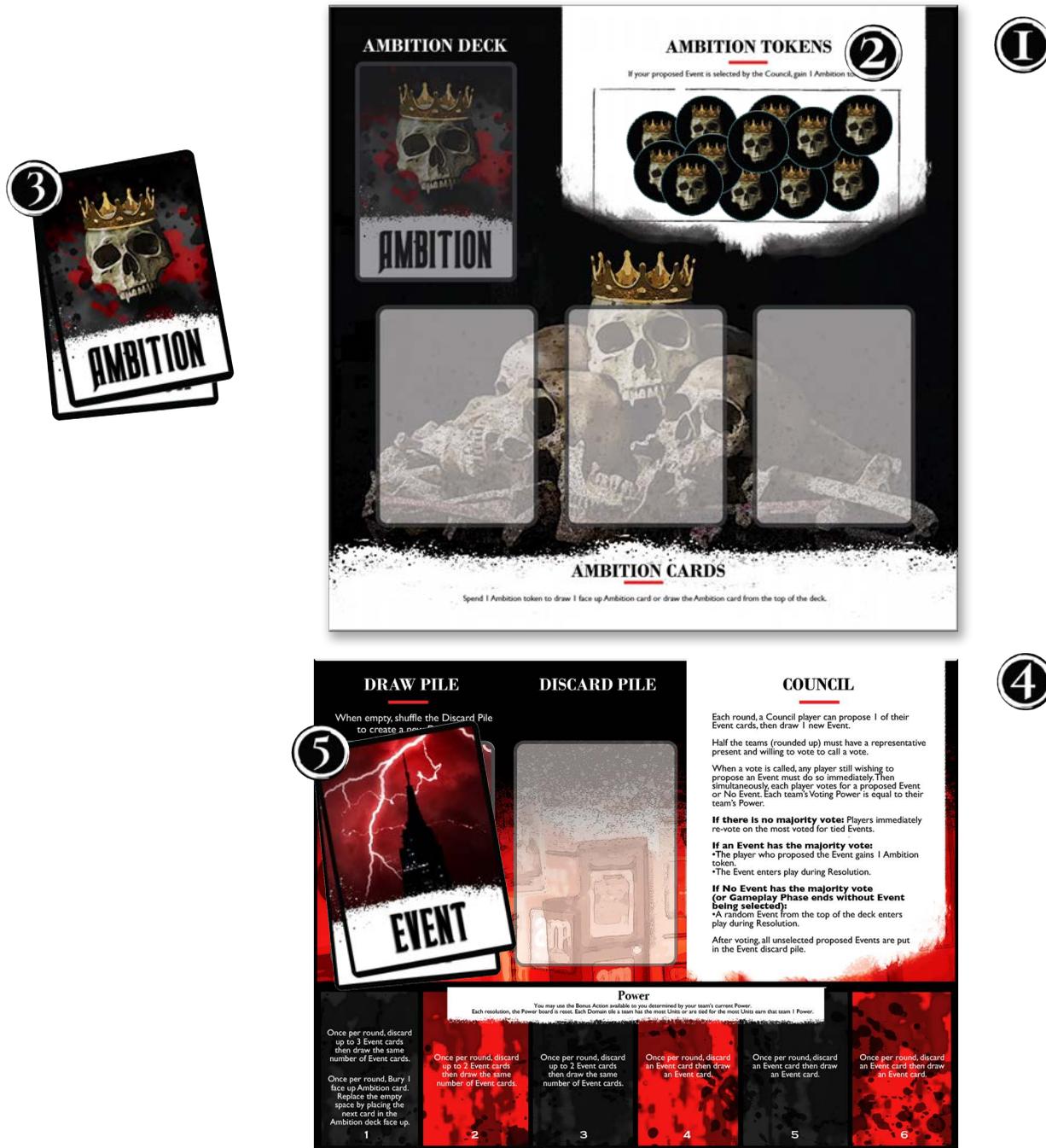
**JOURNALISM**

- Place the Mobile Power board on the table.
- Place the Spent Assets board on the table.
- Take all Starting Order cards and set them aside in a pile. These will be handed out later after teams have been formed.
- Separate the remaining Order and Advancement cards into 11 decks by cost as follows:
  - General Orders (Cost 1)
  - Vampire Orders (Cost 1)
  - Human Orders (Cost 1)
  - Vampire Advancements (Cost 2)
  - Human Advancements (Cost 2)
  - General Orders (Cost 3)
  - Vampire Advancements (Cost 4)
  - Human Advancements (Cost 4)
  - General Orders (Cost 5)
  - Vampire Advancements (Cost 6)
  - Human Advancements (Cost 6)



- Arrange the 11 decks from lowest Cost on the left to highest Cost on the right (*the same order as written above*). Decks with the same Cost may be placed in a column to save space. Shuffle each individual deck, then place it face up so only the top card is visible.
- Place the Ambition Tokens board near the 11 decks, and place 8 Ambition tokens on it. The 11 decks and the Ambition Tokens board form the **Market**. Each card or Ambition token here is called a Market item.
- Place the Station 3: Marketplace Player Aid sheet nearby.

# STATION 4: COUNCIL INITIAL SETUP



1. Place the Ambition board on the table.
2. Place all remaining Ambition tokens on the "Ambition Tokens" space on the Ambition board.
3. Take all the Ambition cards and set them aside in a pile. These will be arranged later after teams have been formed.
4. Place the Council board on the table.
5. Shuffle all Event cards and place them in a face down pile on the "Draw Pile" space on the Council board. This is the Event deck.
6. Place the Station 4: Council Player Aid sheet nearby.

