

BLOODFEUD





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





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.



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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







40 Seal Cards (5 of each color)



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24 Barricade Stands



16 Faction Guide Sheets

4 Station Player Aid Sheets (1 per station)



64 Character ID Cards







16 Team Markers (2 of each color)















8 Slider Clips (1 of each color)









1 Sun Track Token



16 Faction Tokens



1 Letter Stickers Sheet (64 sheets)

BLOOD FEUD





32 ID Lanyards

(4 of each color)



20 Domain Tiles



48 Ambition Tokens







18 Faction Ability Tokens









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).



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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.

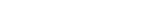
6. Timekeeping

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.



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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.

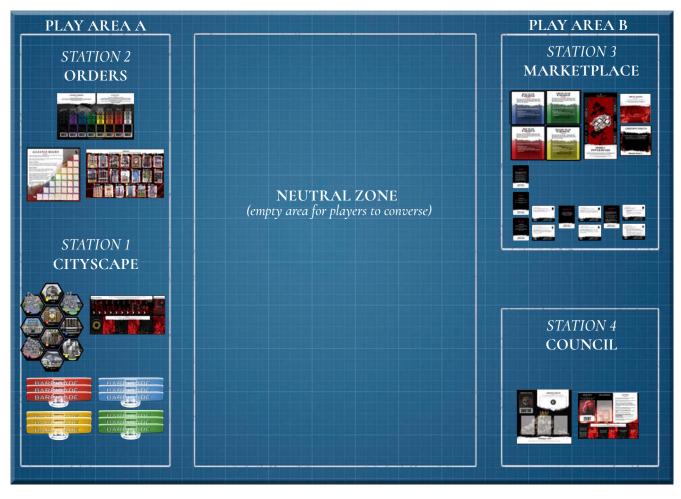


1. INITIAL SETUP (STORYTELLER)

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.

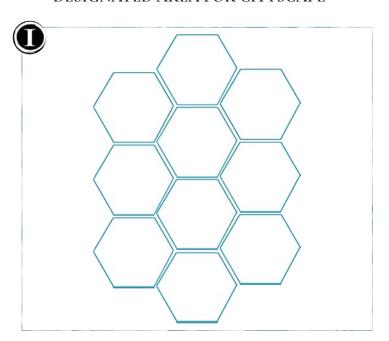
Try to anticipate how players will move and interact during the game, and adjust your areas as necessary. The Neutral Zone must provide enough space for all players. Each station must provide enough space for at least 1 player per team and allow those players access to the station's game components.

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 I chair per team at the station once you know how many teams there are.

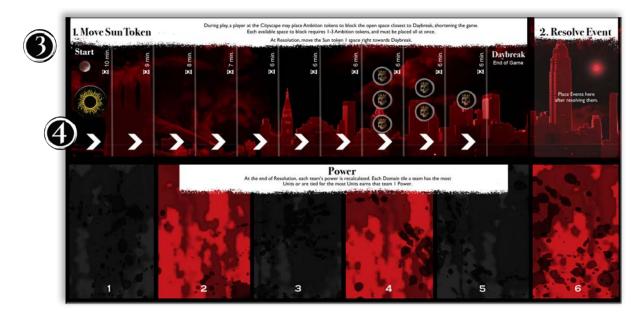


STATION 1: CITYSCAPE INITIAL SETUP

DESIGNATED AREA FOR CITYSCAPE



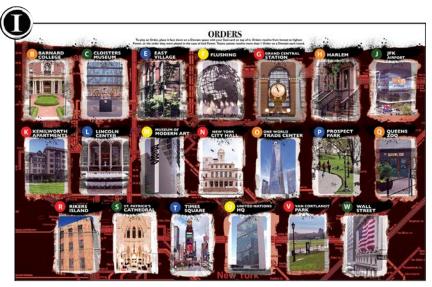




- Designate an area on the table for the Cityscape. If you have the optional Cityscape Play Mat, place it on the table to use as the designated area. Domain tiles will be placed here after teams have been formed.
- 2. Take the 20 Domain tiles, sort them alphabetically, and set them aside in a pile. These 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







- r. 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.

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2. Place the Spent Assets board on the table.



- 3. Take all Starting Order cards and set them aside in a pile. These will be handed out later after teams have been formed.
- 4. 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)



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- 5. 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.
- 6. 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.
- 7. Place the Station 3: Marketplace Player Aid sheet nearby.















- Place the Ambition board on the table.
- Place all remaining Ambition tokens on the "Ambition Tokens" space on the Ambition board.
- Take all the Ambition cards and set them aside in a pile. These will be arranged later after teams have been formed.
- Place the Council board on the table.
- 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.

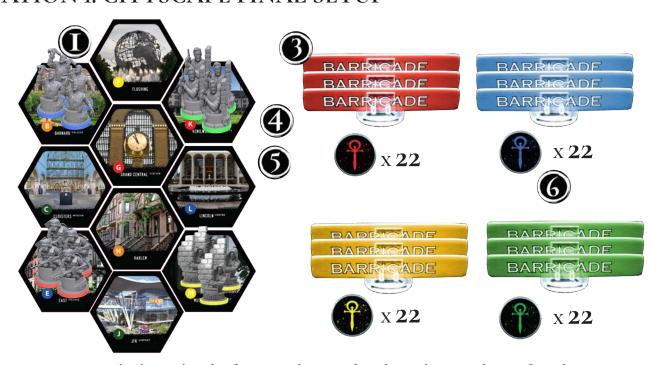


- 1. Players divide into 4-8 teams of 2-4 players each. Solo and Oversize teams are also possible if needed (see page 47).
- 2. Each team chooses a different team color. Give each player an ID Lanyard to wear and a Snap-on Player Unit Base of their team color.
- 3. Each team chooses to be Vampire or 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



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.

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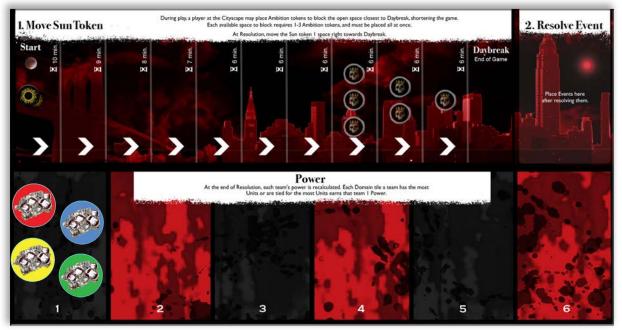


 Assemble each team's 3 Barricades. Each Barricade is assembled out of 2 pieces: 1 Barricade Wall and 1 Barricade Stands. Slot the Barricade Wall downwards into the Barricade Stand to create a Barricade.

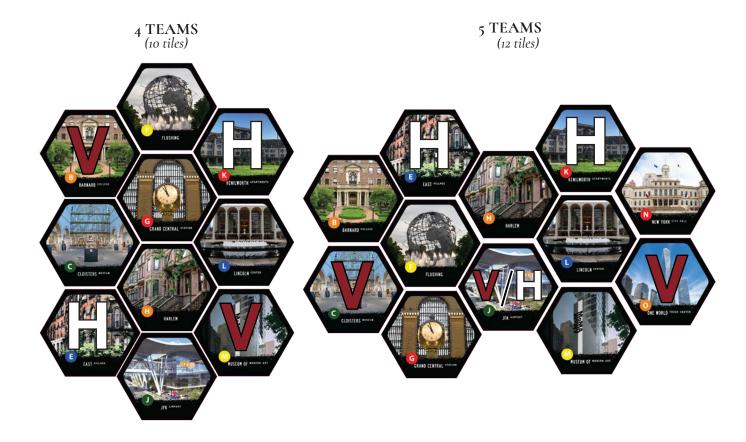


- 3. Each team takes all the Barricades and Unit pieces in their color and places them in a pile next to the Cityscape. These piles form the **Supply**. During the game, Unit pieces and Barricades are gained from and returned to each team's pile in the Supply. Teams can only gain game pieces from their own pile.
- 4. 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**.
- 6. 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**.
- 7. Each team places I Team Marker of their team color on the "I Power" space on the Sun Track board.





CITYSCAPE LAYOUT GUIDE



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7 TEAMS (17 tiles)



8 TEAMS (18 tiles)







STATION 2: ORDERS FINAL SETUP







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

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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
- I Defend +I
- 1 Embrace
- 1 Feed

Human Team:

- 1 Attack
- I Defend +I
- I 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 "I Power" space on the Mobile Power board.



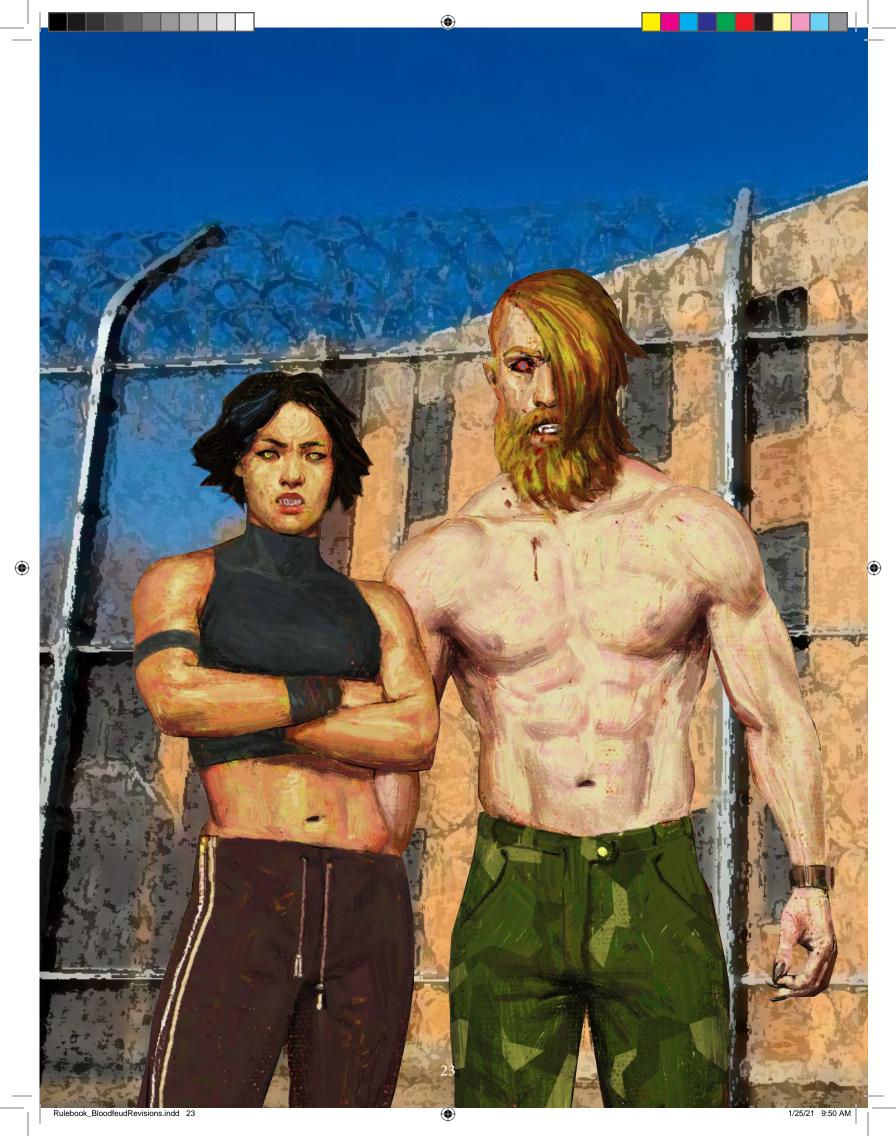




- 1. Take the nearby pile of Ambition cards set aside earlier and return all "Dominate Your Rivals" and "Slaughter Your Enemies" cards that refer to team colors not in the game to the game box. Shuffle the remaining Ambition cards and place them in a face down pile on the corresponding space on the Ambition 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 I Team Marker of their team color on the "I 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!*





The Storyteller does the following:

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.



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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.

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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.

- I. Move Sun Token: Move the Sun token I 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.

I.



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:

- I. 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.

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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.



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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.



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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	YES
Ambition cards	YES
Ambition tokens	YES
Assets (Unit pieces)	YES
Acquired Order cards	YES
Event cards	NO
Starting Order cards	NO
Seal cards	NO

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 o Victory Points.





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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.



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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.





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 I of your team's Order cards with I 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 I 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 I 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.



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 I 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 I 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 I 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 FIRSTLIGHT (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).
- 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.







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.



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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.





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 I Ambition token from the Ambition Tokens board. Place the spent Assets on the Spent Assets board.

ACTION: BURY MARKET CARD

Pay I Asset to Bury any I 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.

BLACK TEAM WAREHOUSE

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





GREEN TEAM WAREHOUSE

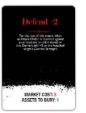






















The Council station is where Events are determined by votes. Your role as the Council player is to ensure the passed Events are beneficial for your team, warn your team of the impending Event's effects, and purchase new Ambitions.



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 I 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 CARD

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

- Take I 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.

COUNCIL BONUS ACTIONS

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

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.





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.

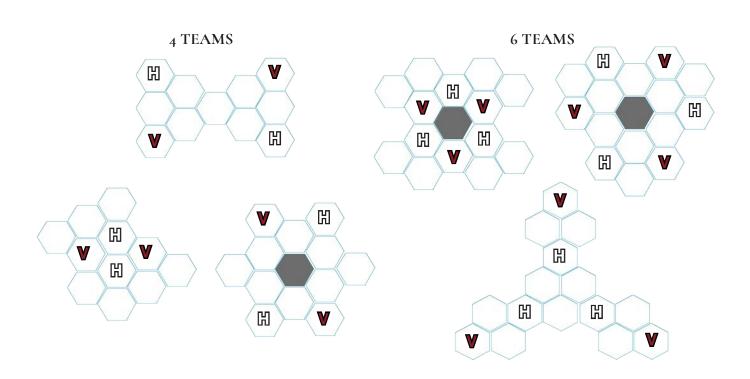
- Squires (ID Tokens): Squire players must carry some form of ID token to identify the team they belong to. This can be any appropriate item of your own creation. Squires can move freely among all play areas, but cannot take any actions. A Squire's role is to relay information and resources for their 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.





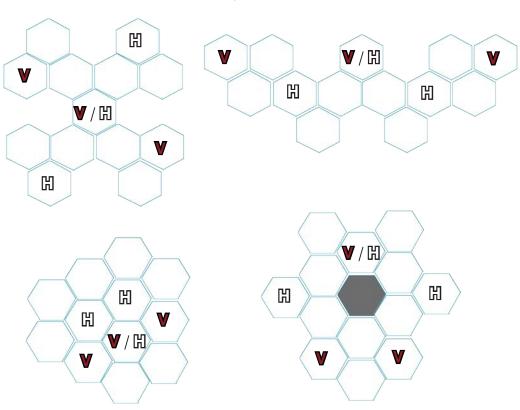
CHANGE CITYSCAPE LAYOUT

Altering the layout of the Cityscape will change team interactions and strategies. Consider using one of these alternate layouts. You can design your own non-standard Cityscape as well. As a rule-of-thumb, use a number of Domain tiles equal to double the number of teams plus 3.

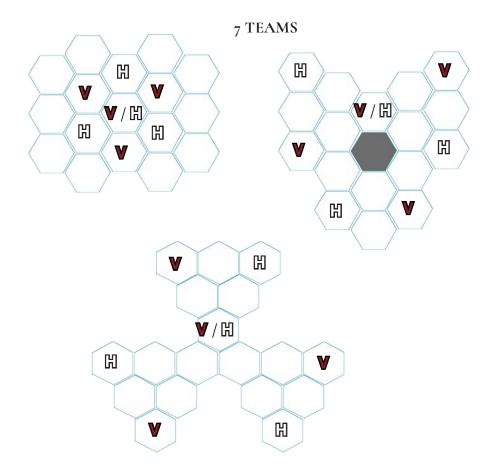




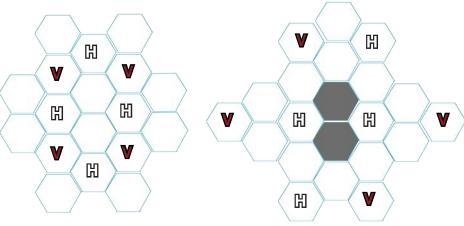
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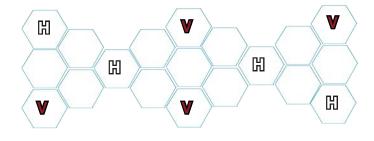


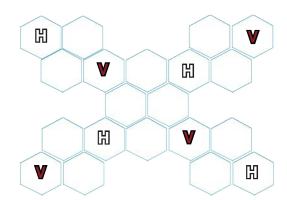












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▼ = Vampire Starting Location

(

- 🖁 = Human Starting Location
- **V** / □ = Vampire or Human Starting Location



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.