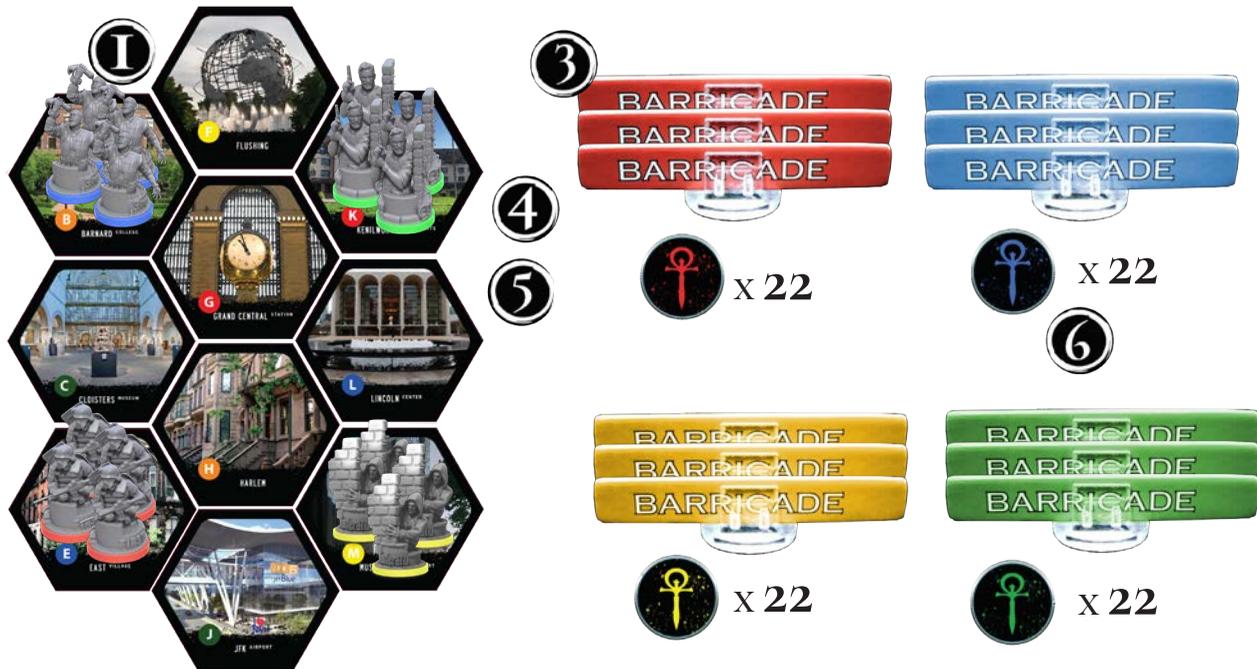
## 2. FORM TEAMS

1. Players divide into 4-8 teams of 2-4 players each. Solo and Oversize teams are also possible if needed (see page 47).
2. Each team chooses a different team color. Give each player an ID Lanyard to wear and a Snap-on Player Unit Base of their team color.
3. Each team chooses to be Vampire or Human alignment. There must be an even number (or a number as close to even as possible) of Vampire and Human teams.
4. Each team chooses a different faction to play as. Teams must choose a faction that matches their alignment.
5. Give each team the Faction Guide sheet for their faction. Faction Guide sheets provide teams with background lore. They also have special faction rules for Immersive Story Mode.
6. Each player chooses a Character ID card from their faction and slots it into their ID Lanyard with the art side facing forward.
7. Each player takes their matching Player Unit miniature. A player's matching miniature will be marked with their faction name and the same letter as on their Character ID card (A, B, C, or D). Each player attaches their Snap-On Base to their Player Unit.

## 3. FINAL SETUP

**Note:** The following setup images show a 4 team game with 4 players each. Your setup will vary based on the number of teams and number of players.

### STATION 1: CITYSCAPE FINAL SETUP



1. **Cityscape Layout:** Take the nearby pile of Domain tiles set aside earlier and arrange them to form the Cityscape. Refer to the Cityscape Layout Guide diagram (see pages 18-19). The number of tiles to use and the layout of the Cityscape is determined by the number of teams. Place the tiles alphabetically in a way that makes sense so they are easy to identify during the game. Return any unplaced Domain tiles to the game box.



## 2

- Assemble each team's 3 Barricades. Each Barricade is assembled out of 2 pieces: 1 Barricade Wall and 1 Barricade Stand. Slot the Barricade Wall downwards into the Barricade Stand to create a Barricade.



- Each team takes all the Barricades and Unit pieces in their color and places them in a pile next to the Cityscape. These piles form the **Supply**. During the game, Unit pieces and Barricades are gained from and returned to each team's pile in the Supply. Teams can only gain game pieces from their own pile.
- The Storyteller informs teams of the Starting Locations as shown on the Cityscape Layout Guide diagram. Each team chooses a different Starting Location. The order that teams choose does not matter.
- Each team member places their Player Unit on their team's Starting Location. If your team has less than 4 players, take a number of your team's Unit pieces from the Supply and add them to your Starting Location until there are 4 total game pieces. While Unit pieces are on the Cityscape they are considered **Basic Units**.
- Each team takes 3 of their Unit pieces from the Supply and adds them to their **Team Resources**. Team Resources can be held by any player(s) on a team. While Unit pieces are in your Team Resources they are considered **Assets**.
- Each team places 1 Team Marker of their team color on the "1 Power" space on the Sun Track board.

## 7

### 1. Move Sun Token

Start

10 min

9 min

8 min

7 min

6 min

6 min

6 min

6 min

6 min

6 min

Daybreak

End of Game

During play, a player at the Cityscape may place Ambition tokens to block the open space closest to Daybreak, shortening the game. Each available space to block requires 1-3 Ambition tokens, and must be placed all at once.

At Resolution, move the Sun token 1 space right towards Daybreak.

### 2. Resolve Event

Place Events here after resolving them.

### Power

At the end of Resolution, each team's power is recalculated. Each Domain tile a team has the most Units or are tied for the most Units earns that team 1 Power.

1

2

3

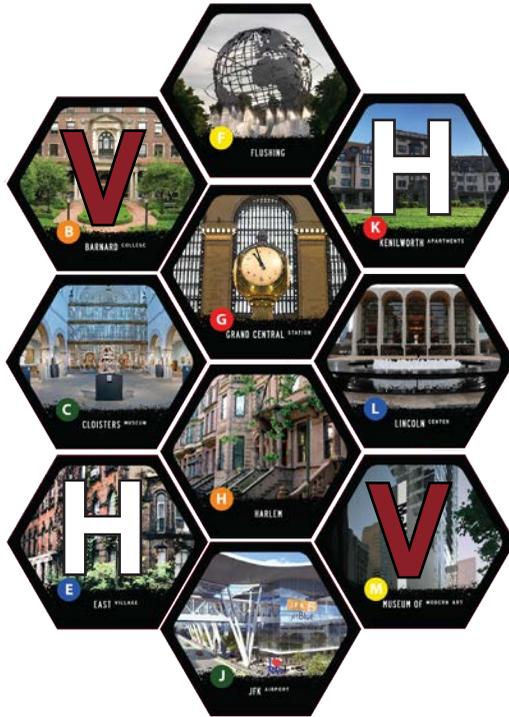
4

5

6

# CITYSCAPE LAYOUT GUIDE

4 TEAMS  
(10 tiles)



5 TEAMS  
(12 tiles)



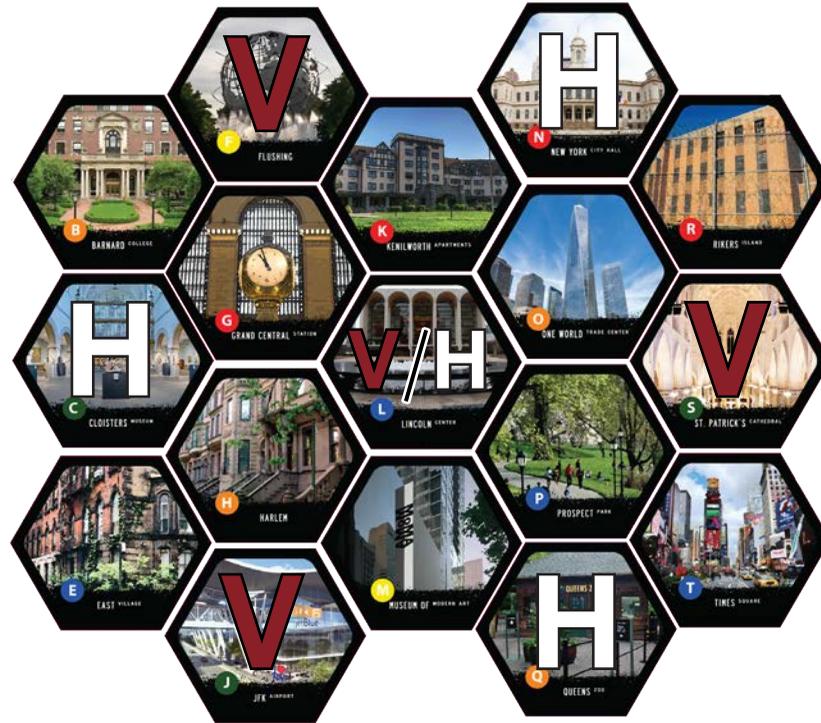
6 TEAMS  
(15 tiles)



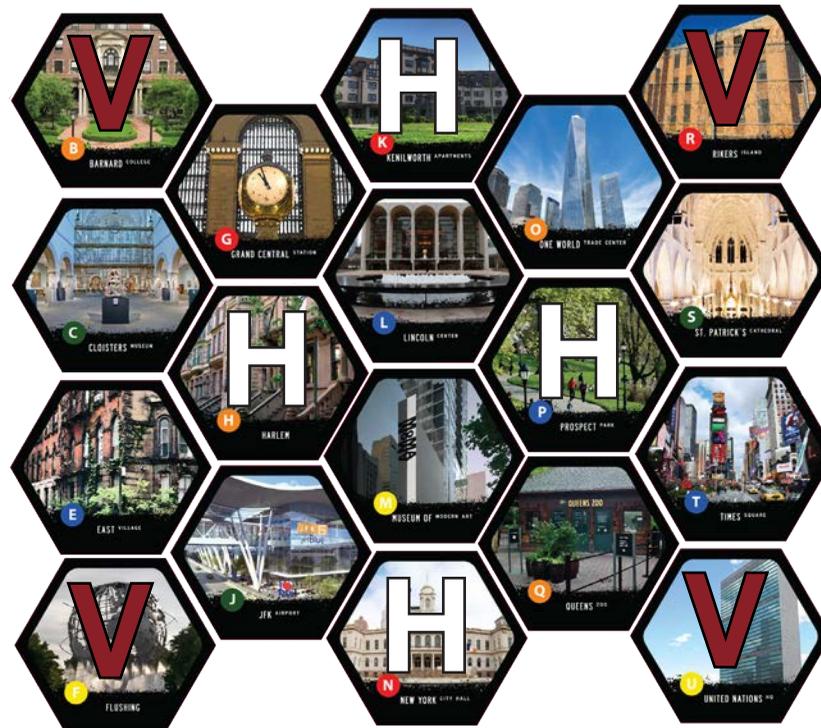
- V** = Vampire Starting Location
- H** = Human Starting Location
- V / H** = Vampire or Human Starting Location



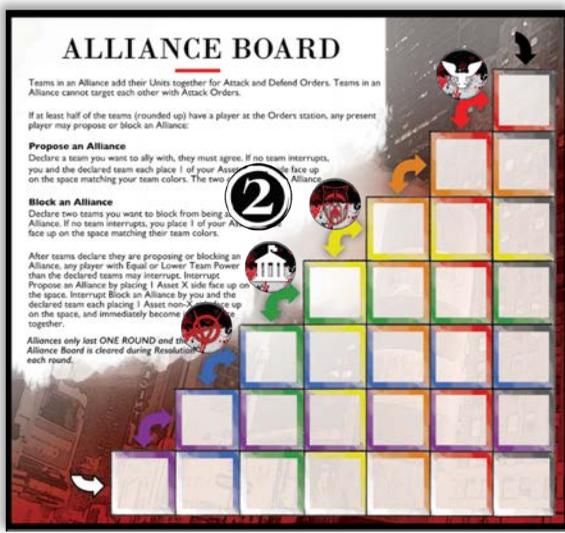
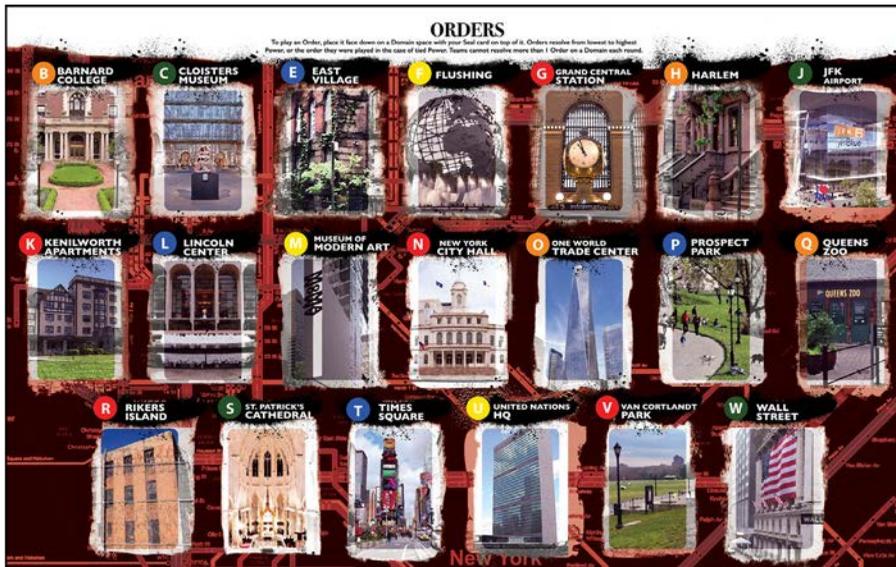
7 TEAMS  
(17 tiles)



8 TEAMS  
(18 tiles)

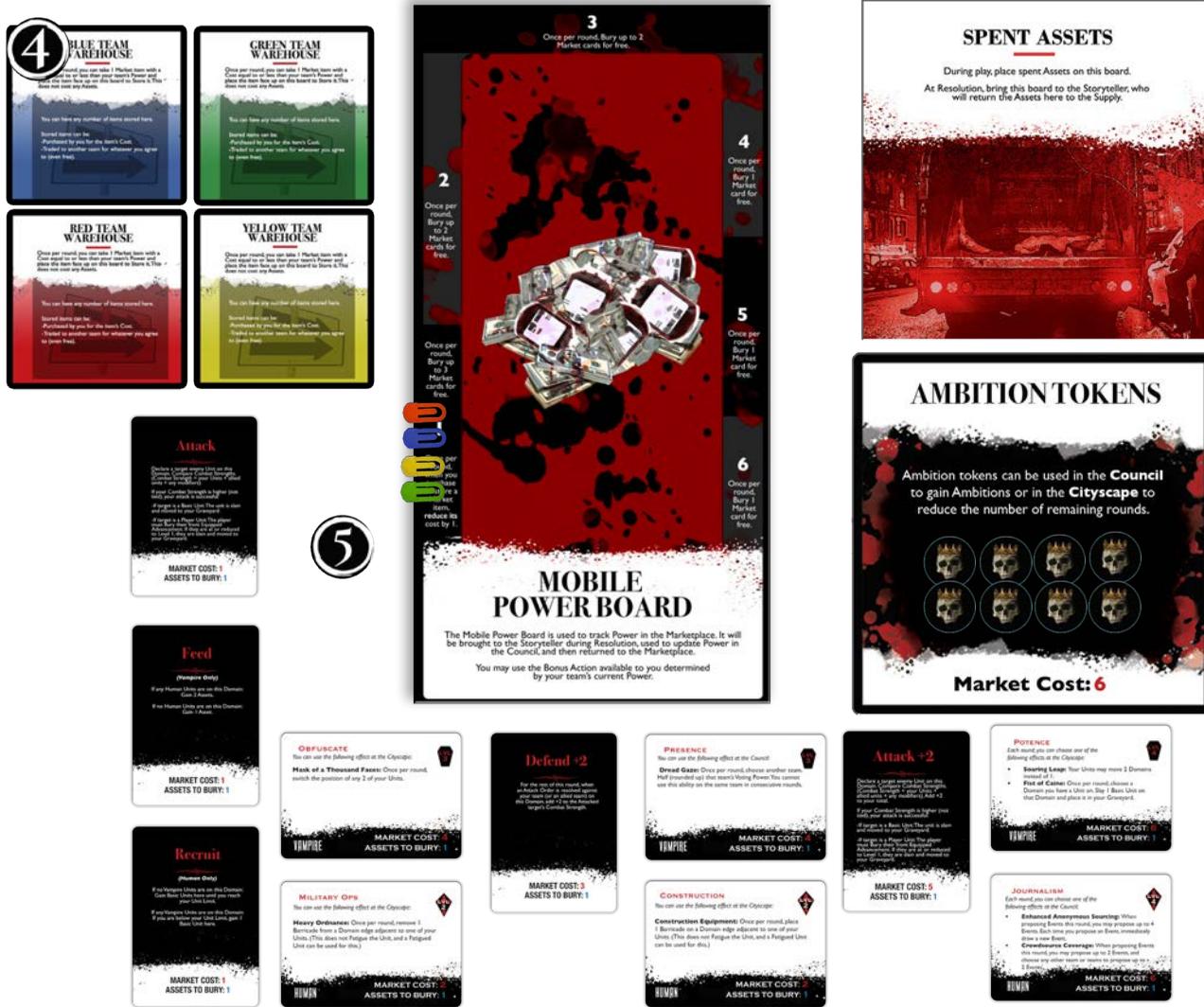


# STATION 2: ORDERS FINAL SETUP



1. Return any Ambition tokens on Graveyard spaces not belonging to a team to the game box.
2. Each team places their Faction token on the Alliance board on the arrows matching their team color.