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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.

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IMPROVISED ACTIONS

Improvised Actions allow the Storyteller to bend the rules and inspire player creativity.

Sometimes players come up with ideas for actions they would like to take that are outside of the normal rules of play. These are referred to as Improvised Actions. We encourage the Storyteller to indulge these players by setting appropriate costs and providing narrative flavor for such actions.

If a player proposes an Improvised Action, the Storyteller should negotiate an appropriate cost and gameplay effect. Keep in mind when negotiating, that the Storyteller should prioritize all players' fun as well as the gameplay narrative. It is completely in the Storyteller's power to accept payment and not implement a player's desired effect, or to implement it in an alternative way the player was not expecting.

When a Storyteller allows an Improvised Action, they may either announce it publicly to all players, or privately to the affected players. Public announcements tend to encourage more players to devise Improvised Actions of their own, while private announcements tend to increase the stress and paranoia in the game.

Improvising an Action, Example 1:

A Ventrue player desperately wants a Level 4 Advancement from their team Warehouse, but they cannot afford it. The player asks the Storyteller if they can skip voting at the Council to 'train' and gain the ability. This price seems low, so the Storyteller suggests the cost of not voting and not being able to use the Store Market Item Action this round. The Ventrue player agrees. The Storyteller gives the player the Advancement, and goes to the Council station and announces "The Ventrue Councilperson has been in deep study trying to master a newfound ability that the night's tribulations have awakened in them. They will not be voting this round, but seem to have grown in ability."

Improvising an Action, Example 2:

The Society of St. Leopold want to slay a Gangrel player, but also keep it secret. They offer the Storyteller 1 Ambition token and 2 Assets, and the Storyteller agrees. The Storyteller pulls the Gangrel player aside and says, "I am a hitman that someone has paid to kill you." The Gangrel player responds, "Whatever their price, I'll double it. Don't kill me." They offer the Storyteller 1 Ambition token and 1 Ambition card. The Storyteller accepts the payment and says menacingly, "You get to live... this time."





Here is a small list of Improvised Actions to use as a starting point. Feel free to invent other Improvised Actions and change the associated costs. Remember, they may be public or private.

Cityscape

- A player gives a rousing speech to their clan, inspiring them to action.

 Player Fatigues their Player Unit (and delivers a public speech): Refresh all of a team's Units on a Domain.
- A player starts a fire that quickly burns out of control.
 I Asset: Remove all Barricades adjacent to a Domain.

Orders

A player learns new information and updates their plan of attack.

Player places I of their Seal cards on their team's Resolved Orders space: The player looks through a stack of Order Pairs on a Domain. If the player has an Order Pair on that Domain, they may return it to their Team Resources. Return the remaining Order and Seal cards in the stack to the original order.

Marketplace

A player burglarizes another team's Warehouse. X Assets: The Player takes an item from another team's Warehouse by paying Assets to the Spent Assets board equal to its Cost plus 2.

Council

- A player hires outside forces to carry out a scheme they've hatched.
 I Ambition token or 4 Assets: The player gives the Storyteller an Event to put into play during the Resolution Phase.
- A player does some research and turns up some interesting ideas.
 The player's team cannot propose an Event this round: The player searches the Event deck and draws 1 Event, then discards down to 3 Event cards.

Anywhere

A player takes matters into their own hands and assassinates a rival.
 I Ambition token + Assets equal to the target player's front facing Advancement level: The player chooses another player that is slain immediately. Move the slain Player Unit to the bottommost open space of the assassin's Graveyard.



STORY ARCS

Story Arcs allow the Storyteller to roleplay a character and craft an in-game narrative set in the world of *Vampire: The Masquerade*. The Storyteller will need to both narrate some out of character world story plot events, as well as have conversations and participate in roleplay, acting as their character/s.

As the Storyteller, choose a Story Arc for the group to play, modify one, or perhaps create your own. Each Story Arc has an in-game character for you to play, special rules, and a number of narrative Triggered Events.

TRIGGERED EVENTS

Triggered Events are key narrative moments in a Story Arc that often introduce new rules. Each Triggered Event has a Condition. When the Condition is met, the Storyteller does the following:

- 1. Read any Narrative Text aloud to all players. Narrative text is presented in italics.
- 2. Read any New Rules aloud to all players. These rules are in effect for the rest of the game.
- 3. Carry out the Storyteller Directions. It is up to you whether to tell players what you are doing, or do it in secret.

Each Triggered Event can happen a maximum of one time.

The Storyteller is encouraged to motivate players to activate Triggered Events by having in-character conversations, promising additional rewards, or negotiating Improvised Actions.

NEW RULES

Often, story arcs or Triggered Events will introduce new rules. As Storyteller, announce these new rules when introduced, and remind players of them. You may want to write them down for players and leave them at appropriate stations if you feel it is necessary.

KEEP STORY ARCS SECRET

Much of the fun of Story Arcs comes from the surprises during the game. As a Storyteller, keep the Triggered Events, special rules, and any other relevant information secret from players until time to reveal them.





OVERVIEW

Boss Callihan, the Anarch Boss of Staten Island, has been stirred to action. He seeks to expand his territory. Though he is not yet ready to make an overt play against the Camarilla, he looks to form Blood Bonds with new allies.

This Story Arc is for players who want more roleplaying through Improvised Actions in their gameplay experience. It is also the easiest Story Arc to run. This Story Arc works well with the "All Vampire Teams" variant.

Extra Materials Needed (not included with the game)

Pen and Paper



STORYTELLER'S ROLE

You take on the role of the powerful vampire Boss Callihan. You love New York City, it is your home and where you laid down your roots. You know for a fact you are the fittest to rule over it. You command a deep network of New York City contacts and have extensive resources. A master of duplicity, you claim to want to help others but in the end know only you deserve to be the real winner. Envious of the Camarilla's control of New York City, you have been biding your time at the Anarch stronghold of Staten Island. Although you lust for power, you know you cannot move against the Camarilla until you have more allies. Your plan is to Blood Bond the rising powers in New York City for a future offensive.

Goal

As Boss Callihan, your goal is to entice as many players as you can into a **Blood Bond** by getting them to agree to drink your blood 3 times. Make sure to keep this goal a secret. **Remember that player fun should remain your top objective!**



SPECIAL RULES

(Storyteller Action)

To carry out your secret goal of getting players to drink your blood, you may make any offer to players, publicly or privately. Offers may include reduced cost or free Improvised Actions, free Basic Units immediately added to the Cityscape, free Orders or Advancements from the Marketplace, or anything else you wish to tempt a player with.

When you make any offer to a player, tell them that to accept, they need only agree to drink your blood. Privately warn them that if they drink your blood too many times there may be consequences later. Make a note each time a player drinks your blood.

After a player has drank your blood 3 times, privately tell the player they are now Blood Bonded to you and they cannot make any further deals with you.



START OF GAME

Read at the start of the game as the 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, Operation Lights Out hit. Hard. Agents of the Second Inquisition swarm the streets.

Now Boss Callihan has left his Staten Island stronghold, seeking to expand his sphere of influence to the other boroughs. While his intentions are murky, his deep network of contacts could prove helpful. Boss Calihan is one of New York's most influential kindred. He holds great sway and influence over the city and everyone knows it. When a deal is made he follows through. To win this fight, gaining his favor is a must. But everything has a price. The power structures of New York City are shifting, and tonight is your chance to triumph in this blood feud.

Boss Calihan: "New York City is under siege, I have seen it from my personal domain. You have existed long within this city that I call home, so I offer you my assistance. My name is Douglas Calihan of Clan Ventrue, Baron of Staten Island. Your struggles are to determine the new leader of a city where I hold everything. I wish to see only the most capable sitting atop the throne of the world's greatest city. Rest assured, I am no enemy. My door is open. I ask all to hear my offer for assistance and take me up on it. Those who do not, I am afraid, will be at the mercy of those who are wise.

My word is my bond, and I give you my word that power will be given when a deal is struck. Do not dilly dally, do not hesitate. The night only lasts but a few hours."







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TRIGGERED EVENT #1

Condition: After a player makes a deal with you for an Improvised Action, read the following:

[Player's name] emerges from their audience with Boss Callihan. Some deal was brokered behind closed doors, but its terms are shrouded in secrecy. Boss Callihan seems pleased as he issues a decree: "My door is open to all who seek my aid. Let me be the helping hand you need to get through these troubled times."



END OF GAME

Read at End of Game as the Conclusion Script:

The sun finally rises over the city that never sleeps. This night will live on in infamy. Boss Callihan attempted to pull the strings behind the scenes at every turn. Who owes him for his help now that the fighting has subsided? 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.

Each team reveals and scores Ambitions. Then proceed to Epilogue A or Epilogue B as appropriate.



EPILOGUE A

Read if Triggered Event #1 Condition WAS met:

Boss Callihan has been biding his time for decades, waiting in the shadow of New York City. His patience has paid off. His influence was sought, his blood drunk. Some emerging power-players are now under his thumb. In the future when he calls for repayment, those indebted to him will aid him on his quest to conquer the entire city.

If ANY player or players were Blood Bonded, also read the following:

Unable to resist the call of the Blood Bond, Boss Callihan calls [players' names that were Blood Bonded] away from their friends and allies to join him on Staten Island. This new cabal of power players will work for a different vision of New York, one that will be stronger than any before it. It is only a matter of time before moves are made...

- New Rule Blood Bonds: Blood Bonded players join Boss Callihan and do not share victory with their teams.
- New Rule Calling in Favors: Each team loses I Victory Point per team member who was Blood Bonded by Boss Callihan.

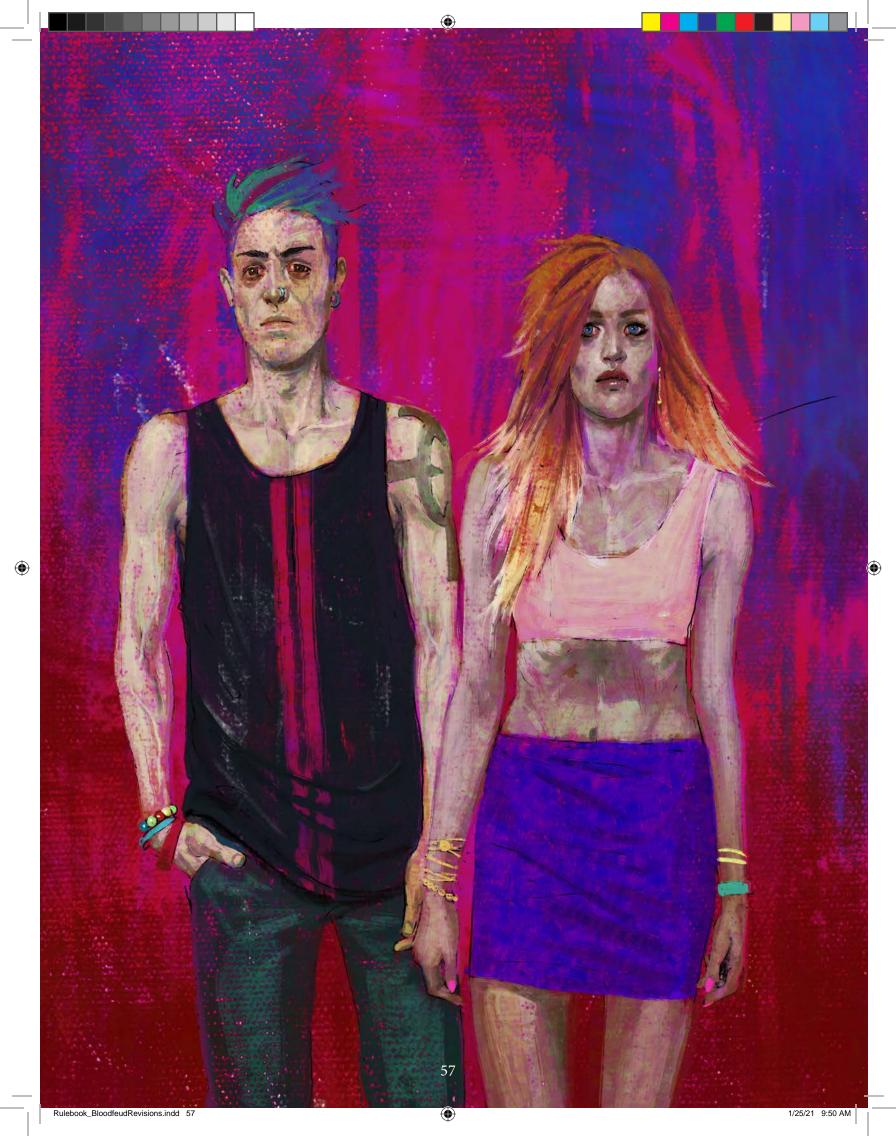
The team with the most Victory Points wins.

EPILOGUE B

Read if Triggered Event #1 Condition was NOT met:

Calihan watches his plan unfold before him; the Kindred saw through the plan of his potent blood bonds and outmaneuvered his cleverness. He realized he cannot stand before the Great Clans of New York and slowly returns to his hideout on Staten Island with his intellectual defeat. As a whole, the Camarilla seeks one day to take revenge on this ineffectual ruse, and now Boss Calihan awaits in fear for his day of reckoning to come. Failure to a Kindred can lead to the ultimate defeat.

The team with the most Victory Points wins.







OVERVIEW

Theo Bell has come to New York City, hoping to capitalize on the chaos of the Second Inquisition to overthrow the Camarilla and establish a new Anarch bastion.

This Story Arc is meant for players who want an aggressive gameplay experience. It encourages teams to use Attack Orders and rewards slaying Units.



STORYTELLER'S ROLE

You take on the role of the powerful Brujah vampire Theo Bell. You command a small coterie of Anarch revolutionaries to do your bidding. You are a true hero, a champion of freedom, feared and respected by all sides. A former slave, you rose to become an Archon of the Camarilla. Long have you played the Camarilla's political game. In modern nights you finally see an opportunity to end the modern day slavery of the Camarilla courts. You are not cruel, nor a zealot of the Anarch cause, you only seek the lash of the Camarilla gone. New York City lies in turmoil. Shifting your focus there, you intend to overthrow the present Camarilla and establish a new Anarch bastion. You hope others will understand your cause in the coming battle before it is too late.

Goal

As Theo Bell, your goal is to encourage as much infighting between factions as possible in order to destabilize the Camarilla of New York City. Remember that player fun should remain your top objective!



START OF GAME

Read at Start of Game as the 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.

Now Theo Bell has stepped into the chaos, intending to root out the Camarilla and create a new Anarch bastion. His supporters are out in full force, and rumors swirl he'll pay handsomely for the first head of a faction leader laid at his feet. There's no doubt: a revolution is coming, and New York City will never be the same after this blood feud.

Theo Bell: "Kindred of New York City, my name is Theo Bell, former Archon of the Camarilla. I am here for one reason. To end the shackle of tyranny over New York City. The Kindred have served their masters without question and are forced into doing their bidding. This, right here, is your opportunity for freedom, the chance to break the hold upon you. I cannot make the choice for you, but I will make it clear, should you choose to stand against us, we will respond in kind. I have spilled blood of the Anarchs and of the Sabbat, I know the position you are in, you can win.

New York City holds a special place in my heart. I battled upon these streets against the Sabbat and made sure we were victorious, and we've only gotten stronger.