# STATION 3: MARKETPLACE FINAL SETUP



1. Each team takes the 5 Seal Cards of their team color and adds them to their Team Resources.
2. Take the nearby pile of Starting Order cards set aside earlier. Each team takes 4 Starting Order cards based on their team alignment and adds them to their Team Resources:

### Vampire Team:

- 1 Attack
- 1 Defend +1
- 1 Embrace
- 1 Feed

### Human Team:

- 1 Attack
- 1 Defend +1
- 1 Recruit
- 1 Requisition

3. Return any remaining Starting Order cards to the game box.
4. Each team places their Team Warehouse board on the table.
5. Each team places the Slider Clip of their team color on the “1 Power” space on the Mobile Power board.



## STATION 4: COUNCIL FINAL SETUP

**DRAW PILE**  
When empty, shuffle the Discard Pile to create a new Draw Pile.

**DISCARD PILE**

**COUNCIL**  
Each round, a Council player can propose 1 of their Event cards, then draw 1 new Event.  
Half the teams (rounded up) must have a representative present and willing to vote to call a vote.  
When a vote is called, any player still wishing to propose an Event must do so immediately. Then simultaneously, each player votes for a proposed Event or No Event. Each team's Voting Power is equal to their team's Power.  
**If there is no majority vote:** re-vote on the most voted for.  
**If an Event has the majority vote:**  
•The player who proposed the token.  
•The Event enters play during Resolution.  
**If No Event has the majority vote (or Gameplay Phase ends being selected):**  
•A random Event from the top of the Draw Pile enters play during Resolution.  
After voting, all unselected Events are placed in the Event discard pile.

**Power**  
You may use the Bonus Action available to you determined by your team's current Power.  
Each resolution, the Power board is reset. Each Domain site a team has the most Units or are tied for the most Units earn that team 1 Power.

**AMBITION DECK**

**AMBITION TOKENS**  
If your proposed Event is selected by the Council, gain 1 Ambition token.

**AMBITION CARDS**  
Spend 1 Ambition token to draw 1 face up Ambition card or draw the Ambition card from the top of the deck.

**1** Gather Allies  
Gain 1 Victory Point for each team your team battles this round with that has the most Units.

**2** Conquer the Darkness  
Gain 3 Victory Points if there are more Vampire Units than Vampire Units on the Cityscape when the game ends. This Ambition is worth a maximum of 3 Victory Points.

**3** Control the Block  
Gain 2 Victory Points for each Domain that has only your team's Units on it when the game ends. This Ambition is worth a maximum of 3 Victory Points.

1. Take the nearby pile of Ambition cards set aside earlier and return all “Dominate Your Rivals” and “Slaughter Your Enemies” cards that refer to team colors not in the game to the game box. Shuffle the remaining Ambition cards and place them in a face down pile on the corresponding space on the Ambition board. This is the **Ambition deck**.
2. Each team draws 3 Ambition cards from the Ambition deck. Your team secretly looks at your Ambition cards and chooses 1 to add your Team Resources.
3. Collect all the Ambition cards not chosen, shuffle them, and put them face down at the bottom of the Ambition deck.
4. Reveal the top 3 Ambition cards from the Ambition deck and place them face up on the 3 spaces on the Ambition board.
5. Each team draws 3 Event cards from the Event deck and adds them their Team Resources.
6. Each team places 1 Team Marker of their team color on the “1 Power” space on the Council board.
7. **Optional Difficulty Reduction:** When playing with inexperienced players, or for an easier play experience, the Storyteller may choose to give each team 1 Ambition token from the Ambition board.

## SETUP COMPLETED

Setup is complete. Each team should be holding the following as their Team Resources: 3 Assets, 5 Seal cards, 4 Starting Order cards, 1 Ambition card, and 3 Event cards. *Ready yourselves, dusk is approaching!*



# PLAYING THE GAME

## START OF GAME

The Storyteller does the following:

1. Read the following Introduction script:

*The vampire sects of New York City are in upheaval. The very Masquerade is threatened. For years the Camarilla has struggled to contain the Anarch uprising bubbling beneath the surface. Then, the Second Inquisition began and things got worse. As agents swarm the streets seeking to root out the blankbody incursion, lifetimes of animosity bubbles over in the chaos. This is that night. Who will rise to power? Who will fall? Every soul has an ambition, and tonight is your chance to triumph in this blood feud.*

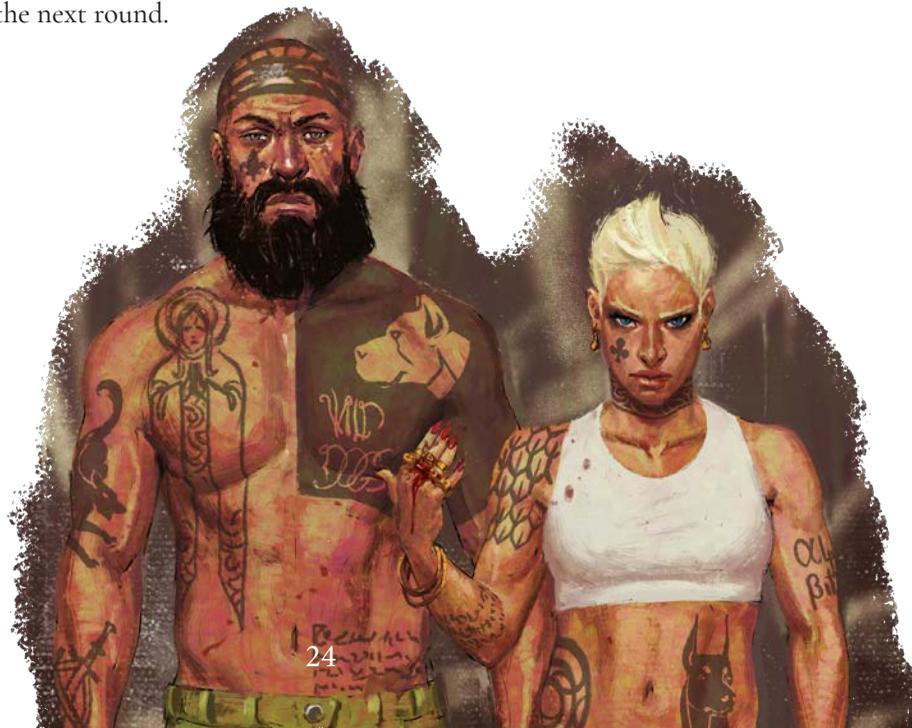
2. Have teams decide which team member will play each station for the first round.
3. Explain the rules of the game and each station to players. Let players know there is a Player Aid for each of the 4 stations and that they can ask you rule questions during gameplay.
4. Teach the rules of the game and each station. As you teach each station, have its first round players gather nearby. Let players know there is a Player Aid for each of the 4 stations and that they can ask you rule questions during gameplay.

## GAME ROUND

*Blood Feud* is played over the course of 10 or 14 rounds (depending on the Sun Track board side being used), and less if players block rounds during play. Each round consists of 2 phases:

**Gameplay Phase:** Players simultaneously converse and take actions at the 4 stations. The Storyteller keeps time and assists players with game rules.

**Resolution Phase:** The Storyteller advances the Sun token, resolves the Event card, leads players in resolving played Order cards, and prepares for the next round.



## GAMEPLAY PHASE

The Storyteller does the following:

Gather all players in the Neutral Zone.

1. Start a timer for the round. The suggested length of time for each round's Gameplay Phase is printed above the current position of the Sun Track token at the Cityscape (the first round is 10 minutes). The Storyteller may decide to alter the actual time of the round based on game flow. Only the Storyteller is allowed to look at the timer. Players may not ask how much time is left in a round.
2. Announce that play has started. **For the first 1 minute all players must remain in the Neutral Zone.** Teams are encouraged to discuss their strategy. Teams may also communicate and trade with other teams.
3. After 1 minute, announce that **all play areas are open.** Players may now use other play areas as well, following any movement and communication restrictions (see Gameplay Mechanics page 30). Players may take actions at stations (see Stations page 36).
4. When there is about 1 minute left on the timer, announce *time is almost up.* It is recommended to give additional time reminders throughout the first Gameplay Phase, especially to the Council station so they can finish their voting.
5. When time is up, announce that the Gameplay Phase is over and for all players to immediately stop taking actions. Play proceeds to the Resolution Phase.

### Card Text Takes Precedence

Whenever the text effect on a card differs from the rules in this rulebook, follow the text on the card.

### Bury Card

Some game rules and effects will inform players to **Bury** a card. Bury means to take the card being referred to and place it at the bottom of its corresponding deck, in the same orientation as the other cards in the deck (face up or face down depending on the deck). For example, to Bury a 2 Cost Vampire Advancement card, place it on the bottom of the Vampire Cost 2 deck face up.

### Basic Units vs. Assets

Unit pieces are used as both Basic Units and Assets during the game. When Unit pieces are on the Cityscape, they are considered Basic Units. When Unit pieces are in your Team Resources, they are considered Assets, and can be spent to purchase items and traded.

## RESOLUTION PHASE

During this time players may continue to move, communicate, and trade (as long as they are not disruptive). Players cannot take any actions unless instructed to by one of the Resolution Phase steps.

Only Advancement cards that pertain to the Orders station and that are Equipped by an Orders station player from this round can be used.

### The Storyteller does the following:

Gather this round's Orders station players to Play Area A.

Designate a player to bring the Spent Assets board and Mobile Power board to Play Area A.

1. **Move Sun Token:** Move the Sun token 1 space right towards Daybreak.
2. **Resolve Event:** Take the Event card chosen by the Council and read the narrative text aloud. Then read and resolve the gameplay effects.
3. **Resolve Orders:** In alphabetical order, resolve each Domain space that has any Order cards on it. Each Order card on a Domain space should be paired with a Seal card that identifies the team that played it. Each pair of Order and Seal cards is referred to as an **Order Pair**.
  - A. Starting from the top of the stack of Order cards on the Domain space, lay out the Order Pairs in a row from right to left (so the Order Pair played first is the leftmost). Each Seal card should remain on top of its paired Order card to identify the team that played it and hide the Order effect. Each team is limited to 1 Order per stack of Order cards. If a team played more than 1 Order pair, discard all of their Order Pairs but their first (leftmost) to their Resolved Orders space on the Resolution board.
  - B. Rearrange the Order pairs so that the row is ordered from the team with the least Power on the left to the team with the most Power on the right. For Order Pairs from teams with the same Power, do not change their relative order (so the team that played first remains to the left).
  - C. One at a time, starting from the left, resolve each Order Pair.

Check to see if the team that played the Order Pair currently has a Unit (Player Unit or Basic Unit) in their color on the corresponding Domain tile (Fatigued Units count). If they do not have a Unit, the Order has no effect.

Remove the Seal card to reveal the Order card and follow its gameplay effect (see Order Card Effects page 40). Any gameplay choice that is needed for an Order card is made by the team's Orders station player here.

- D. Once all Order cards on a Domain space have been resolved, discard the Order and Seal cards to the appropriate team's Resolved Orders space on the Resolution board.

After all Domains are resolved, proceed to Cleanup.

# ARRANGING ORDER PAIRS EXAMPLE

Start with a stack of Order Pairs.

1.



2.

From the top and going down, lay out Order Pairs right to left.



3. Rearrange the Order Pairs from least Power to most Power from left to right. For Order Pairs from teams with the same Power, do not change their relative order (so the team that played first remains to the left).





4. **Cleanup:** Each team simultaneously does the following:
  - A. Check to see if the Sun token has reached Daybreak or a space blocked with Ambition tokens. If so, skip letters B-F and proceed straight to G Check Ambitions.
  - A. Take your team's Orders and Seals from your Resolved Orders space and add them to your Team Resources.
  - B. Take all the Unit pieces from the Spent Assets board, Alliance board, and all Graveyards and place them in the Supply.
  - C. Slain players respawn their Player Unit to a tile that has a Basic Unit of their team color, then moves that Basic Unit to the Supply. If there are no Basic Units of your color, respawn your Player Unit onto any tile.
  - D. Refresh all Fatigued units on the Cityscape (stand miniatures up and flip Unit pieces to show their non-X sides).
  - E. If your team has any Assets in your Team Resources that are not your team color, return them to the Supply. For each Asset you return this way, gain 1 Asset of your team color from the Supply.
  - F. **Check Ambitions:** If your team has more than 3 Ambition cards, Bury Ambition cards until you have only 3 Ambition cards.
  - G. **Determine Power:** Each team determines the number of Domain tiles they control on the Cityscape. A team controls a Domain tile if they have more total Units there than any other team, or if they are tied for the most Units. Set each team's Power on the Sun Track board equal to the number of Domain tiles that team controls. A team cannot have more than 6 Power or less than 1 Power.  
  
Set each team's Power on the Mobile Power board (copying the information from the now updated Sun Track board). Then bring the Mobile Power board to Station 4: Council to set each team's Power there as well. Finally, return the Mobile Power board and Spent Assets board to Station 3: Marketplace.
  - H. **End Game or Continue To Next Round:** If the Sun token has reached Daybreak or a space blocked with Ambition tokens, proceed to End of Game. If not, start the next round.

## END OF GAME

Once the Sun token reaches Daybreak or a space blocked with Ambition tokens, the current Resolution Phase is completed and then the game ends.

Do the following:

1. The Storyteller reads the following Conclusion script:

*The sun finally rises over the city that never sleeps. This night will live on in infamy, perhaps even legend. The vampires retreat to what remains of their havens while agents of the Second Inquisition begin damage control and covering up the truth. In the calm following the madness, a clearer picture of the night's activities forms as each faction discovers whether or not they've satisfied their ambitions.*

2. Each team reveals their Ambition cards and totals the number of Victory Points they scored.

## WINNING THE GAME

The team with the highest number of Victory Points wins! If two or more teams are tied, the team with the Highest Power wins. If the tied teams have the same Power, the team with the most Units and Assets wins the game. In the unlikely event that teams are still tied, they share the victory.

Don't Forget! Make sure to ask players to take off their ID Lanyards and empty their pockets of any game components they may have.





# GAMEPLAY MECHANICS

## PLAYER MOVEMENT

Players must obey the following movement rules at all times:

- **Play Area A or Play Area B:** Each player may enter Play Area A or Play Area B during a round, but not both.
- **Station Actions Limited to 1 Player per Team:** Each station's actions can only be performed by 1 player per team per round. You cannot use a station if another team member already used it during the round. A single team member may use both stations in a play area during the round if needed. You may still observe the other station in the play area you entered this round.
- **Neutral Zone Always Open:** Players may always move between the Neutral Zone and the play area they entered during a round.

## PLAYER COMMUNICATION

Players must obey the following communication rules at all times:

- **Open Communication In Same Play Area:** Players in the same play area may communicate freely and observe any station in their play area.
- **Communicating in the Neutral Zone:** If you want to communicate with a player you cannot enter, you must both meet in the neutral zone. After making a decision about actions with their teammates, players should then move back to their chosen Station to perform actions.
- **Only Call Outs Between Play Areas:** Players may call out or signal players in other play areas only to get their attention, but otherwise can have no communication.
- **Keep Communication Nondisruptive:** Players must be sure their communication is not disruptive to Storyteller announcements and narrative readings or the game progressing.

## TAKING ACTIONS

Each of the 4 stations provides players with different actions that affect the fate of their team. While players are at a station they can take that station's actions at any time during the Gameplay Phase. Leaving and returning to a station during a round is allowed.