To the human beings listening, you too have a choice. We are the kindred, vampires who dwell among you. It is impossible to quantify who we are, but know you are essential. Vampires feared you above all, that is why they hid. Some seek to still control you, so I ask you to join my cause in battling this threat to your city.

Those are the words I have for you. A battle will begin shortly, and it is time to decide if you will stand on the side of the masters or the slaves yearning to breathe free. You get one chance to choose, that's it. Don't let there be needless blood spilled."



TRIGGERED EVENT #1

Condition: After a Basic Unit is slain, read the following:

After the small skirmish, Theo Bell himself is seen tactically moving through the streets, his Dragon's Breath shotgun smoking from a recent firefight, and his small coterie in tow. The large Brujah moves towards the aftermath of the battle where [Attacking Team] stands victorious. He examines the situation before finally speaking. "This was just an opening battle, prepare for far more." Without smiling, he gives a solemn nod, reloads his shotgun, and dashes back into the streets.

New Rule – The Second Battle for New York: For the remainder of the game, whenever a team makes a successful Attack on a Player Unit, the target player removes 2 Advancements from their ID Lanyard (instead of 1). If the Gangrel faction is in play, a successful Attack by the Gangrel team removes ALL Advancements from the target player's ID Lanyard.

TRIGGERED EVENT #2

Condition: After a Player Unit is slain, read the following:

[Attacking Team] follows the sounds of gunfire after their most recent kill. Theo Bell himself can be seen in the distance assisting one of his coterie with injuries sustained during the fighting, surrounded by piles of ash.

He turns towards [Attacking Team] as they inform Theo Bell of their most recent victory. He nods but never smiles, "You achieved victory, good work. The battle is not over. Keep up the aggression, and keep your wits about you."

The Brujah in his coterie rises to her feet, and he leads them off to where the fighting is the thickest.

New Rule – First Blood: Any team that slays at least 1 Player Unit this round takes 1 Ambition token from the Ambition board.

TRIGGERED EVENT #3

Condition: After all teams have claimed at least 1 Ambition token from their Graveyard, read the following: This night, violence has touched every faction vying for control of the city. Hatred turns to fury as those suffering casualties swear oaths of vengeance against their enemies. Theo Bell's plan to destabilize the Camarilla by stirring up old feuds seems to be working. Bell moves through the city as an unstoppable force, ready to battle whoever stands in his way.

New Rule – Vengeance Owed: For the remainder of the game, if I or more of a team's Units are slain during a Resolution Phase, that team's Attack Orders are increased by +I for the following round.

As a storyteller, you may want to write a note to remind players of this and leave it near the Orders board. Or, have players write an in character oath to take vengeance for their fallen comrades.







END OF GAME

Read at End of Game as the Conclusion Script:

The sun finally rises over the city that never sleeps. This night will live on in infamy. Theo Bell and those loyal to him stirred chaos to weaken the Camarilla, but did his Anarchs manage to rise to power? In the calm following the madness, a clearer picture of the night's activities forms... and which factions achieved their longstanding ambitions becomes clear.

Each team reveals and scores Ambitions. Then proceed to Epilogue A or Epilogue B as appropriate.



EPILOGUE A

Read if ALL of the Triggered Event Conditions were met:

Theo Bell calls for an attack personally on the last bastion of the Camarilla. Those who have sided with him join the Brujah champion in the final assault. Theo Bell takes personal command of the forces of the night, and his leadership is a sight to behold. In battle, his calm exterior occasionally reveals the power of his rage that lies beneath as he slays any defender in his path. In the end, they are victorious. Theo Bell turns away when the fighting is over, and the other Anarchs go to work destroying the Camarilla foundations.

He takes a moment to calm down from the battle. When he is entirely composed, he takes time to personally thank everyone responsible for their assistance in establishing a new Anarch bastion. Once it is clear the battle is over, Theo Bell and his coterie take their leave, another city elsewhere needs to be free of the lash.

New Rule – Body Count: Each team gains I Victory Point for each of their Graveyard spaces without an Ambition token.

The team with the most Victory Points wins.

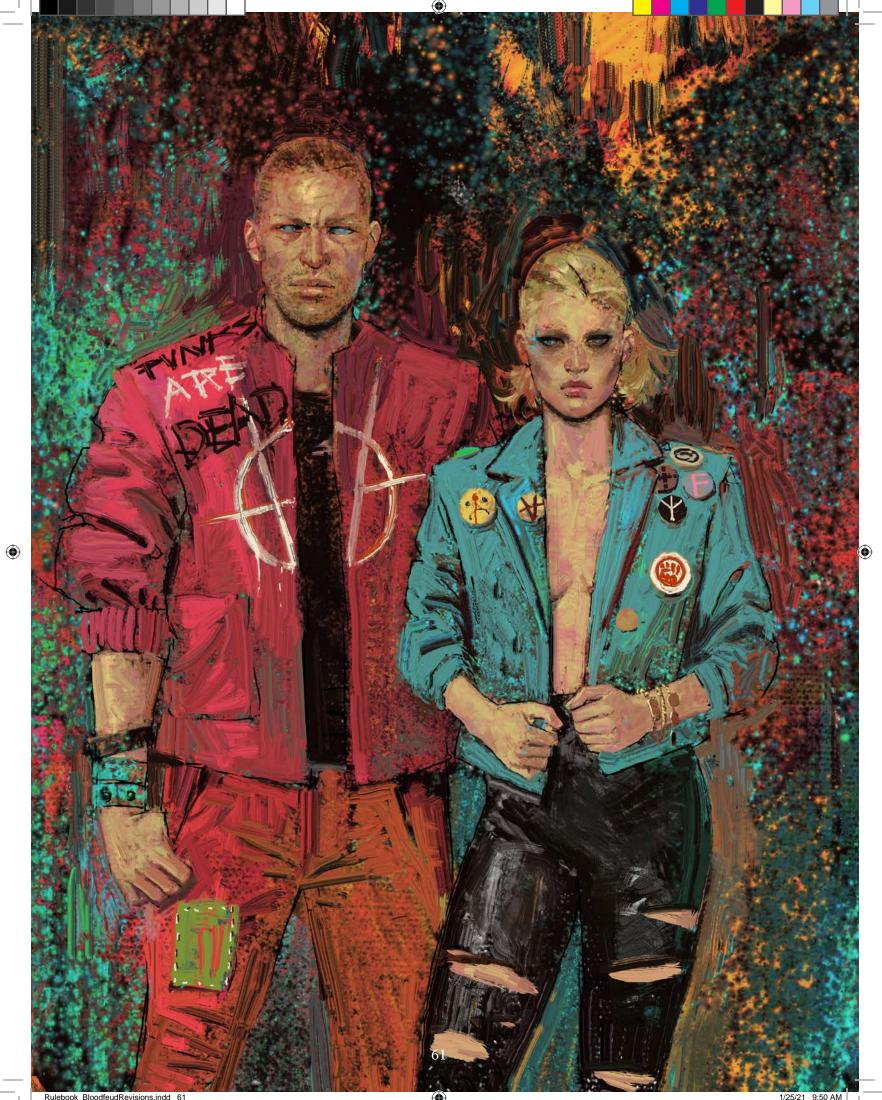
EPILOGUE B

Read if NOT ALL of the Triggered Event Conditions were met:

Theo Bell's forces have been routed in the center of the city. With their backs to the wall, he orders his soldiers on full defense as those that oppose his radical change mount their final offensive.

Theo Bell's soldiers fight bravely, but one by one, they fall. Bell himself takes to the frontlines. Despite a valiant effort he is put into torpor by the strikes from his foes. With Theo Bell out of commission, his coterie struggles to get his body out to fight another day. Some say they saw his fellow Brujah get him out with heavy casualties, others say they saw the Anarch messiah turn to ash. Whatever the case, without Bell's leadership, the remaining Anarchs are quickly picked apart, staving off their radical ideals from New York City.

The team with the most Victory Points wins.







OVERVIEW

The Black Hag, an ancient and crazed vampire, has come to New York City. She has been drawn by the chaos in the streets and seeks to spread the chaos of her own madness.

This Story Arc creates a more unpredictable and paranoid gameplay experience. It is possible for all players to lose. Teams must decide whether to cooperate with their enemies to deal with a common foe.

Note: This Story Arc has a high level of complexity. It is not suggested for first-time Storytellers.

Extra Materials Needed (not included with the game)

A ten-sided die (d10)



STORYTELLER'S ROLE

You take on the role of the Black Hag, a powerful methuselah. You are enigmatic, dangerous, capricious, but most importantly, mad. You operate on logic twisted by the passage of centuries. You see the world as your plaything.

Goal

As the Black Hag, your goal is to spread chaos and prevent teams cooperating enough to successfully oppose you. Remember that player fun should remain your top objective!



SPECIAL RULES

Opposing the Black Hag

During the Gameplay Phase, any player may give you any number of resources and declare they are Opposing the Black Hag. Players may give you any tradable Team Resource, or any other thing negotiated by you. You do not need to track which resources come from which team.

At the start of each Resolution Phase, do the following:

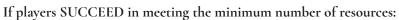
Count the total number of resources players have given you for Opposing the Black Hag. (The cost or relative value of the resources do not matter, just the number of them). Determine if players have met the minimum number of resources to succeed:

Default: 1 resource per team

Each time players succeed: Increase the minimum number of resources to succeed in future rounds by the following amount:

4-6 teams: +1 minimum resource **7-8 teams:** +2 minimum resources

It is up to your judgement whether or not to inform the players of the minimum number of resources to succeed. You may choose to raise or lower the minimum number at any time, with or without telling the players.



- A. Place all resources given to you into the Supply, or Bury them, as appropriate. (This includes any resources players have given you in excess of the minimum number.)
- B. Increase the minimum number for future rounds (see above).
- C. Read the following: By working together, vampires and humans have held the Black Hag at bay, and she is unable to cause chaos in the city.

If players FAIL in meeting the minimum number of resources:

- A. Keep the resources you were given to count towards Opposing the Black Hag next round.
- B. Read and resolve the next Triggered Event.



BLACK HAG ATTACK TABLE

Refer to this table when resolving a Triggered Event. This table should be kept secret from players.

Dice Roll	Effect
1	Operating on logic twisted by the passage of centuries, the Black Hag implements plans of her own. Draw a random Event from the Event deck and resolve it immediately. (The Council's Event still resolves as normal.)
2	The Black Hag scries the souls of each faction leader, uncovering and exposing their dark ambitions. Each team chooses 1 of their Ambitions. They must play with their chosen Ambition publicly revealed for the rest of the game.
3	The Black Hag flits through the night, leaving a trail of flames. Each conflagration burns out of control, razing faction Warehouses. Each team Buries all cards and returns all Ambition tokens in their Warehouse.
4	The Black Hag infects the factions with madness. Their previous ambitions become meaningless as new desires take hold. Each team secretly chooses I of their Ambitions and gives it to the Storyteller. The Storyteller shuffles the selected Ambitions and randomly deals I back to each team.
5	The Black Hag muddles the minds of the faction operatives in the city, hampering their abilities. During the Cleanup step of this Resolution Phase, all teams must leave their played Order cards on their Resolved Orders space. (They still take back their Seal cards. Orders are returned the following round as normal.)
6	The Black Hag invades the minds of the faction leaders, sowing confusion. Next round, players may not return to the same station (Cityscape, Orders, Marketplace, or Council) they used this round.
7	The Black Hag casts a powerful ritual that strangles each faction's potential to gather allies and resources. Permanently remove a number of Unit pieces from the Supply for each team equal to half of their current Power (rounded up).
8	A particular individual has caught the eye of the Black Hag. She plays with her toy until it breaks. Choose a player. That player is immediately slain and Buries all Equipped Advancements.
9	The Black Hag flies into a fit of rage, slaughtering those who have provoked her ire. Choose a Domain. Remove all Basic Units from that Domain and place them in the Supply.
10	The Black Hag casts a powerful ritual, disrupting the abilities of those who have strength enough to oppose her will. Each player discards their front Equipped Advancement. (Players are not slain by this effect.)





START OF GAME

Read at Start of Game as the Introduction Script:

A cackle echoes through the sky. "The time is nigh, the bones have been cast, and awakening is required! I have heard it! I have seen it! The time for HIM is here; the time of darkness has come! He, the old one, has been called, and you are fortunate enough to listen and assist in his glorious dark work!"

Explosions like thunderous drums can be heard throughout the city.

"Do not fight it! Do not oppose it! Simply let it in, let the voices in, do as they say! Be awakened! Serve your betters." She laughs into the sky.

The shrill fills you with dread, powerful passion, and the feeling of losing your grasp on reality around you. Once you regain your composure, you can see the spells being cast into the air, this is madness, and it must be stopped at all costs.

New Rule – The Black Hag: At the end of each Gameplay Phase, the Black Hag will unleash her terrible power upon the city – unless Vampires and Humans have collectively committed enough resources to oppose her. At any time during the Gameplay Phase, any player can give resources to the Black Hag and declare they are Opposing the Black Hag. If enough resources are given, the Black Hag can be held at bay... for now.

[Read separately to Malkavian players during the next round]: A rushed inner voice comes to you. "The Black Hag, here? Then it must be time to... wait a minute... nope, that is not right! The Network is in conflict with itself, the signal is not clear. The Black Hag is not working for the Network at all, just using the power. She is working for something ancient, something powerful. Whatever it is, stop her now... please."



TRIGGERED EVENT #1

Condition: 1st time players FAIL in Opposing the Black Hag, read the following:

The First Call goes out into the sky. A wave of passion hits you, whatever you are doing, you want to do with all your being. You and all of the city laugh into the air, and then quickly come to your senses. You glance around the streets and see those of weak will starting to yell into the air. "More!" they scream begging for more insights. Her influence is spreading...

Resolve I Black Hag Attack. Roll a dio, then read and resolve the corresponding effect on the Black Hag Attack Table.

TRIGGERED EVENT #2

Condition: 2nd time players FAIL in Opposing the Black Hag, read the following:

The Second Call is one of haunting images playing over and over in your mind. Horrific sights that you fear cloud your psyche and put you on edge. A cry of terror goes out over the city. Many have started to kneel down to what they can only perceive as their new god. With no one successfully opposing her, the situation in the city is becoming more dire.

Resolve 2 Black Hag Attacks. Roll a dro twice, then read and resolve the corresponding effects on the Black Hag Attack Table. If you get the same result as a previous Black Hag Attack from any Triggered Event, roll again until you get a different result.



TRIGGERED EVENT #3

Condition: 3rd time players FAIL in Opposing the Black Hag, read the following:

The Third Call is one of the Eyes of Chaos and her voice of madness. Everyone sees a vision of New York City joining hands blissfully in the chaos. It almost calls out to you, your mind telling you to join the madness, yet you resist. As you come to, those who accepted this dark vision see the mad as equals and everyone else as blind to the truth. They let out a call of madness that almost spreads like a plague, afflicting those who hear it. If something is not done soon, even the strongest of willpower will succumb to her power.

Resolve 3 Black Hag Attacks. Roll a dro three times, then read and resolve the corresponding effects on the Black Hag Attack Table for each roll. If you get the same result as a previous Black Hag Attack from any Triggered Event, roll again until you get a different result.

[Read separately to Malkavian players during the next round]:

Your clan's gifts are being placed in those around you. This is not the way. Not yet, at least. A voice calls from inside of you "Hey you! Yes you! Stop this now!! She serves the darkness of the abyss, do not succumb to this false prophetess! DO SOMETHING!"

TRIGGERED EVENT #4

Condition: 4th time players FAIL in Opposing the Black Hag: The game ends immediately. Proceed directly to Epilogue B.



END GAME

If the Game ended with Triggered Event #4, skip this section and proceed directly to Epilogue B.

Read at End of Game as the Conclusion Script:

The sun finally rises over the city that never sleeps. The ancient and terrible Black Hag returns to her lair, having reigned over chaos and discord that she sowed. In the calm following the madness, a clearer picture of the night's activities forms, and each faction discovers whether or not they've satisfied their ambitions.

Each team reveals and scores Ambitions. Read Epilogue A.