Each of the stations are explained in detail in later sections:

Station 1: Cityscape (page 36)

Station 2: Orders (page 38)

Station 3: Marketplace (page 42)

Station 4: Council (page 44)

- **Actions are Optional:** Actions are optional. A player never has to take an action if they don't want to (unless specified otherwise).
- **Bonus Actions:** Station 3: Marketplace and Station 4: Council have Bonus Actions. These are additional actions those station players may take. The Bonus Actions available to a player are determined by the amount of Power their team has, and are shown on the Mobile Power board and Council board Power spaces.
- **Can't Undo Actions:** Once a player has removed their hand from a component they were manipulating to take an action, the player cannot undo their action (similar to removing your hand from a piece in Chess).
- **Resolving Action Ties:** If players on different teams try to take an action at the same time that conflicts in some manner, the team with lower Power acts first. If both teams are tied for Power, try to reach a quick friendly decision to keep the game moving.



# RESOURCES AND TRADING

Over the course of the game, each team will accumulate resources.

All resources your team acquires are immediately added to your Team Resources. Team Resources are held and used by any player(s) on a team. Stations often require specific resources, like the Orders station requiring Order cards and Seal cards, so your team will want to play accordingly.

See below for a list of resources and if the resource can be traded with other teams:

Resource Name	Can Be Traded?
Unequipped Advancement cards	<b>YES</b>
Ambition cards	<b>YES</b>
Ambition tokens	<b>YES</b>
Assets (Unit pieces)	<b>YES</b>
Acquired Order cards	<b>YES</b>
Event cards	<b>NO</b>
Starting Order cards	<b>NO</b>
Seal cards	<b>NO</b>

To exchange any Team Resources with a player on your team, you must be in the same play area. You may exchange any Team Resources with another player on your team, even resources that can't be traded.

To exchange any Team Resources with a player not on your team, you must be in the same play area and must trade them. Some resources cannot be traded (see above). However, trades can be whatever players agree on. Giving away resources is allowed. Promising future favors is also allowed, but players are not committed to honoring these, and lying is perfectly acceptable.

**Team Resources are Private Knowledge:** You do not have to share the contents or quantity of your Team Resources and should keep them secret. You may decide to reveal some or all of your Team Resources at any time (this is often helpful when trading).

**Basic Units vs. Assets:** Unit pieces are used as both Basic Units and Assets during the game. When Unit pieces are on the Cityscape, they are considered Basic Units. When Unit pieces are in your Team Resources, they are considered Assets, and can be spent to purchase items and traded.

**Assets From Other Teams:** Assets of another team color can be spent or traded as if they were your own color.

**Faction-specific Cards:** As a Vampire team, you can acquire and trade “Human” cards, but cannot Equip or play them. Likewise, as a Human team, you can acquire and trade “Vampire” cards, but cannot Equip or play them.

## AMBITIONS

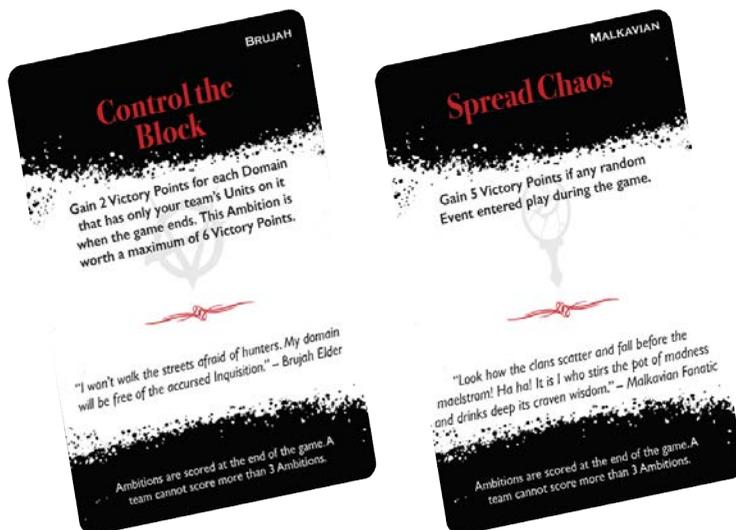
The overall goal of *Blood Feud* is for your team to score Ambition cards and stop other teams from doing the same. Teams score Victory Points for each of the Ambition cards they have fulfilled. The team with the most Victory Points wins. Each team starts the game with 1 Ambition card. Additional Ambition cards can be acquired by purchasing them with Ambition tokens while at Station 4: Council, or by trading other teams for them.

Most Ambition cards have a faction name in the top right. These are only used as part of setup in Immersive Story Mode. Any faction can acquire or score any Ambition card, regardless of the faction name or lore present.

During the Check Ambitions step of Cleanup, each team must Bury Ambition cards until they have a max of 3 Ambition cards. Another way to look at this is that **each team can only score a maximum of 3 Ambition cards**, so play accordingly. Ambition cards should be kept secret during the game (even if a card’s scoring requirement has been fulfilled or there is no chance of scoring it).

## SCORING AMBITION CARDS

To score an Ambition card, your team must have the card’s scoring requirement fulfilled at End of Game. Each Ambition card scores Victory Points equal to the number specified on the card. It is possible to have an Ambition card’s scoring requirement fulfilled during the game, then have it become unfulfilled. Unfulfilled Ambition cards are worth 0 Victory Points.



## ADVANCEMENT CARDS

Advancement cards are worn by players to give them special powers and make them harder to slay.

Advancement cards can be acquired by purchasing them at Station 3: Marketplace or through trade with other teams. When an Advancement card is acquired, place it in your Team Resources. While an Advancement card is in your Team Resources it is **Unequipped**.



## EQUIPPING ADVANCEMENT CARDS

At any time, a player may decide to **Equip** an Advancement card in their Team Resources if they meet the card's requirements:

**Level Requirement:** You can only Equip a card that is at most 1 level higher than the card at the front of your ID Lanyard. (For example, in order to Equip a Level 3 Advancement, the card at the front of your ID Lanyard must be Level 2 or higher.) Players without an Equipped Advancement are Level 1. You may always Equip a card that is equal or lower level.

**Faction Requirement:** Only Vampire teams may Equip "Vampire" Advancement cards. Only Human teams may Equip "Human" cards.

When you Equip a new Advancement, slot it into the front of your ID Lanyard with the card effect facing to the front so other players can see it. The number of Equipped Advancements you have is public knowledge and you must tell players that ask.

**Equipped cards cannot be voluntarily removed.**

## USING EQUIPPED ADVANCEMENT CARDS

You can only use your front Equipped Advancement card. All cards slotted in your ID Lanyard that are covered have no effect.

To use an Equipped Advancement card, follow the text on it. Be mindful of any restrictions the card may have, such as the station it can be used at or the number of times it can be used per round.

When using an Equipped Advancement card, you must **announce** the name of the Advancement.

## LOSING ADVANCEMENTS AND BEING SLAIN

When another team successfully Attacks your Player Unit, you immediately lose the front Equipped Advancement card you have and Bury it in the appropriate Market deck. Then apply the following:

- If you have one or more Equipped Advancements after your Player Unit is Attacked, the Advancement at the front of your ID Lanyard is now active.
- If you have no Equipped Advancements after your Player Unit is Attacked, you are slain. Your Player Unit is placed in the bottommost open Graveyard space in the Attacker's Graveyard. If there is an Ambition token there, the Attacker gains it. If the Attacker's Graveyard has no open spaces, your slain Unit is placed in the Supply.



# STATION 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.*

## CITYSCAPE ACTIONS

### **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. Barricades prevent all Unit movement through them.

### **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 any Player Units on your team, not just your own.



# STATION 2: ORDERS

*The Orders station is where Orders are played to have effects on the Cityscape. 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.*

## ORDERS ACTIONS

### ACTION: PLACE ORDER AND SEAL CARD

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. Your Seal card identifies that the Order card was played by you and hides the Order's effect. Your Order remains hidden until it is resolved in the Resolution Phase.