EPILOGUE A

The might and power of the Black Hag was not enough to sway those who would oppose her. The Camarilla, Anarchs, and Second Inquisition did not destroy themselves. While fearsome and terrible to behold, the Black Hag's madness was held at bay.

Enemies together hunted down a greater foe, and when she was finally captured she laughed an insane laugh. "One day soon! The awakening will come!" This monster of insanity was staked through the heart and set ablaze for all to see. With her final death, the power of her curses also faded. Soon it was nothing but a distant memory, the day New York laughed into the sky.

The team with the most Victory Points wins.

EPILOGUE B

The Final Call is called Total Insanity, and it gripped New York City like a vice. Soon your eyes change, and you see how it is to be awakened. It is beautiful! Why would you ever oppose this? Who said that this state was bad? How wrong were you in the past? Amends must be made, of course, she made you see! Would she ever forgive you? Of course she would!

The city's streets were a horrific sight to behold, true madness had taken over. Depravity, paranoia, and chaos were the normal state of being. The total insanity spread to all who came even within the vicinity of the city. All those afflicted came together under the guidance of the Black Hag herself for a ritual of great power. Soon the city found themselves chanting, and ancient stirrings could be felt from below the ground. The sun itself started to grow dark as the Black Hag made contact with ancients through her cursed magic and the madness she wrought. What a great day.

No team wins.





OVERVIEW

A terrible dread grips the streets, as vampires and humans go missing. This is the work of Francesco, a Pentex director, who is collecting "specimens" off the streets.

This Story Arc creates more dynamic play in the Cityscape. It is a good Story Arc to use when there is a mix of experienced and beginner players, as you can manipulate the Cityscape to prevent experienced players from banding together against the beginner players.

Note: This Story Arc can only be run with 7 or fewer teams.

Extra Materials Needed (not included with the game)

A six-sided die (d6)



STORYTELLER'S ROLE

You take on the role of Francesco, a director of Pentex. Pentex is a shadowy multinational corporation with supernatural ties, and parent company of Magadon Incorporated. You are dedicated to the Wyrm, the destroyer of all things. It is your duty to spread plague, corruption, and destruction to this world. It is the will of the Wyrm and you love your job.

You lead Project Iliad, conducting research to create fomori – twisted monstrosities formed by fusing chosen subjects with spirits of corruption. You have been collecting subjects in New York City that Magadon has identified as "potentials." Whoever they are... who cares! This is going to be exciting.

Goal

As Francesco, your goal is to Abduct Units and put additional pressure on teams that are furthest ahead. Remember that player fun should remain your top objective!



SPECIAL RULES

Initial Setup

Inform players that they cannot play as the Magadon Incorporated faction or the black color team.

Final Setup

After players have chosen their starting Domains on the Cityscape, place Magadon Incorporated Player Units on unoccupied Domains near the center of the Cityscape:

4-5 teams: Place I Magadon Player Unit in I Domain.

6-7 teams: Place 2 Magadon Player Units in different Domains.



Black Vans

The Magadon Player Units on the Cityscape are your Black Vans.

Moving Black Vans: At any time during the Gameplay Phase, you may move a non-Fatigued Black Van to an adjacent Domain. Black Vans ignore Barricades. After the move your Black Van becomes Fatigued. Black Vans are refreshed during Cleanup along with other Units.

Each time a Domain with a Black Van is resolved, BEFORE resolving Orders:

The Storyteller targets a Unit on this Domain. The team of the targeted Unit rolls a d6:

- If their result is GREATER than or EQUAL to their current POWER: You are too strong and quick. The agents fail to capture you. No effect.
- If their result is LESS than their current POWER:

 You are wrestled to the ground and thrown inside the black van. Inside a man in a finely-tailored suit inspects you and says,

 "Another fine specimen," before pulling a hood over your head. Abduct Unit.

Abduct Unit:

When you Abduct a Unit, place it on the black Resolved Orders space. If you abducted a Player Unit, also place all of the player's Equipped Advancement cards in the same order underneath their Player Unit. The Player cannot Equip any cards until they are free.

Free Abducted Unit:

When the Black Van is successfully Attacked, the Attacking player may take any I Unit (of any color) from the black Resolved Orders space and place it on the Domain being resolved. The freed Unit may exceed the team's Unit Limit on the Domain. If the freed Unit was a Player Unit, give them back their Advancements to Equip again immediately. They may again Equip Advancements normally.

Keep the Black Van in its current position. Black Vans cannot be removed.

Tip: Mystery of the Black Vans

It is up to you to decide how much to reveal about Black Vans at the beginning of the game, or to reveal as the game unfolds. For example, you may not want to tell players what they need to do to successfully Attack a Black Van. You may want to simply tell them when an Attack succeeds or doesn't, and let them figure out why.

When choosing targets for your Abductions, consider targeting the teams that you believe are furthest ahead, have the most Power, or have the most experienced players.

If desired, you may want to add additional thematic rules to Units that have been Abducted, such as the Unit being removed if not rescued after a number of rounds, or a freed Unit having an additional bonus due to the bizarre forced experiments performed on it.





START OF GAME

Read at Start of Game as the 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.

Now, mysterious black vans prowl the night as friends and enemies alike have gone missing, disappearing without a trace. Nobody is sure who or what is behind the disappearances, but that doesn't stop the factions from accusing one another. The situation is coming to a head.

Pentex, a name shrouded in secrecy, has come to town, and they are being led by a man named Francesco. One thing is clear, no matter how loose your grasp on humanity is, this is a true monster. He seeks to spread his filth to the world, and must be stopped.

Francesco: "How are we doing, New York!? You are most gracious for your forced cooperation in our little experiment. Rest assured your sacrifices are paving the way for a better tomorrow. Do not fret, just trust us to bring on tomorrow's future today! Now, if you plan on resisting what is only natural, then I am afraid you will have to be put down like the dogs you are!

Those of you with that need for blood, just know the Wyrm is on your side! You serve a great purpose so keep being you, but I know you will cause me problems... so make peace with yourself.

Those of you that are still breathing, well, know that there is always a better way to achieve! Those who put faith in fairy tales from above, or loyalty to a country, well I got bad news for you, they will come crumbling down! Listen, we don't have to be enemies, just help me out and... actually, we do have to be enemies since you heard this. But hey, it could be worse! You could die for nothing!

Anyways, I have got work to do and experiments to run, but you'll be finding out about that real soon. Ta-ta for now!"



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TRIGGERED EVENT #1

Condition: At the end of the first round in which Unit was abducted:

As the first van pulls away with their abducted victim, you realize they can be beaten; they can be confronted directly. Wherever Pentex is taking these people, you know it cannot be good.

New Rule – Attacking Black Vans: For the rest of the game, when any team resolves an Attack Order they can target a Black Van on the Domain.

It is up to you as a Storyteller if you want to reveal how Black Van Attacks are resolved.

Each time an Attacking team targets a Black Van:

You see an unmarked black van idling in an alleyway and seize your chance to attack. Some of your intelligence revealed that they have been experimenting on those taken, even while inside the van. They have powers, both mundane and supernatural, to accomplish these gruesome tests.

- If the Attacker's total Combat Strength is GREATER than or EQUAL to their current POWER:
 In the chaos you manage to free someone before the van escapes into the night.

 The Attacker may Free Abducted Unit.
- If the Attacker's total Combat Strength is LESS than their current POWER:

 You fought valiantly, but aren't strong enough to free anyone before the van escapes into the night. No effect.

TRIGGERED EVENT #2

Condition: The first time an Abducted Unit is freed:

In a brief, violent struggle you manage to free one of your comrades before the van screeches away. It seems these abductors were gathering "specimens," but for what sinister purpose you can only guess.



END OF GAME

Read at End of Game as the Conclusion Script:

The sun finally rises over the city that never sleeps. This night will live on in infamy. In the calm following the madness, a clearer picture of the night's activities forms... and which factions achieved their longstanding ambitions becomes clear.

Each team reveals and scores Ambitions. Then proceed to Epilogue.



EPILOGUE

The paranoia stoked by the black vans will linger. Those who were snatched away were never seen again. The night that Pentex came will live on in infamy, and Francesco seems to have gotten away... for now. The power they have gained will surely be a threat for another day, but he is on your radar, and you do not intend to let him go easy. Once New York is secure, you are confident he will get his.

New Rule – Captured Specimens: Each team loses I Victory Point for each of their Abducted Units that has not been freed.

The team with the most Victory Points wins.



Faction Guides give each team a rich backstory to roleplay as. In Immersive Story Mode, they also provide each faction with a unique ability and starting resources. Details for each faction can be found on its Faction Guide sheet or the following pages.



SETUP CHANGES

AMBITION CARDS

Instead of having 3 random Ambition cards to choose from at the start of the game, each team takes the Ambition cards listed in their Faction Guide. Your team chooses 1 of the Ambition cards to add to your Team Resources. Place your team's unchosen Ambition cards face down on your team's Warehouse. Then shuffle the Ambition deck. Reveal the top 3 Ambition cards from the Ambition deck and place them face up on the 3 spaces of the Ambition board.

STARTING RESOURCES

Each team is considered to have their non-Ambition starting resources (Assets, Seal cards, Starting Order cards, and Event cards) be the same as Board Game Mode by default. Any modifications listed are made starting from the default amounts.

FACTION ABILITY TOKENS

Each team places their Faction Ability tokens as instructed.



GAMEPLAY CHANGES

STATION 4: COUNCIL ACTION: PURCHASE AMBITION CARD

When you purchase an Ambition card, purchase I Ambition card from the Ambition board, I Ambition card from the top of the Ambition deck, or any I face down Ambition card your team placed in your Warehouse during setup. Your team can look at the Ambition cards placed in your Warehouse at any time. The Ambition cards in your team Warehouse can only be removed by being purchased by your team, and cannot be discarded or stolen.

FACTION ABILITY USE

Each team uses their Faction Ability and accompanying token(s) as instructed. These have a variety of powerful effects. Each token is either placed in a game area as a reminder of the ability or physically held by a player.







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The Camarilla, once held in shackles by their elders using neonates as pawns in their games, have lost those very elders to supernatural means. Now, their blind childer try to repair a tower that is crumbling around them. There are not just issues in Kindred society; New York City is a cesspool of injustice at all levels, and the thought of it has made you angry for some time. It is time to light the flame that burns it to the ground. A revolution is starting. You are the embers of the flame that will tear through the night.

The Brujah are a clan of radical individuals and free thinkers, willing to put someone in their place if the situation calls for it. As the founders of the Anarch Revolution, you embody what it means to be a free spirit and have pledged yourself to make a better world for all Kindred, not just those at the top. A Brujah is guided by their passions, strength, and dedication to their ideals whatever they may be. When the clan comes together and sets their mind to a goal it is said nothing can stop their success. You have toppled cities, destroyed powerful foes, and let your ideals rally others to your cause.

New York City is your home, and you know what is best for it. The Second Inquisition seeks to destroy your kind, while the Camarilla seeks to shackle the masses. Fuck that! It is time to join the fight, as you have always done. A Brujah does not run, or hide. New York City will know the true might of Clan Brujah through whatever means necessary.

Play as Brujah if you want to be aggressive and dominate the Cityscape.



Faction Ability: Burning Rage

• Your Attack Orders are also successful when you tie for Combat Strength.

Setup

- Place the Brujah Faction Ability token near the Orders board as a reminder.
- Place +4 Basic Units on your starting Domain.
- Prepare your team's Ambitions.

Ambitions

Choose I of the Ambition cards below to add to your Team Resources. Place the unchosen cards face down on your team's Warehouse:

- Eradicate Your Rivals: Gain 2 Victory Points for every Ambition token removed from your team's Graveyard when the game ends.
- Topple the Hierarchy: Gain I Victory Point for every team that had an Event they proposed selected by the Council during the game.
- 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 6 Victory Points.



Faction Ability token

- Focus on slaying enemy Units and collecting Ambition tokens from your Graveyard.
- Try to get more powerful Attack Orders from the Market early to force other teams on the defensive.



Kindred speak of a Beast deep within them, unseen, influencing their actions as they try to resist it. You have become one with yours. Your very being bears the fangs, claws, fur, feathers, or other feral marks of the Beast itself. Even in the old days your clan never cared for vampiric politics but did so as a matter to exist among the monsters of the night. There is only one end goal for all living things: survival. Only the fittest achieve this goal.

The Gangrel are the apex predators of the night, a clan who values strength, honor, and dominance in all facets. Traditionally the clan existed in the wilds controlling nature and commanding respect from the world, but in these Final Nights, adaptation was needed. New York City is your hunting grounds, and now the failures of the "oh so cunning" Kindred have led deviation to your doorstep in the form of this Second Inquisition.

Above all, the Gangrel have always stood as a united front when the need arises. There is a sacred tradition of the Revel which has existed for thousands of years, where Clan Gangrel rallies together to destroy a common foe. When a wolf is threatened and backed into a corner their true power boils to the surface, and when one wolf is in danger his pack is not far behind. You have answered the call of this Revel with your fellow Gangrel of New York City to slaughter all who seek to end your survival. As you enter the war in the streets, your foes will behold what a predator really looks like!

Play as Gangrel if you want to be aggressive and powerful from the start.



Faction Ability: Feral Senses

- Your successful Attack Orders against Player Units make the player Bury 2 Equipped Advancements instead of 1.
- You cannot form Alliances.

Setup

- Place the Gangrel Faction Ability token near the Orders board as a reminder.
- Add 2 Attack +2 Orders to your Team Resources.
- Do not place your Faction token on the Alliance board.
- Prepare your team's Ambitions.

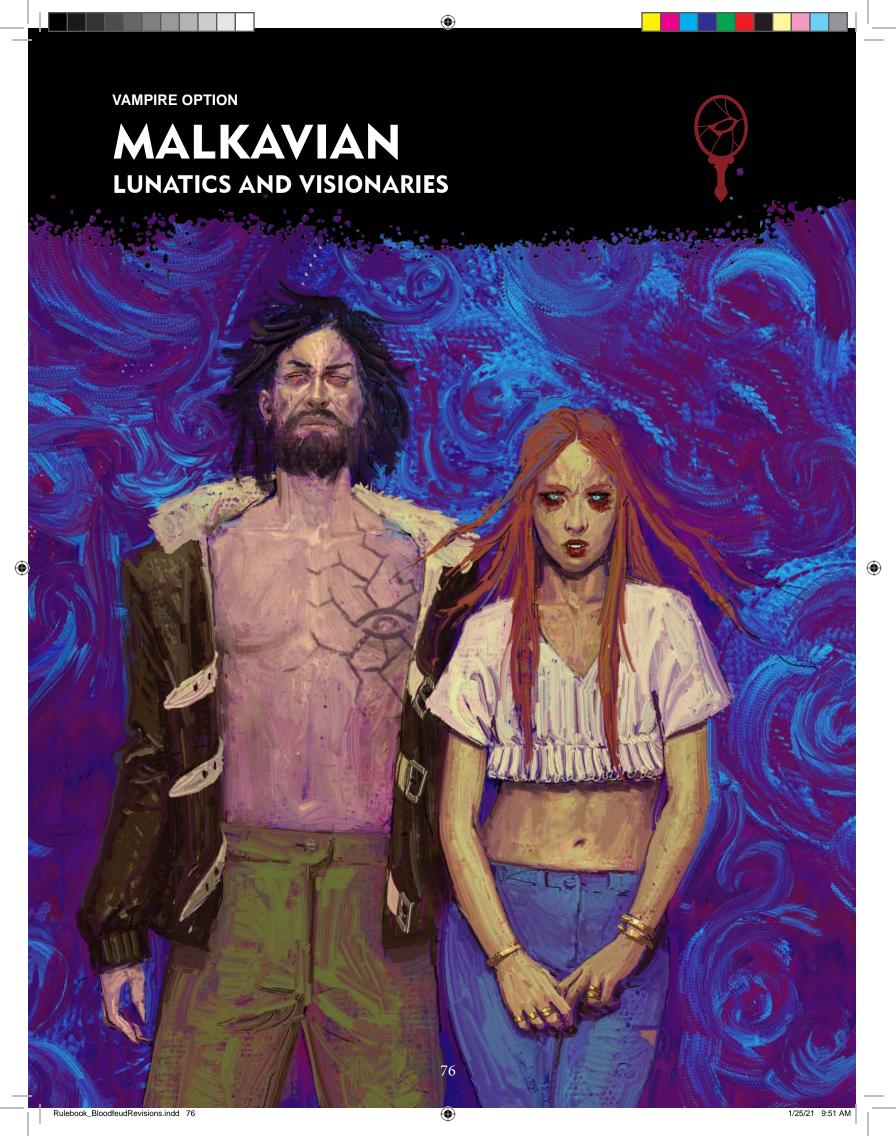
Ambitions

• Take all Slaughter Your Enemies cards for each Human team in the game. Choose 1 of them to add to your Team Resources. Place the unchosen cards face down on your team's Warehouse. If all teams are Vampire, instead take all Slaughter Your Enemies cards for each Vampire team in the game, except for your own team. Choose 1 of them to add to your Team Resources. Place the unchosen cards face down on your team's Warehouse.