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 onto the Domain space.

Only the first Order you place on each Domain space is resolved. Any additional Orders you place on the same Domain space are wasted. Each Domain space on the Orders board has a corresponding Domain tile at Station 1: Cityscape (the art and letters printed on them will match) where your Order effects will occur.

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

### 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:** Declare aloud a team that you want to make an Alliance with. That team must have a player at the Orders station that is willing to form an Alliance. You and the other team must each have at least 1 Asset. You cannot declare an Alliance that has already been blocked from being formed this round.
2. **Other Players May Block Intended Alliance:** Any player at the Orders station with Equal or Lower Team Power than either your team or the team you declared may block the intended Alliance from forming. 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. The intended Alliance has been blocked from being formed and cannot be proposed for the rest of this round.
3. **Alliance Formed:** If no player blocks your Alliance, your team and the declared team each place 1 Asset non-X side face up on the Alliance board space of your team color and the declared team color. Your team and the declared team 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. These teams do not have to be at the station. 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. Those teams are in an Alliance for the rest of this round.
3. **Alliance Blocked:** If the declared teams do not immediately 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.



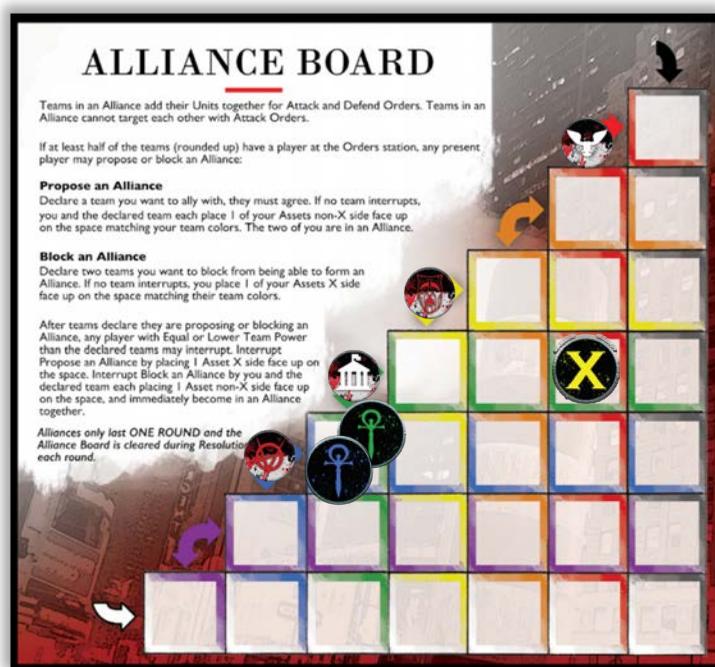
### In an Alliance:

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 an Alliance with teams of any alignment (Vampire or Human). 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.



*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.*

# 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 your 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 (enemy team's Units, plus enemy team's allied Units, plus any modifications).
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.



**Attack +1 and +2:** Attack +1 Orders and Attack +2 Orders can be acquired. These add +1 and +2 to your Combat Strength.

## EXAMPLE: ATTACK AND COMBAT STRENGTH



The Blue team plays an Attack +1 card and targets a Red Basic Unit. The Blue team is also in an Alliance with the Green team. The Attacker and targeted team calculate their Combat Strengths:

Attacker (Blue)

2 Units + 2 Allied Units + Attack +1 Order = 5 Combat Strength

Targeted team (Red)

3 Units = 3 Combat Strength

The Blue team's Combat Strength is higher, so the Attack is successful, and the Red team's Basic Unit is slain. The Blue team places the slain unit in the bottommost open space of the Blue Graveyard.

## ORDER: DEFEND +1

For the rest of this round, when an Attack Order is resolved against your team (or an allied team) on this Domain, add +1 to the Attacked target's Combat Strength.

**Player Tip:** *Defend Orders will only affect Attacks that are 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.*

**Defend +2 and +3:** Defend +2 Orders and Defend +3 Orders can be acquired. These add +2 and +3 to your Combat Strength.

## 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 Unit Limit.
- If any Vampire Units are on this Domain: If you are below your Unit Limit, 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 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.*

## MARKETPLACE ACTIONS

### **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 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 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 to their Team Resources, and anything you gained is added to your Team Resources.

# MARKETPLACE BONUS ACTIONS

In addition to the regular actions above, you may use Bonus Actions at the Marketplace station each round. The Bonus Actions available to you are determined by your team's current Power, as shown on the Council board Power spaces.

## 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.*



# STATION 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.*

## COUNCIL ACTIONS

### PROPOSE EVENT (ONCE PER ROUND)

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. **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.



# GAMEPLAY VARIANTS

*Blood Feud is more than just a game, it is a system. Make it your own! Storytellers are encouraged to change aspects of the game and tailor it to their group. We wholly support your use of "House Rules"! If you are looking for easy ways to vary your game without running a full Immersive Story Mode game (or in addition to it), here are some simple suggestions.*

## ALL VAMPIRE TEAMS

You may have groups of players familiar with the *World of Darkness* who all want to play as vampires. Make the following changes:

### Form Teams

- There can be a maximum of 7 teams.
- All teams play as Vampires.
- A team color that was not chosen becomes the neutral Human team, controlled by the Storyteller. The Human team cannot take any actions, cannot be in any Alliances, and does not count as a player for game effects that refer to player count (such as Resolve Council Vote). The Human team has a Unit Limit of 3 per Domain.

### Final Setup

1. Place 1 Human Basic Unit on every Domain in the Cityscape that has no starting Vampire Units on it.
2. Remove the following cards from the Ambition deck:
  - Conquer the Darkness
  - Clear the Streets
  - Embrace Humanity
  - Hamper The Inquisition
  - Protect the Public
  - Safeguard Humanity
  - Dominate Your Rivals that refer to the Human team.
  - Slaughter Your Enemies that refer to the Human team.
3. Remove the following cards from the Event deck:
  - Cause a Power Outage
  - Crash Banking Servers

### Resolution Phase

- At the end of the Resolve Orders step in the Resolution Phase, place 1 additional Human Unit on every Domain where there are no Vampire Units.

## PLAYING WITHOUT A STORYTELLER

It is recommended to use a Storyteller to arbitrate rules and help ensure all players are enjoying themselves, especially for first-time groups of players. However, experienced players may choose to play the Board Game Mode without a Storyteller. (Immersive Story Mode requires a Storyteller). In order to play without a Storyteller, you must designate players who can make impartial rule decisions, and designate a single player to lead the Resolution Phase. To keep time, use a timer with an alarm. Once the timer has started, hide its readout until the alarm has gone off.



## CHANGE THE CARDS

An easy way to adjust the feel of the game is to change the makeup of the card decks during Setup. You may use any combination of the following suggestions:

### Pre-select Ambitions

Storytellers can choose to pre-select a starting Ambition for each team, instead of allowing them to choose for themselves. Giving teams Ambitions that target one another, or Ambitions that put teams in direct competition for the same resources, will lead to a more confrontational game.

### Remove Cards

Storytellers can remove Advancement, Ambition, Order, and Event cards. The cards that remain will change the nature of the game.

## SOLO TEAMS

With experienced players, you can try allowing teams of 1 player only. This allows the game to be played by as few as 4 players. If a team has a single player, the player can move freely among all play areas and take actions at all stations.