Faction Ability token

- Since your Attacks are so lethal, consider selling your services to other teams.
- Don't be afraid to upset other teams, as you are unable to form Alliances!



s are we. But, they could not be more wrong, this is not madness, this is

Mad they call us, unhinged they say, lunatics are we. But, they could not be more wrong, this is not madness, this is understanding. There are patterns everywhere, we can see them, we understand them, but they are impossible to explain to those that have not seen. Ever since our Embrace, our family has always been connected through the Madness Network. We are like cell towers for the unknown and our psyches are like sponges that absorb it all! We are connected, we are enlightened, and we are the only ones who see what is truly going on.

We are Clan Malkavian, born of the fractured psyche. A fractured mirror does not see more, it sees differently, and through our eyes of chaos, we make inferences on the true state of everything. For years we were the seers of the Camarilla, our wisdom was much sought after due to our understanding of the higher planes, and forward (and backward, and sometimes sideways) logic. But make no mistake, we are also feared for our gifts, as the side effects of our knowledge can lead to unforeseen changes in the mind.

Nevertheless, New York City, our home, is under siege. We foresaw this event. Make no mistake, some of us even tried to tell you but no one listened. Many of the Kindred have fallen into disarray, and the time is right to do what the Network, our family, has asked: to take the city then..... well, we will figure that out later. Now will you, yes you dear player reading this blurb, step into this role and become one of the Network? Will you become Malkavian? We hope you do, then again we already know your answer.

Play as Malkavian if you want to be an agent of chaos or act as an information broker.



Faction Ability: Oracular Sight

- Your Faction Ability token can uncover some hidden information. This token cannot be traded to other teams. While a player on your team is holding this token, they can:
 - Look at the top card of the Event deck.
 - Look at the top card of the Ambition deck.
 - · Force another player to show them any Ambitions they're holding.

Setup

- Take the Malkavian Faction Ability token.
- Gain +1 Ambition token.
- Prepare your team's Ambitions.

Ambitions

Choose I of the Ambition cards below to add to your Team Resources. Place the unchosen cards face down on your team's Warehouse:

- Spread Chaos: Gain 5 Victory Points if any random Event entered play during the game.
- Develop Your Talents: Gain 4 Victory Points if all players on your team have an Advancement Equipped when the game ends.
- Prepare for Catastrophe: Gain 5 Victory Points if your team has the most (not tied) Defend Orders when the game ends.



Faction Ability token

- Use your ability to look at the top card of the Event deck. This way in case a Random Event is resolved by the Council you'll know what it is.
- You need Assets to fuel your Ambitions. Try to sell the information you've collected.



Information is everything and Clan Nosferatu knows it. As the spies and brokers of the Camarilla for centuries, they were truly the foundation of the Ivory Tower, in some senses literally. When a Nosferatu is Embraced they become horribly twisted and deformed and as such have hid away. Your kind controls everything below the street of the world, operating in the vast tunnel networks of sewers that they have turned into vast underground cities. Dedicated to the causes of the Camarilla, you

Your clan invented a vast network of communication and information within the dark web known as SchreckNet, where the Nosferatu can easily cover up breaches in the Masquerade, spy on enemies, and watch the city. However, this invention might have led to the downfall of the Kindred as you know it. The NSA hacked SchreckNet compromising Kindred society as a whole. While you were able to wipe it the damage was done, and so too was your reputation.

As a member of Clan Nosferatu it is your job to overcome the black mark of your clan's failure. You have rebuilt your vast networks of influence and information, as well as fortified the sewers of the city. You are a master spy able to be near invisible anywhere you wish to go. With dominance over the lower city and mastery of subterfuge, the Nosferatu will control all of New York City from the shadows. You will drive out the enemies of the Kindred and leave them nowhere to hide from your watchful eyes.

Play as Nosferatu if you like being sneaky and hard to pin down.



Faction Ability: Sewer Rats

- Your Units can move between Domains with Sewer tokens as if they were adjacent.
- Your Units can move through Barricades.

are respected and admired by Kindred all over.

· You cannot place Barricades.

Setup

- Place the 1 larger Nosferatu Faction Ability token next to the Cityscape as a reminder. After teams have chosen starting Domains, place the 2 Sewer tokens on non-adjacent unoccupied Domains in the Cityscape. Place 2 Basic Units on each Domain with a Sewer token.
- Do not take any Barricade tokens of your color (leave them in the game box).
- Prepare your team's Ambitions.

Ambitions

Choose I of the Ambition cards below to add to your Team Resources. Place the unchosen cards face down on your team's Warehouse:

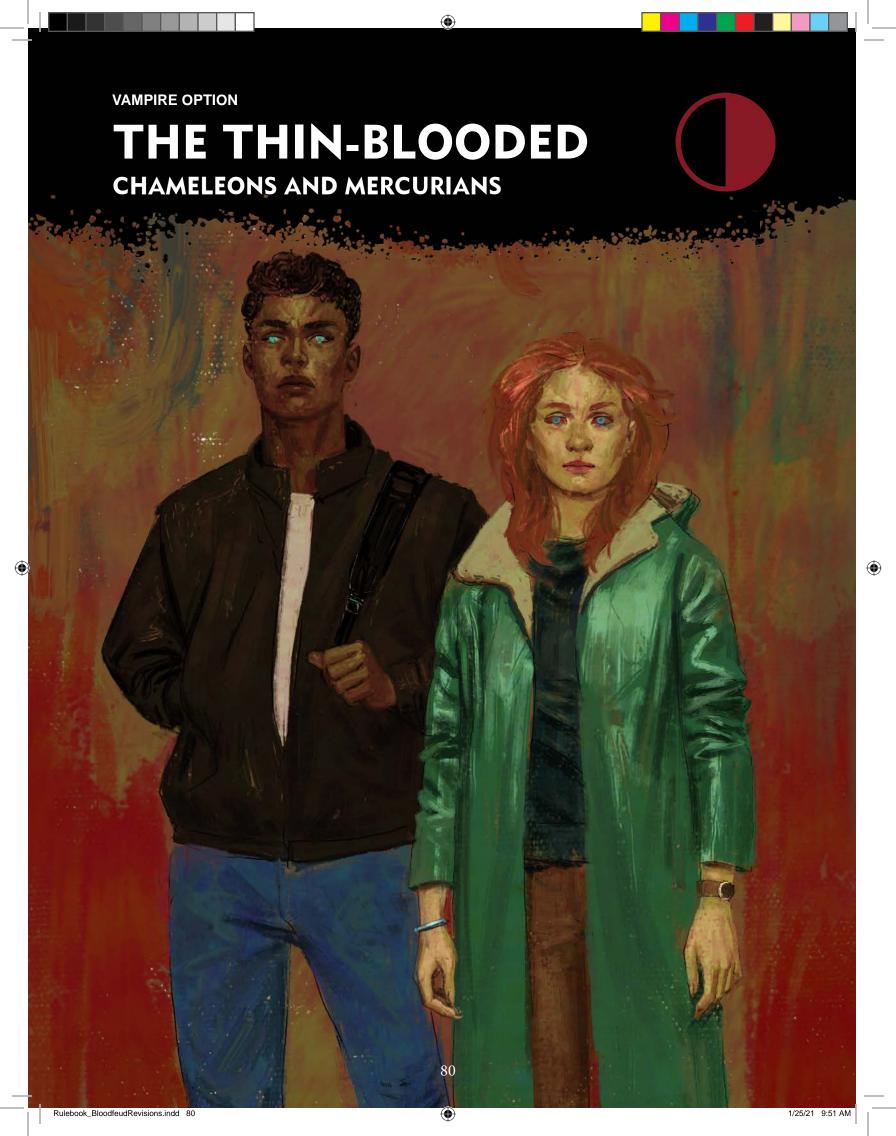
- Hamper The Inquisition: Gain 5 Victory Points if there are more Vampire Units than Human Units on the Cityscape when the game ends.
- Survive the Night: Gain 5 Victory Points if none of the players on your team were slain during the game.
- Rule from the Shadows: Gain Victory Points equal to your team's Power when the game ends.





Faction Ability tokens

- Because you can move through Barricades, consider moving your Units late in the round.
- Try to keep your forces away from areas of conflict.



There are stories of Gehenna, the end times when the world will end. One of the signs is the age of the thin-bloods, the weakest of all vampires, the 14th and 15th generation. Vampires whose vitae is so diluted they usually cannot sire a childe, whose powers are so weak they cannot generate the Discipline powers of the clans, whose darkness is so nulled they can even stand the sunlight for a period of time, and whose blood is so malleable they can create new and impossible creations through their unique

You have been told that you are not a true vampire, but it is also certain that neither are you human anymore. Both sides seem to have disdain for your very existence, and it is clear that no one is truly with you. So you walk the middle ground, shamed and outcast, as well as hunted. New York is under siege, the great vampires have started to fall, but you survive. The humans are weak, but compared to them you are strong. This is the opportunity, the only opportunity to make something of yourself rather than just being in the gutter. But, there are two callings within you, one to embrace the dark and the sanguine, while another holds on to the faint humanity within you. The choice is yours, and yours only, to choose how you will survive in this new age. The time of the thin-bloods is here.

Play as The Thin-Blooded if you want to mix-and-match Vampire and Human abilities and powers.



Faction Ability: Duskborn

blood alchemy. You are one of these Duskborn.

- Your team and players are considered both Vampire and Human for Ambitions and other gameplay effects.
- You can use both "Vampire" and "Human" Order and Advancement cards. When you resolve a Vampire Order, treat all of your Units as Vampires. When you resolve a Human Order, treat all of your Units as Human.
- Other teams' Order cards treat your Units as both Vampire and Human.

Setup

- Place the Thin-Blooded Faction Ability token next to the Resolution board as a reminder.
- Add 1 Recruit Order and 1 Requisition Order to your Team Resources.
- Prepare your team's Ambitions.

Ambitions

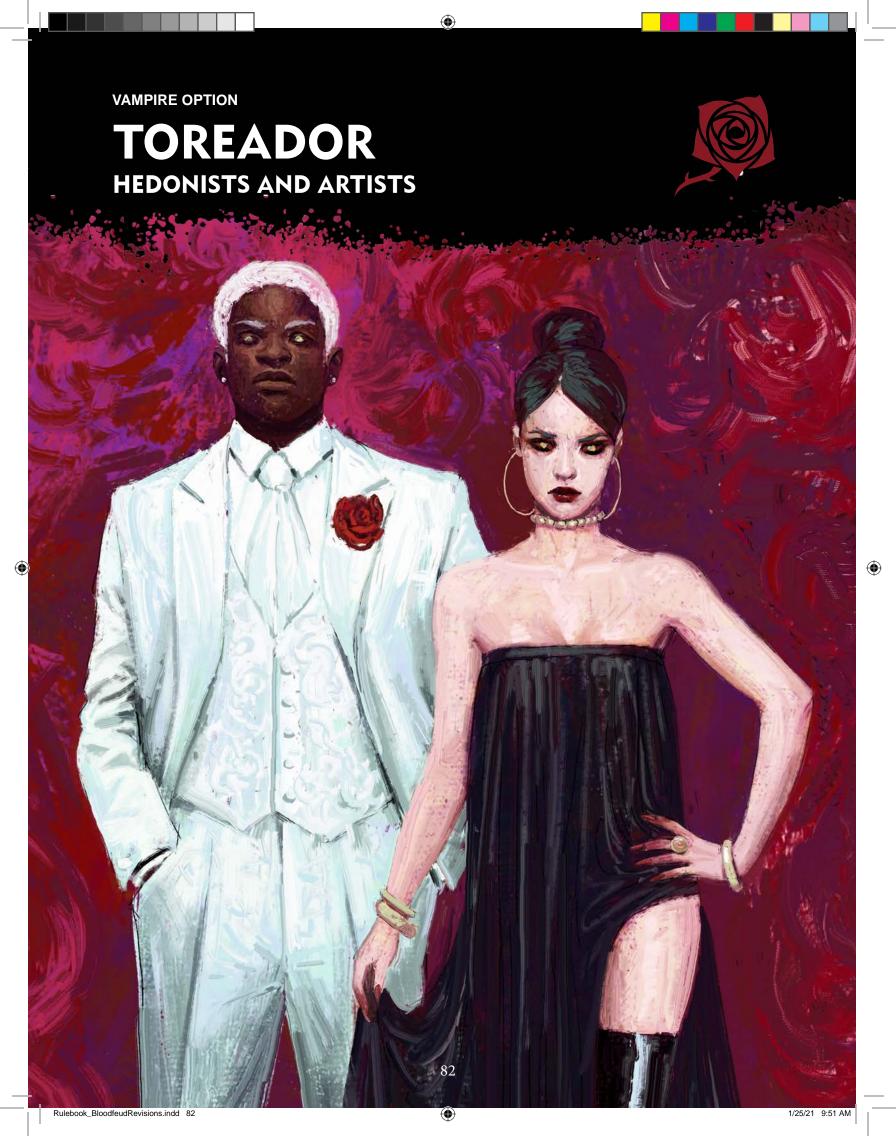
Choose 1 of the Ambition cards below to add to your Team Resources. Place the unchosen cards face down on your team's Warehouse:

- Embrace Your Humanity: Gain 4 Victory Points if your team formed an Alliance with every Human team during the game.
- Embrace the Darkness: Gain 4 Victory Points if your team formed an Alliance with every Vampire team during the game. (If playing with Faction Guides, you do not need to form an Alliance with Gangrel).
- Climb the Ranks: Gain 1 Victory Point for every team that has less Power than yours when the game ends.



Faction Ability token

- Your flexibility is your strength.
- Alliances are key to earning Victory Points, so try to establish good relations wherever possible.



You have a taste for the finer things in life: art, culture, talent... and of course blood. You are a proud member of Clan Toreador: known for your seductive nature, civil demeanor, and eloquent grace to the point of obsession. After all, what is the point of an unlife if there is nothing to do? Even other Kindred are not immune to your charms. Getting your way is something

With this Second Inquisition taking over your fine and cultured city of New York you cannot help but feel a bit of rage as the war ravages the beauty of your home. Hunters have always been a pain as they are not willing to listen to you, but now even Kindred are fighting each other for the city. Decorum must be maintained among your kind, there is no reason for Kindred to die here. Through your charms, seduction, and wit you are sure to convince others to your side.

Allies are little play things to be used for your own purposes. With your vast influence and funding you can get all of these other rough and tough factions to do your work for you. It's like painting a fine picture. It takes time, a careful hand, and attention to small details. New York's art will be saved by your hand.

Play as Toreador if you want to be defensive and form alliances.



Faction Ability: Bastion of Decorum

• When the Alliance board is cleared during Cleanup, all Assets used to form Alliances are given to your team instead of being returned to the Supply. (You do not receive Assets used to block Alliances.)

Setup

- Place the Toreador Faction Ability token near the Alliance board as a reminder.
- Gain +5 Assets.

you have come to expect.

• Prepare your team's Ambitions.