## OVERSIZE TEAMS

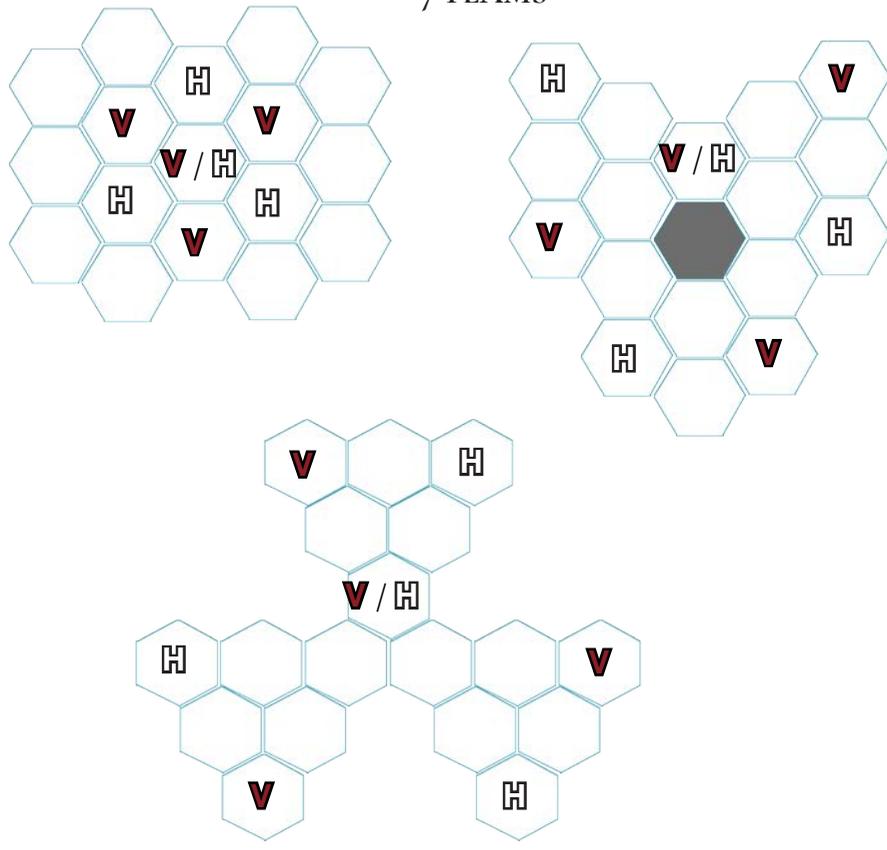
You may choose to allow teams of 5 or more players. Additional players past 4 on a team start as Squires.

- **Squires (ID Tokens):** Squire players must carry some form of ID token to identify the team they belong to. This can be any appropriate item of your own creation. Squires can move freely among all play areas, but cannot take any actions. A Squire's role is to relay information and resources for their team, as well as converse and trade with other teams.
- **Lords (ID Lanyards):** If a team has 5 or more players, the players wearing ID Lanyards are known as Lords. Once a Lord enters Play Area A or Play Area B, they must remain in that play area for the rest of the Gameplay Phase. If a Lord is slain, they must give their ID Lanyard to a Squire on their team, who becomes a new Lord. The slain Lord must take the ID token and becomes a new Squire.

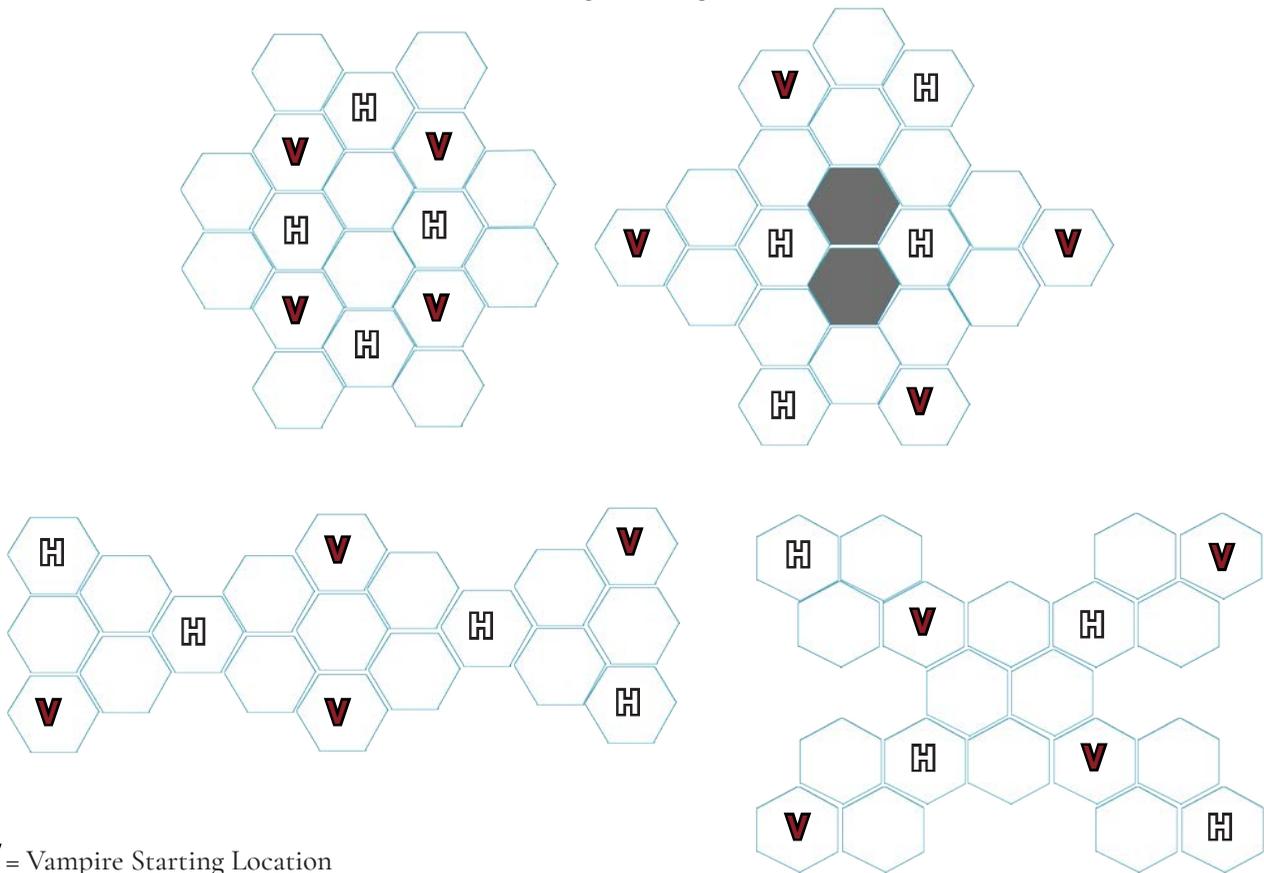




7 TEAMS



8 TEAMS



**V** = Vampire Starting Location  
**H** = Human Starting Location  
**V / H** = Vampire or Human Starting Location

# IMMERSIVE STORY MODE

This section of the rulebook is intended for Storytellers ONLY.  
If you are a player, DO NOT read this section, as it contains **SPOILERS!**

Immersive Story Mode introduces additional elements to *Blood Feud* that make it feel more like a traditional Megagame, roleplaying game, or LARP. As a Storyteller, you can mix and match elements that are best suited to your group of players. This mode allows for more improvisation, acting, roleplaying, and the chance for players to immerse themselves more deeply into their characters and story.

There are 3 primary parts to Immersive Story Mode:

- **Improvised Actions:** The Storyteller allows players to propose new game effects during play.
- **Story Arcs:** Choose a Story Arc for the group to play. The Storyteller roleplays as a key character in a specific narrative with its own special rules.
- **Unique Faction Rules:** Each faction has its own unique special ability and starting resources as detailed in their Faction Guide.

Immersive Story Mode encourages a lot of creativity, improvising, and roleplaying which may lead to some situations that create conflict or are unclear. As the Storyteller, your duty is to handle these situations, and your rulings are considered final. Most importantly, always maintain player safety, order, and a sense of fair play.

Beyond that, make sure players are having fun! When you are unsure how to handle certain gameplay interactions, do what is best for the story and theme of the game. Creating a cohesive narrative will make the most sense to players and keep them the most engaged.











































































