Ambitions

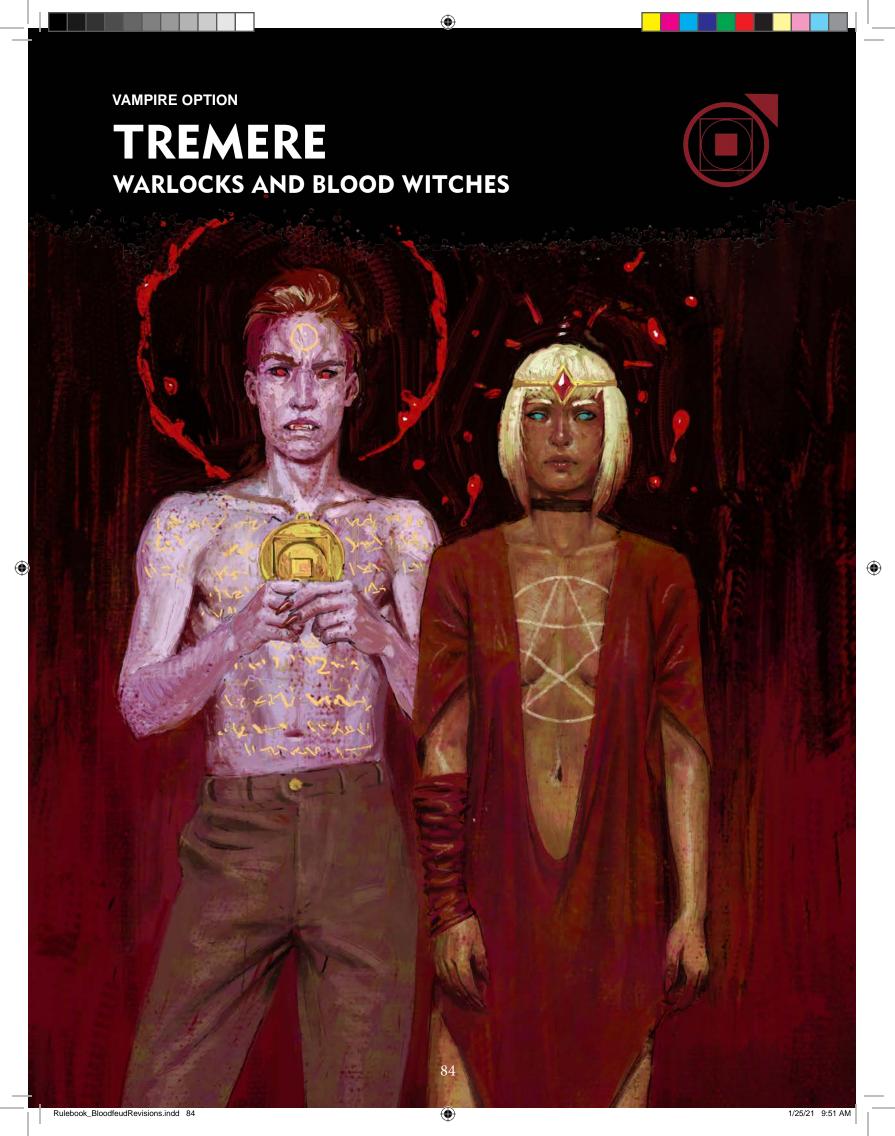
Choose I of the Ambition cards below to add to your Team Resources. Place the unchosen cards face down on your team's Warehouse:

- Gather Allies: Gain 1 Victory Point for each team your team formed an Alliance with during the game.
- Maintain Civility: Gain 2 Victory Points for every Vampire team that had no players slain during the game.
- Enjoy the Finer Things: Gain 6 Victory Points if your team has the most assets (not tied) when the game ends.



Faction Ability token

- Form Alliances early and often as a way to defend yourself, earn assets, and score Victory Points.
- Encourage as many Alliances as possible. The less open conflict, the better for you.



For house and clan you have pledged service. You are part of the arcane Clan Tremere, once a Mage house who through clever machinations took the secrets of vampirism and perfected them creating a new form of magical blood sorcery called Thaumaturgy. For centuries you organized yourself in The Pyramid, a system where Tremere achieve their rank through their accolades and every member serves the greater purpose. Above all, the Tremere were loyal. The Pyramid worked, house and clan were unified through the blood bonds to the inner circle.

Then it all tumbled down. The Second Inquisition's first target was the chantry of Vienna, and that unity fell away. Your Clan had always been feared through the loyalty you had, and that was gone. Tremere stopped trusting Tremere, and even stooped so low as to hire out their thaumaturgical services to other clans as mercenaries. The New York Chantry will not accept this any longer.

It is time for house and clan to once again be unified. The once great house of magi will use their magical prowess and cunning deceptions to be the clan your ancestors once created, the ones who stole vampirism and became masters of their craft. In these times of turmoil it takes the truly ambitious to rise to the occasion. You and your kin are ready to do whatever it takes.

Play as Tremere if you want to have powerful options and pursue the highest Cost cards.



Faction Ability: Master Thaumaturges

• Bury any Order and Advancement cards in your Team Resources to take Assets (of any color) equal to the card's Cost from the Spent Assets board.

Setup

- Place the Tremere Faction Ability token near the Spent Assets board as a reminder.
- Add 2 random Level 2 Vampire Advancement cards to your Team Resources.
- Prepare your team's Ambitions.

Ambitions

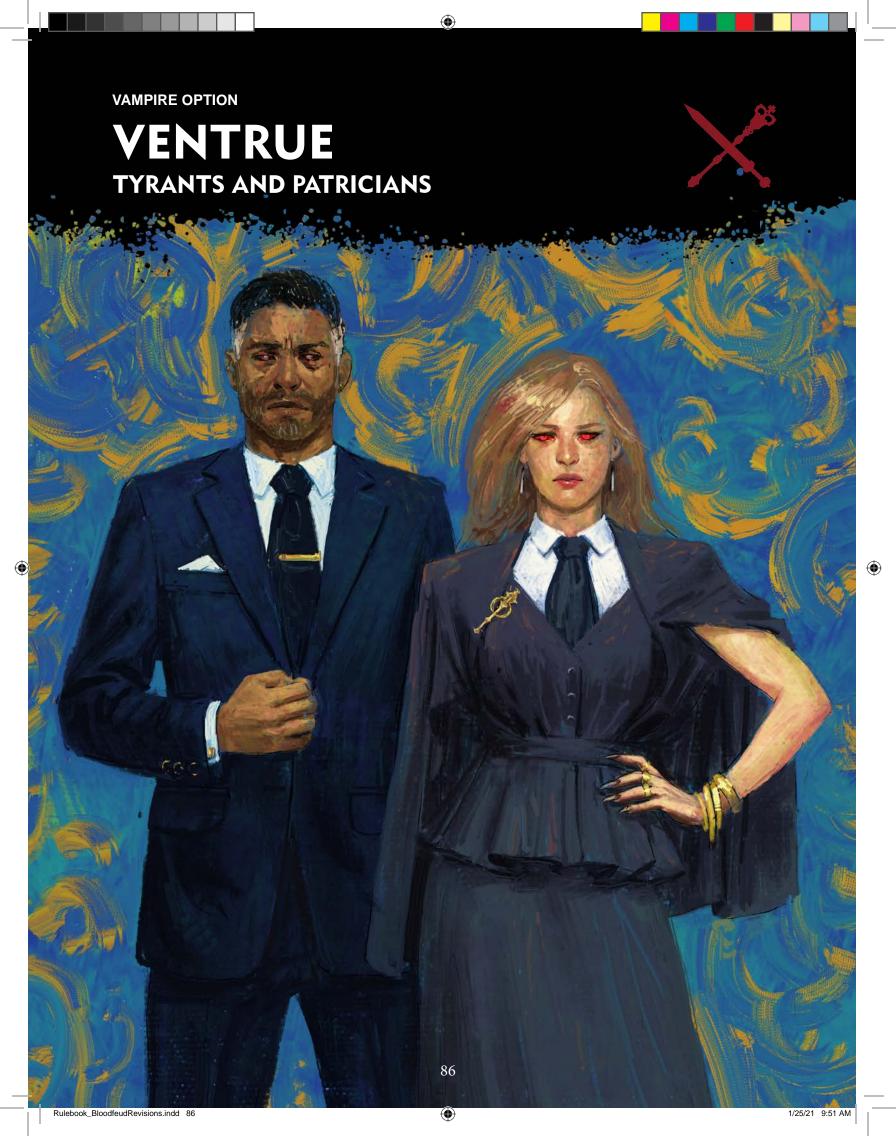
Choose 1 of the Ambition cards below to add to your Team Resources. Place the unchosen cards face down on your team's Warehouse:

- Conquer the City: Gain 7 Victory Points if your team has the highest Power (not tied) when the game ends.
- Achieve Ascendency: Gain 3 Victory Points for each player on your team with a Level 4 Advancement Equipped when the game ends. This Ambition is worth a maximum of 6 Victory Points.
- Gain Omnipotence: Gain 2 Victory Points for every Order card of Cost 5 your team has when the game ends. This Ambition is worth a maximum of 6 Victory Points.



Faction Ability token

- Your Ambitions require costly investments. Try to find a good source of Assets or a willing trade partner.
- Even if you don't want an Advancement or Order card, consider trading for it so you can Bury it for Assets.



Vampires have always been leading from the dark. In any government, war, or political upheaval you can be assured that a vampire is somewhere on the scene, and usually that vampire is a member of the Clan of Kings. The Clan of Kings is not just a moniker, it is the truth of all who bear the title of Ventrue. You have been scouted for Clan Ventrue for the power, wealth, and influence you achieved while you were alive. The Ventrue have always been the leaders of the Camarilla and the defenders of the traditions of their vampiric societies. When a new vampire of the Ventrue is Embraced they are taught their lineage from other members of the clan, and learn the history of their dominance.

You have gathered influence over the streets of New York City, and are the rightful clan to lead the city into a true golden age. Truly as one of the elite of both mortal and vampiric society you cannot let these attacks against your city stand. You are the only faction in New York fit to rule, and all others are fit to serve. However, your hold over the city has been falling.

With everything in turmoil the Kindred need their rightful ruler, and the mortals need to know that service to you is in their best interest. By no means is ruling easy. So many think they can rule, but they will all falter. When you know you're superior, it is for the common good that you stand at the top.

Play as Ventrue if you like having multiple paths to victory.



Faction Ability: The Clan of Kings

• The Domain with your Faction Ability token is worth 3 Power during Resolution instead of 1.

Setup

- Place the Ventrue Faction Ability token on your starting Domain.
- Set your starting Power to 3 (instead of 1).
- Gain +3 Assets.
- Prepare your team's Ambitions.

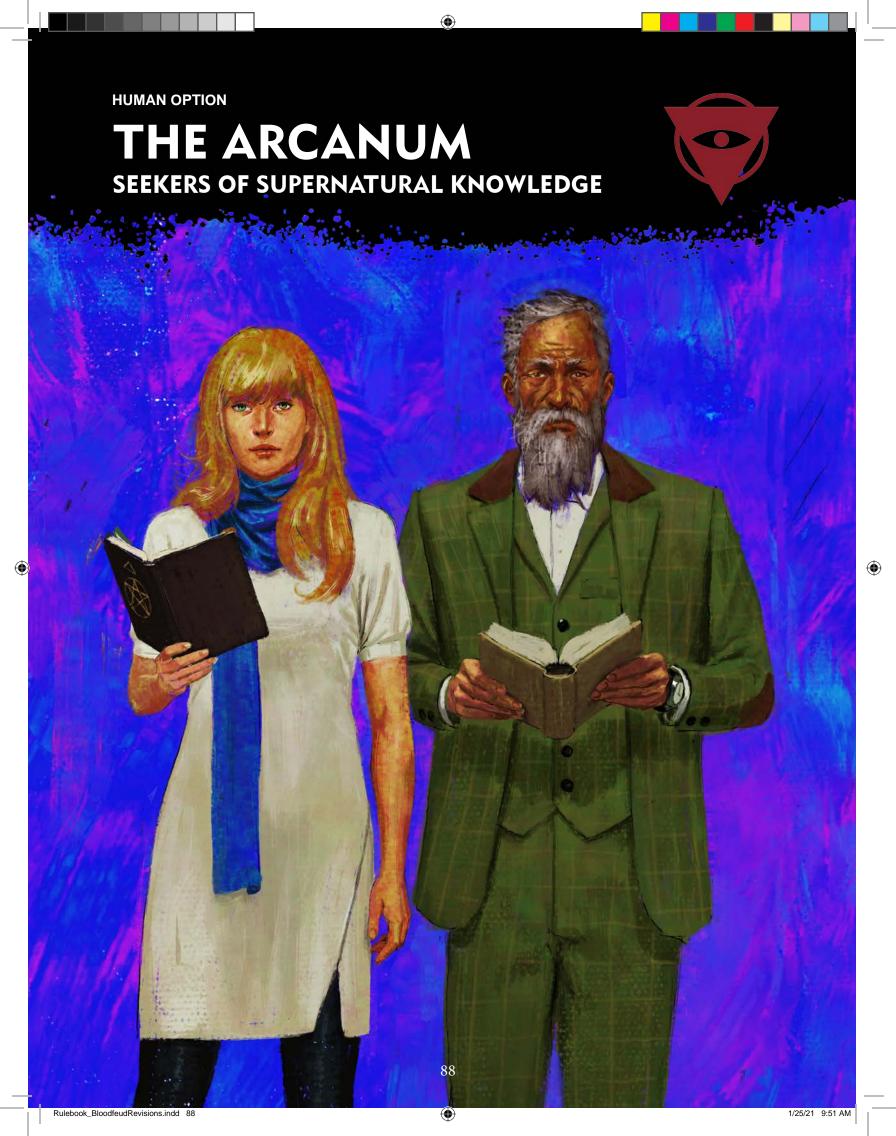
Ambitions

• Take I Dominate Your Rivals card for each Vampire team in the game, including your own. Choose I of these Ambition cards to add to your Team Resources. Place the unchosen cards face down on your team's Warehouse.



Faction Ability token

- Protect your Faction Ability token, it's an attractive target.
- Try to focus on either Assets, Advancements, or Power to make the most out of your Dominate Your Rivals Ambitions.



was a warm of home in transport to a war arms. This is a Would of Danhuses

There is far more than just this world, there are so many others in tangent to our own. This is a World of Darkness, there is no doubt about that. A world full of vampires, demons, wraiths, changelings, spirits and werewolves. The stories in folk tales and ancient lore all have some semblance of truth to them. While there are many facets of darkness, there is one true source of enlightenment, and no it is not religious dogma nor ethical pragmatism, it is knowledge. You are a seeker of knowledge to help enlighten yourself and more importantly, humanity as a whole. You are an Arcanist of the Arcanum.

The Arcanum has existed since 1885 and remains dedicated to the pursuit of knowledge of the supernatural and the unknown. You have curated the powers of magic through tapping into ancient artifacts and pouring over tomes, with one goal in mind, to acquire this knowledge. It is part of the doctrine of Arcanum to be impartial to learning of the supernatural. Meaning just because a vampire feeds on humans does not mean it is to be judged upon the ethics of the action, but rather assessed based upon the arcanist's likelihood to gain knowledge from the creature. Knowledge is safeguarded and shielded from those outside of the organization, but that is not to say that every member hides. Many have become renowned paranormal investigators assisting the police, or running media stations on the existence of creatures. The goal is find those who are willing to look objectively.

Which leads to New York. Your hall of fellow Arcanists has recently discovered the war between the vampires and the "Second Inquisition" (as named by the vampires). New York is going to become a battleground. There is much to discover before it is too late, and there are alliances to be made. With either side knowledge can be gained to ultimately save humanity from the pits of despair. Some Arcanists gladly join the hunt against supernaturals who seek to harm humans, while others observe and sometimes deal with them. The choice is yours Arcanist, make a rational one.

Play as the Arcanum if you like trading and having more powerful options than other teams.



Faction Ability: Occult Collectors

• When Equipped Advancements would be Buried, place them in your Warehouse instead.

Setup

- Place the Arcanum Faction Ability token near the Market as a reminder.
- Add 1 random card from each Marketplace deck of Cost 4 or less to your Warehouse.
- Prepare your team's Ambitions.

Ambitions

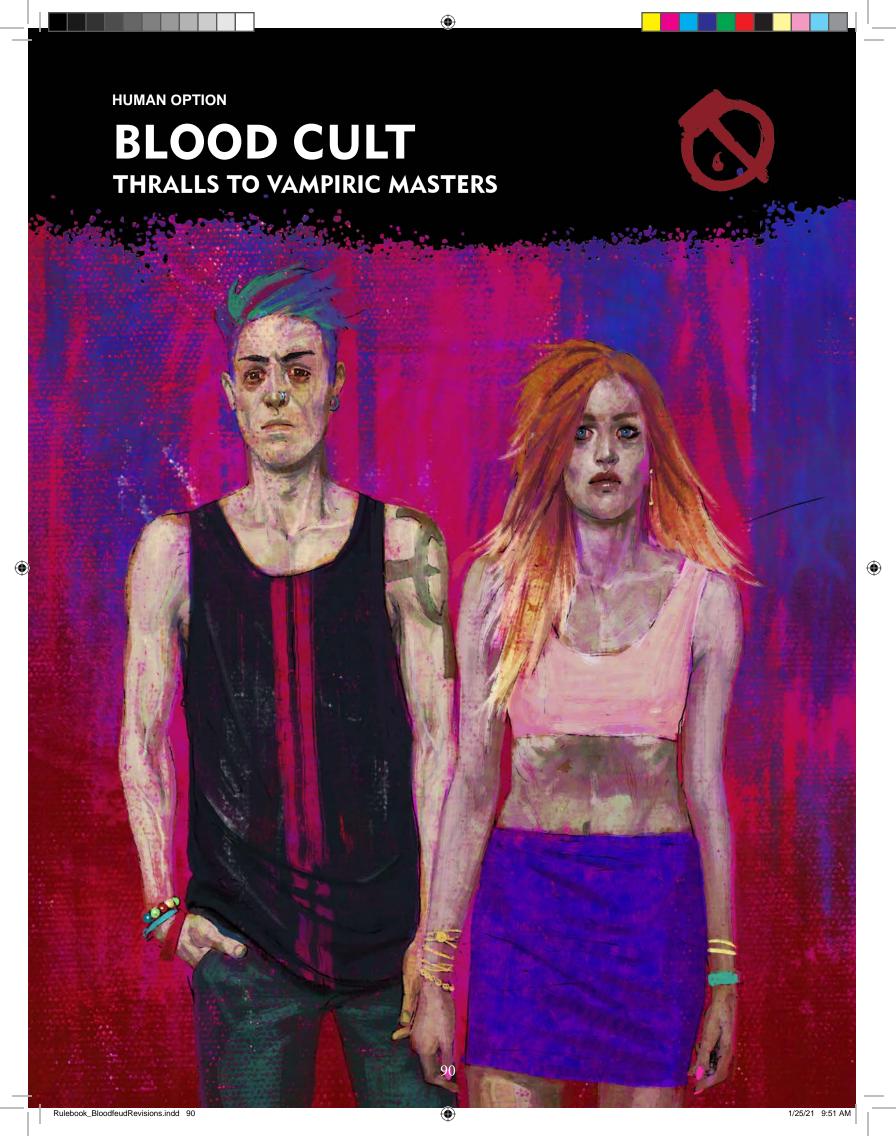
Choose 1 of the Ambition cards below to add to your Team Resources. Place the unchosen cards face down on your team's Warehouse:

- Uncover Lore: Gain Victory Points equal to the highest Level Advancement a player on your team has equipped when the game ends.
- Hoard Cash: Gain 1 Victory Point for every 2 Assets (rounded down) your team has when the game ends. This Ambition is worth a maximum of 4 Victory Points.
- Collect Artifacts: Gain 6 Victory Points if the total Cost of your Order cards is the highest (not tied) when the game ends.



Faction Ability token

- Your faction has powerful trading options from the start. Don't trade everything away too early.
- Attempt to secure a reliable flow of Assets from trade partners.



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There are two kinds of people in this world, the servants and the masters. Humans are the natural servants of a superior species, vampires. Everything about vampires is meant to invoke the image of control and dominance. They are immune to aging and they devour the life essence of lessers. You can try to fight against this natural order, or you can embrace it. And let me tell you, when you embrace it your masters make you more than a pathetic human.

Ghoul, retainer, blood junkie. There are so many words to describe your kind. You have been allowed to be part of the natural order as one of the most loyal servants. And in exchange for your service you have been given the most amazing gift, blood of the Masters. You have superhuman strength, agility, and fortitude. You even have some vampiric powers, and with the added benefit of being able to go out into sunlight! You are superior to humans and have never felt better.

You are certain of one thing above all, you love your masters and they love you in return. They have commanded you with a divine task to join them in New York City to support their cause. You have been tasked with spreading this gift of service to others. You will succeed and you will be rewarded, even with the possible ultimate reward, to become one of their illustrious ranks. New York City will kneel before them, as it should be!

Play as Blood Cult if you want to support Vampires from behind the scenes.



Faction Ability: Worshippers of the Damned

• Your Recruit Orders always resolve as if there are no Vampire Units on that Domain.

Setup

- Place the Blood Cult Faction Ability token near the Orders board as a reminder.
- Place +4 Basic Units. Place I Basic Unit on each Vampire team's starting Domain. If there are any left over, place them on your starting Domain.
- Prepare your team's Ambitions.

Ambitions

Choose I of the Ambition cards below to add to your Team Resources. Place the unchosen cards face down on your team's Warehouse:

- Serve Your Master: At the end of the game before scoring, publicly choose another team. You gain Victory Points equal to the number of points they gain from their highest scoring Ambition.
- Clear the Streets: Gain 1 Victory Point for every Domain with no Human Unit on it when the game ends. This Ambition is worth a maximum of 5 Victory Points.
- Build Your Following: Gain 1 Victory Point for every 3 Units (rounded down) your team has on the Cityscape when the game ends. This Ambition is worth a maximum of 4 Victory Points.



Faction Ability token

- Starting in Vampire Domains brings you into immediate contact with them.
 Try to broker friendly relations.
- Try using Vampire teams to shield you from Human teams who will not like you aiding the Vampires.





What is happening to your city? Reports of deaths by exsanguination, government agents amassing an army, people disappearing, religious fanatics crowding the streets, and to top it all off you're getting no answers at all. Everything started just a little while ago, and now it seems like New York is about to become a battleground. These agents, who have not identified themselves, keep using red tape and the lines "It's Classified" whenever your office inquires as to their business. Powerful individuals continue to use their influence to stifle your own. The NYPD and the Mayor's office has to figure out what is going on.

This much is clear, the city will fall unless you do something about it. Innocent people will die. You swore to serve the best interest of the people of New York City, and honestly, it's time to stop sitting back and do something. You have to learn what is going on, and through negotiation or force do what is best for your city.

You are a civil servant of the greatest city in the world. When someone messes with New York it is your duty to protect it. This city is resilient and will not go quietly.



Play as City Hall if you want strong political options to support a balanced playstyle.

Faction Ability: Mayoral Veto

- You may flip your Faction Ability token at any time. While it is art side up, the Council may vote as normal.
 While the Gavel is art side down, the Council may not vote. If No Event gets the majority vote (or the Gameplay Phase ends without an Event being selected), remove your Faction Ability token from the game.
- You hold 5 Event cards instead of 3. Whenever you must "discard down to 3 Events", discard down to 5 Events instead.

Setup

- Place your Faction Ability token face up near the Council board as a reminder.
- Add +2 Event cards to your Team Resources (for a total of 5).
- Add 1 Level 2 Policing and 1 Level 2 Politics Advancement cards to your Team Resources.
- Prepare your team's Ambitions.

Ambitions

Choose I of the Ambition cards below to add to your Team Resources. Place the unchosen cards face down on your team's Warehouse:

- Win Hearts and Minds: Gain 2 Victory Points for each Event your team proposed that was passed by the Council during the game. This Ambition is worth a maximum of 6 Victory Points.
- Stockpile Equipment: Gain 1 Victory Point for every 3 Orders (rounded down) your team has when the game ends. This Ambition is worth a maximum of 5 Victory Points.
- Protect the Public: Gain 1 Victory Point for every Domain with no Vampire Unit on it when the game ends. This Ambition is worth a maximum of 5 Victory Points.



Faction Ability token

- You can filibuster the Council by not voting, but it will hurt you the following round.
- Try to cordon off a portion of the Cityscape with only Humans in it so you can safely Requisition.



In official briefings they are called "blankbodies", due to their exceedingly low body temperature. This is done for a few reasons. The first being it classifies these entities as something that does not evoke the image of a mythical Count Dracula, and the second, they could be listening. The blankbody threat is found at all levels of government, the media, crime, the internet, even the

sewers below our feet. They are everywhere, have immense influence, and move in the shadows. FIRSTLIGHT exists to eliminate

When the NSA first cracked into the blankbody information database code-named "The Hive" by operatives, it gained a glimpse of their power and influence. No one could be trusted. Only the most loyal and specialized agents from the CIA and NSA were called to join a new organization known as FIRSTLIGHT. With the assistance, and subsequent arming of the blankbodies' ancient enemy, The Vatican, the threat has started to be eradicated. Officially, FIRSTLIGHT hunts down terrorists and launches coordinated strikes against them, such as in Vienna, London, Las Vegas, Paris, and Marseilles, but this is only cover for their true purpose, eliminating the blankbody menace.

Agent, you are a member of FIRSTLIGHT, sworn to purge the world of these threats with great prejudice. Our intel has located an infestation in one of the hubs of America, New York City. Always remember your goal above all is to eliminate this threat. Use whatever tactics you have to. If they escape they can go underground for a long time. You were chosen for a reason, do the world proud. Dismissed.

Play as FIRSTLIGHT if you want to play aggressively to hunt Vampires and control the Cityscape.



Faction Ability: Logistical Support

• You may place other teams' Barricades as if they were your own.

this threat to national, nay global, security. And it must be carried out in secret.

Setup

- Place the FIRSTLIGHT Faction Ability token near the Cityscape as a reminder.
- Add 1 Level 2 Military Ops Advancement card to your Team Resources.
- Prepare your team's Ambitions.

Ambitions

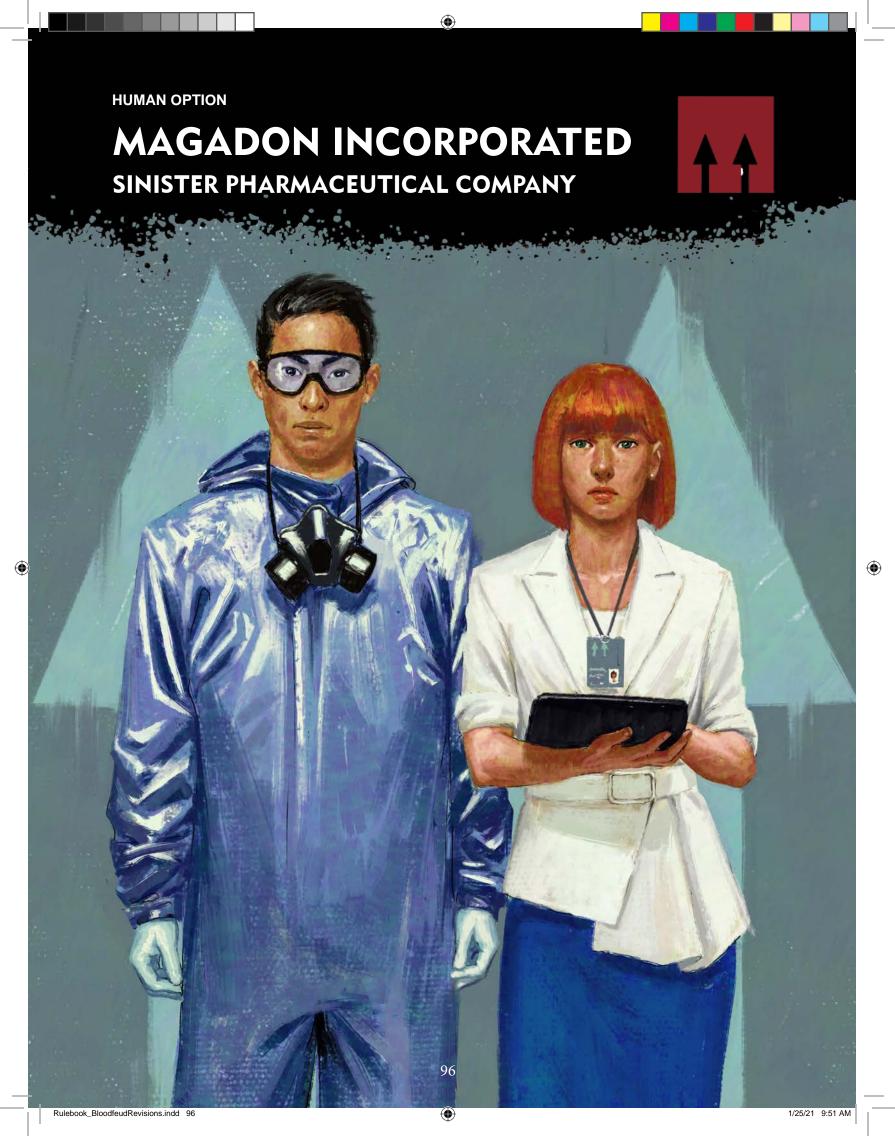
• Take I Slaughter Your Enemies card for each Vampire team in the game. Choose I of these Ambition cards to add to your Team Resources. Place the unchosen cards face down on your team's Warehouse.



Faction Ability token

Hps

- By placing other teams' Barricades, even on the outside edges of the map, you can stop other teams from using them.
- Try to form strong alliances with the Human teams to help you hunt the Vampire teams.



At Magadon we are committed to our motto "Building a Better You" through unique innovation, helpful staff, and committed professionals. We exist to help our customers live happy and healthy lives. We consider you our family, and nothing is too good for family.

What a load of crap. And you would know, you work for the company. There's a bit of a history lesson here that gets a bit metaphysical. In the beginning there was a great creature called The Defiler Wyrm, responsible for defilement of the world. Our parent company, the illustrious Pentex, made a deal with this creature in exchange for power. All it asked in return was for us to become as powerful as possible to defile the environment. Dumping sludge in a river, great! Perform dubious experiments, A-OK! Make sure our drugs have a very long list of terrible side effects, oh yeah! Hell, our Flubuster cures the flu but gives you the worst mood drop you have ever had! We have even gotten into creating bioweapons and supersoldiers from experimenting on supernaturals. And in exchange for all of this we become filthy stinking rich! And you like that, don't you?

Now, our New York City offices have reported a war between vampires and vampire hunters. This is a great time to turn a profit! Sure, making their lives worse is A-OK. But, we can amass so many resources in this time with a smile and good old fashioned corporate ingenuity. Everyone can be our friends and use our products, and then when we want we can stab them in the back. It's good to be on top!

Play as Magadon Incorporated if you enjoy making shady deals and having whispered conversations.



Faction Ability: Corporate Espionage

• Your team may ignore movement restrictions and move freely among stations and play areas. You may also leave the Neutral Zone during the first 1 minute of the Gameplay Phase.

Setup

- Place the Magadon Incorporated Faction Ability token near the Sun Track board as a reminder of your ability.
- Gain +5 Assets.

Ambitions

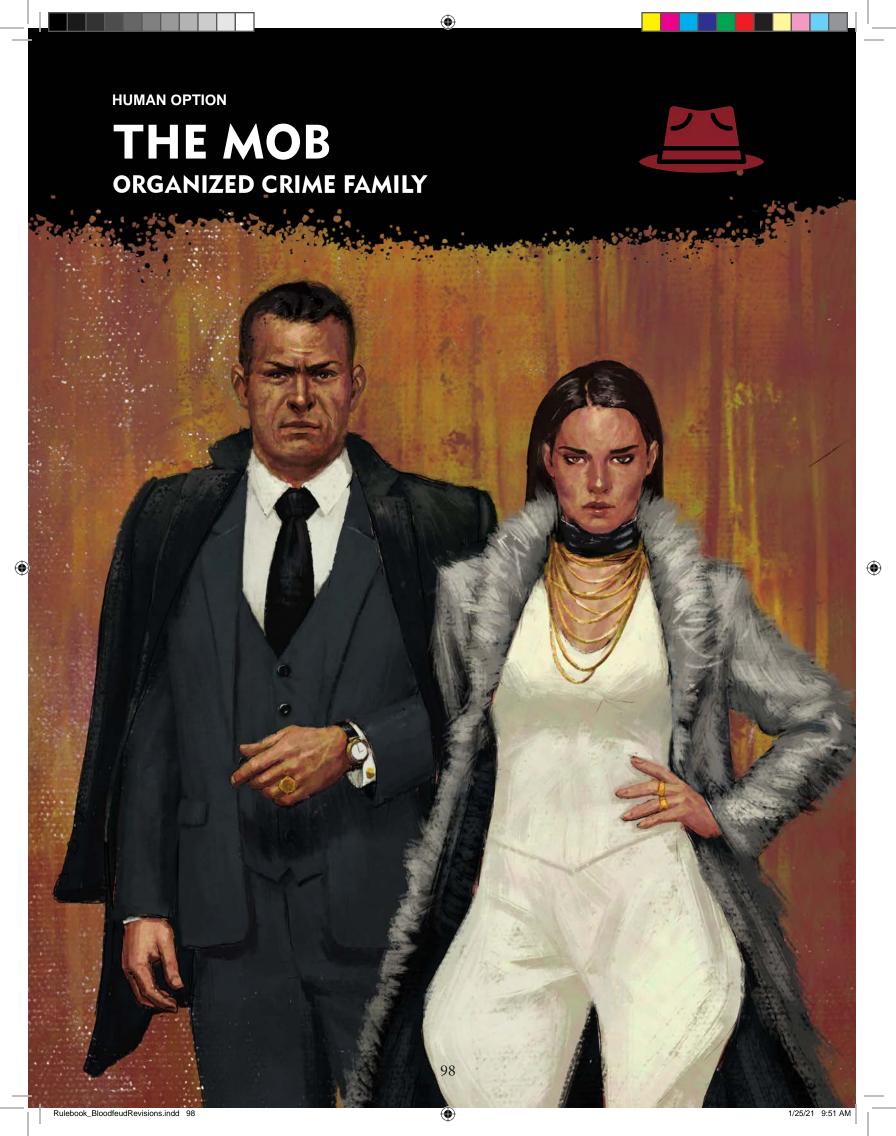
Choose I of the Ambition cards below to add to your Team Resources. Place the unchosen cards face down on your team's Warehouse:

- Control the Narrative: Gain 6 Victory Points if your team proposed the most (not tied) Events that were selected by the Council during the game.
- Collect Secrets: Gain 2 Victory Points for every Ambition token your team has when the game ends. This Ambition is worth a maximum of 6 Victory Points.
- Develop Armaments: Gain 5 Victory Points if your team has the most (not tied) Attack Orders when the game ends.



Faction Ability token

- Your faction ability allows for superior intra-team coordination. Use it to maximize your effectiveness.
- Build strategic coalitions in the Council to pass Events and earn Ambition tokens.



Everything is for La Famiglia. Ever since the mob came to New York you have been running things from behind the scenes. Everyone owes you something, and that's just how you like it. Crooked cops, corrupt politicians, greedy owners, it's all just a part of the game. Your family knows everyone and how to put the screws to them. The transition to more white collar work has been profitable. Your name alone makes competition go running scared, and when someone fucks with you, they don't last long.

Some kind of a problem happened in New York recently though. Some fool started a fight with the feds and now cops are everywhere turning the city upside down. Some intel talks about "blankbodies" or some shit, some other powerful force in New York City you would very much like to meet to see what the hell is going on. Things are heating up fast and the city is going to become a battleground.

You know this city, you know the people, and you know how to make others fear you. This chaos is an opportunity and it needs to be looked at as one. The potential for power here cannot be understated. You look forward to the meetings and the deals, just like old times.

Play as the Mob if you enjoy threatening other players and then making good on those threats.



Faction Ability: Sinister Threat

• When determining Power in the Resolution Phase, you gain +1 Power for each of your Units in a Graveyard and +1 Power for each Unit in your Graveyard.

Setup

- Place the Mob Faction Ability token near the Sun Track board Power track as a reminder.
- Add 2 Attack +1 Orders to your Team Resources.
- Prepare your team's Ambitions.

Ambitions

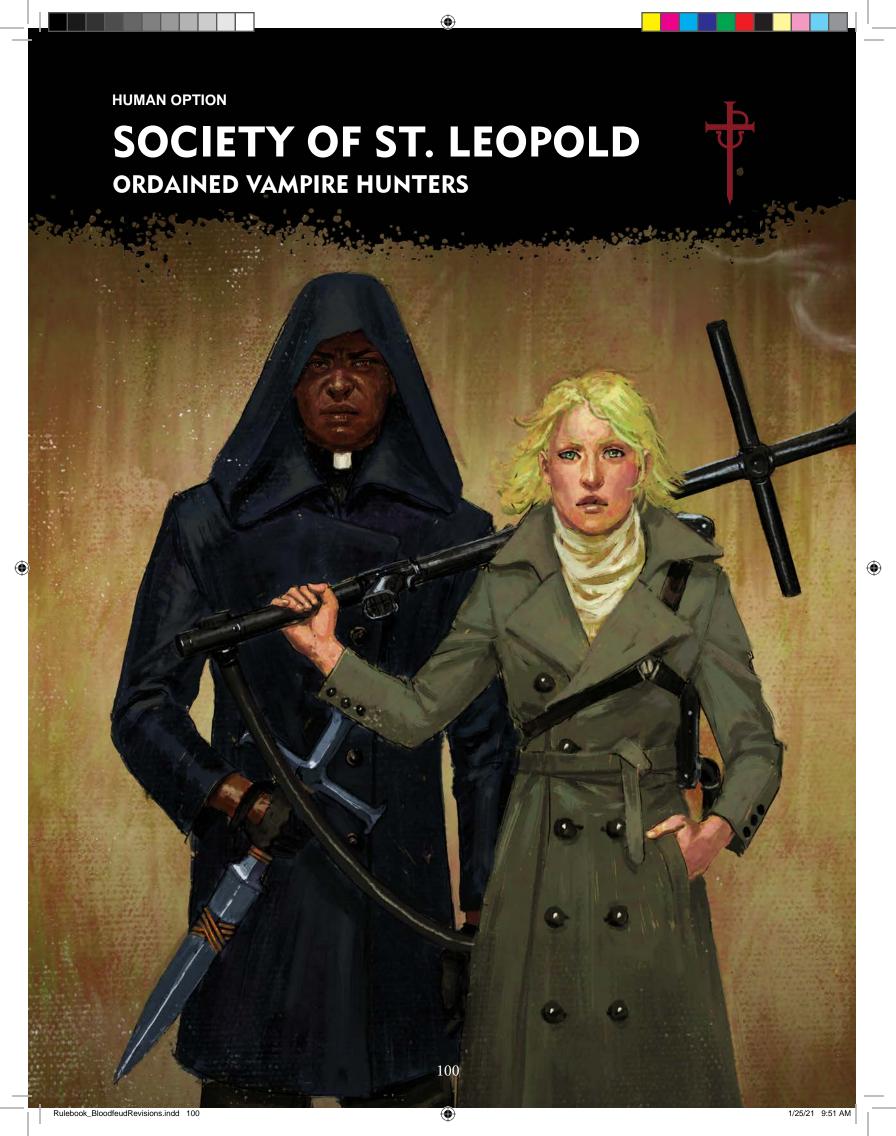
Choose I of the Ambition cards below to add to your Team Resources. Place the unchosen cards face down on your team's Warehouse:

- Expand Your Ranks: Gain 6 Victory Points if your team has the most Units (not tied) when the game ends.
- Eliminate the Competition: Gain 6 Victory Points if your team has the lowest (not tied) number of Ambition tokens in your Graveyard when the game ends.
- Amass Weapons: Gain 1 Victory Point for every Attack +1 and Attack +2 Order your team has when the game ends. This Ambition is worth a maximum of 5 Victory Points.



Faction Ability token

- Your faction ability turns your Units' deaths into Power. Don't be afraid to put them in jeopardy.
- Try to get better Attack Orders. Play aggressively, but don't alienate possible allies.



While there have always been monsters there have always been those who were willing to fight back. As there has always been darkness so too has there been light. The Society of St. Leopold is that light.

As ordained servants of the Vatican it is your holy duty to purge the world of the wicked and to protect humanity. Supernatural servants of the Adversary have preyed on Humanity for far too long. These monsters who stand in opposition to the Lord deserve no quarter, no mercy, and should be dispatched with absolute prejudice. Faith is a weapon to quell their advances, and when faith alone does not work flamethrowers often do. When you were first contacted by FIRSTLIGHT to assist in their war on the undead, you eagerly joined them, adding centuries of collected experience to their struggle. You have been successful so far, devastating many strongholds of the unclean.

New York City has been festering with the unholy scourge for some time. It is now time to act. Your mission is to remove the vampiric threat and save as many human lives as possible. While these bloodsuckers believe they are superior, no more will their evil spread. To the Lord you swear this. With weapons, the Cross, and the Bible, God's will be done. Psalms 2:9: You will break them with a rod of iron; You will dash them to pieces like a potter's vessel.

Play as Society of St. Leopold if you want to play defensively and protect allies.



Faction Ability: True Faith

• Your Defend Orders also discard any Orders labelled "Vampire" resolved afterwards on the same Domain.

Setup

- Place the Society of St. Leopold Faction Ability token near the Orders board as a reminder.
- Add 2 Defend +2 Orders to your Team Resources.
- Prepare your team's Ambitions.

Ambitions

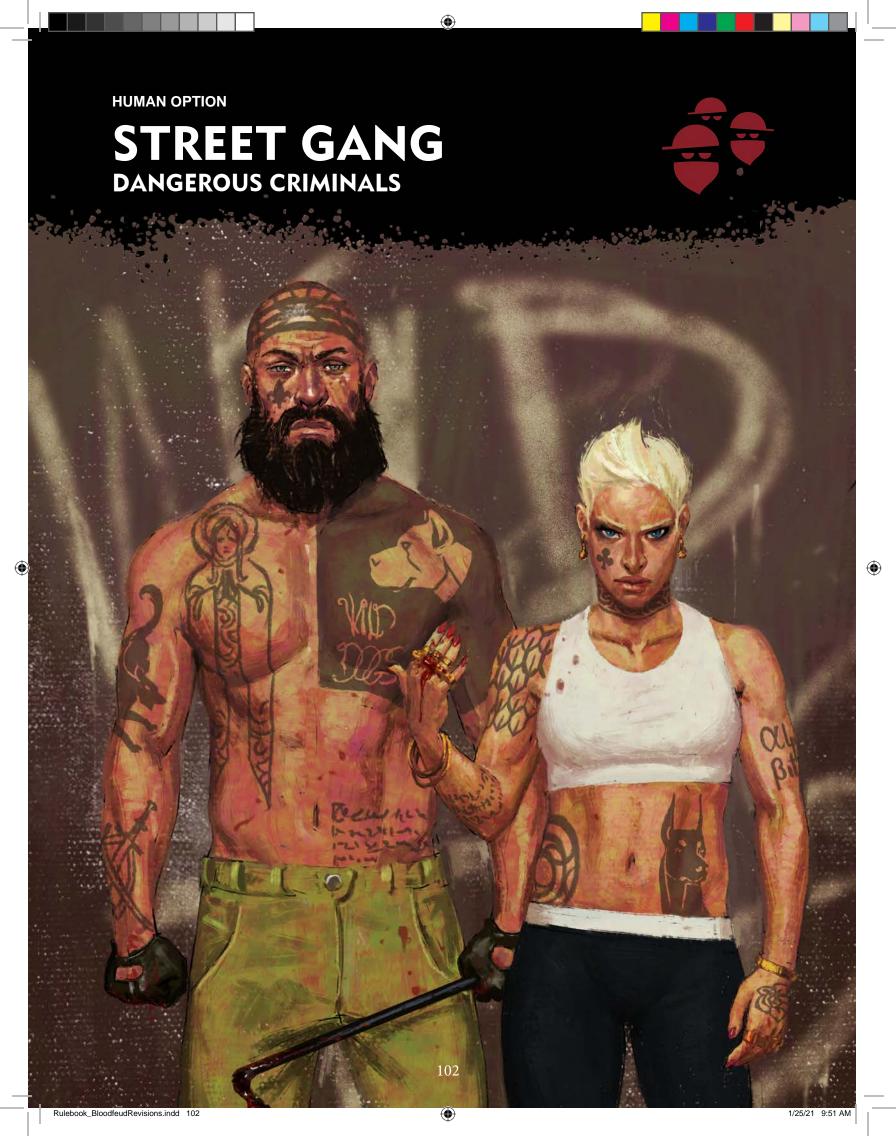
Choose I of the Ambition cards below to add to your Team Resources. Place the unchosen cards face down on your team's Warehouse:

- Conquer the Darkness: Gain 5 Victory Points if there are more Human Units than Vampire Units on the Cityscape when the game ends.
- Recover Relics: Gain 1 Victory Point for every Defend +2 and Defend +3 Order your team has when the game ends. This Ambition is worth a maximum of 5 Victory Points.
- Safeguard Humanity: Gain 2 Victory Points for every Human team that had no players slain during the game.



Faction Ability token

- Your Defend Orders are the only way to stop Embrace Orders from converting Human Units into Vampires.
- Other Human teams will want to ally with you for your defensive abilities.
 Try to leverage that.





Drug running, robbery, kidnapping. You do what you need to do to survive. It's dangerous out on the streets, but it's the only life you've ever known. You ran these streets dealing with the true underworld of the city. Hell, even the damn mob won't come onto your territory. Loyalty is the word. Loyalty to the street, loyalty to each other, and loyalty to the gang.

Times are getting tough. A few of your guys have been disappearing off the street as well as some of the homeless population. Some of them have been drained of blood, others have just vanished into what seems like thin air. Things are getting weird. Government spooks and religious nut jobs have been patrolling around the area and some even say they are capping dudes in the street. You've even seen some strange shit you can't explain, like freaks moving at lightspeed. Your numbers are dwindling, and something must be done.

The gangs of New York have put aside their differences for the time being to get to the bottom of this. This fight will be tough, but you know these streets and people better than anyone. If they want to disrespect you, they can do so at the end of your baseball bat.

Play as Street Gang if you like having multiple paths to victory.



Faction Ability: Take to the Streets

• You have a Team Unit Limit of 4 on each Domain (instead of 3).

Setup

- Place the Street Gang Faction Ability token near the Cityscape as a reminder.
- Place +4 Basic Units on your starting Domain.
- Prepare your team's Ambitions.

Ambitions

Take I Dominate Your Rivals card for each Human team in the game, including your own. Choose I of these
Ambition cards to add to your Team Resources. Place the unchosen cards face down on your team's Warehouse.



Faction Ability token

- Your Unit Limit of 4 gives you an edge in Attacking and gaining Power.
- Try to focus on either Assets, Advancements, or Power to make the most out of your Dominate Your Rivals Ambitions.





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Thanks:

To each and every playtester who played over the years of development: Stephen Colby, Patrick Martell & The Everything Epic Team, Board Gamers of Greater Akron (BOGA), Gerald King & Ultimate Team-up, Leslie Loy & West Coast Megagames, Peter Nixon & The Megagame Coalition, Jeff Borger, Dan Britt, Noah Crow, Matt Dingeldein, Julie DiPadova, Krystin Eng, Alan Gerding, Phil Grunauer, Eliot Hariton, Ryan Hulec, Kyle Keller, Jasmine Keller, Reid Larson, Dame Michelle Mazala, Philip Migas, Zac Morgan, Chad Mulkey & Rose Overmann, David Plitz, Corey Pyle, Michael Smercina, Matt Smolik, Steve Stankiewicz, Frank Tedeschi, John Rodriguez, Steven Vesci & Sara Perez, David Waldman, Jesse & Brittany Zabkar, Ian Zang. And any others we may have missed!

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