

LIBRARY

When building your deck, your library (the green-backed deck) must contain at least 40 cards. It may have up to 10 additional cards per player, including yourself. In an official constructed tournament, your library must be between 60 and 90 cards.

At the start of the game, shuffle your library and draw the top 7 cards into your hand. Whenever you play a card, immediately draw to replace it.

ASH HEAP

Cards that are burned or discarded are placed face up in their owner's ash heap, or discard pile. Any player may examine your ash heap at any time.

You may use a discard phase action to burn a card from your hand and draw a new card from your library.

UNTAPPED

During the game, some of your cards will become tapped (turned 90 degrees), indicating that they have been activated for some purpose and cannot be used again until they are untapped.

At the beginning of your turn, during your untap phase, you always get to untap all of your cards. Only untapped minions may block, take actions or play reaction cards.

TAPPED

THE EDGE

If you bleed another Methuselah for one or more pool, you gain control of the Edge. If you control the Edge, you may burn it to gain one vote during a referendum. If you control the Edge during your untap phase, you may gain one pool. Put the Edge here when you control it.

LOCATIONS AND OTHER CARDS

Certain cards require you to put them into play (locations and some other masters, some actions and political action cards). You may place such cards above or off to the side of this mat.

BLOOD POOL

You begin the game with 30 pool. You spend your pool to control vampires and play certain cards. If you run out of pool, you are ousted. When your prey is ousted, you gain a victory point and 6 pool. If you are the last person in the game, you gain a victory point. The winner of the game is the player with the most victory points.

CRYPT

When building your deck, your crypt (the gold-backed deck) must contain at least 12 cards. The vampires in your crypt must all be from the same group or from two consecutive groups.

At the start of the game, shuffle your crypt and take the top 4 cards and place them face down in your uncontrolled region.

READY REGION

The ready region contains ready minions and other cards (locations, for example) that you control. These cards are the main resources with which a Methuselah accomplishes her goals.

Your ready minions can take actions to harm your opponents or to reinforce your position, and they can attempt to block the actions of other Methuselaha's minions.

ACTIONS

- Bleed. Directed at prey by default.
- Hunt. +1 stealth
- Become an Anarch. +1 stealth. Costs 2 blood (or 1 blood if you control a ready Anarch)
- Equip (equipment card or transfer between two minions). +1 stealth
- Employ (retainer card). +1 stealth
- Recruit (ally card). +1 stealth
- Call a referendum (with a political action card). +1 stealth
- Encounter vampire in torpor [see Torpor (Controlled) for details]
- Other action (action card or as allowed by card in play)

The cost of an action is paid only if the action is successful.

BLOCKING

Directed actions can be blocked only by the affected Methuselah. For undirected actions, the prey gets the first chance to block, then the predator. To block, select an untapped and ready minion. The blocker's intercept must equal or exceed the acting minion's stealth. If blocked, combat results. If a block fails, other minions can make the attempt.

Once a Methuselah declines to block, the decision is final.

COMBAT

Combat is divided into rounds. Each round has three steps:

Maneuver: Establish range (long or close) by maneuvering. Each round begins at close range.

Strike: Both minions declare their strikes (acting minion first).

Strikes resolve in the following order:

- 1) strike: combat ends
- 2) all first strikes
- 3) all other strikes

Dodge protects the dodger no matter what the opposing strike is.

Press: Press to continue or end combat. If a press to continue is not played, combat will end.

VOTING

When unblocked, the terms (if any) are set and the players then cast their votes, for or against (in any order). Once cast, the vote cannot be changed. Players may abstain from voting or get votes as follows: 1 vote for each political action card played (limit 1 by each player), 1 vote for each ready primogen or bishop, 2 votes for each ready prince, archbishop, baron, kholo or magaji, 3 votes for each ready justicar or cardinal, 3 votes for the prisci block and 4 votes for each ready Inner Circle member. You can also gain a vote by burning the Edge. Tied votes fail.

TURN SEQUENCE

Turns proceed clockwise around the playing area. Each player's turn is composed of the following five phases, in order:

1. UNTAP PHASE

Untap all of your tapped cards. You may gain one pool if you control the Edge. Choose to yield or pay for contested cards. If multiple effects occur during the untap phase, you may do them in any order.

2. MASTER PHASE

You receive one master phase action per turn, typically used to play a master card. Unused master phase actions are lost.

3. MINION PHASE

Your ready, untapped minions may tap to take actions.

4. INFLUENCE PHASE

Up to four transfers may be spent to move pool to or from your controlled vampires.

5. DISCARD PHASE

You receive one discard phase action per turn, typically used to discard a card from your hand or play an event card from your hand. Unused discard phase actions are lost.

UNCONTROLLED REGION

The uncontrolled region holds the vampires you will attempt to control. There are 4 vampires from your crypt here initially, and you can get more vampires from your crypt by spending influence.

You can look at the vampires in your uncontrolled region at any time.

During your influence phase, you receive a number of transfers (usually four) that you can use in the following ways:

- Move a blood from your pool to an uncontrolled vampire for 1 transfer.
- Move a blood from an uncontrolled vampire to your pool for 2 transfers.
- Pay 1 pool to move the next vampire from your crypt to your uncontrolled region for 4 transfers.

At the beginning of the game, players do not receive the usual four transfers. Instead, the first player receives only one transfer, the second player gets two and so on, increasing the number of transfers received by one until a player reaches the full four. All players then receive the usual four transfers.

When an uncontrolled vampire has a number of blood counters equal to his capacity (the number in the circle in the right corner) at the end of the influence phase, he is placed in the ready region (face-up and untapped).

The blood counters are kept on the ready vampire, to be used by the vampire to heal damage, pay the cost of certain cards, etc.

TORPOR (CONTROLLED)

A vampire enters the torpor region when he takes damage that he can't heal — either by taking more damage than he has blood or by taking aggravated damage in any amount. When aggravated damage is successfully inflicted on a vampire that already has unhealed damage, he must burn a blood to prevent his destruction. If he doesn't have enough blood, he is burned.

Vampires in torpor cannot act (except to "leave torpor"), block, vote or play reaction cards. They are helpless — other vampires can rescue them (costing 2 blood) or diablerize them (killing them).

- Leave torpor: +1 stealth. Cost: 2 blood. If blocked, the blocking vampire can diablerize.
- Rescue: +1 stealth if you control the target, a directed action if not Cost: 2 blood (paid from either vampire).
- Dablerie: +1 stealth if you control the target, a directed action at 0 stealth if not.

Dablerie burns the victim, and the diablerist gets all the victim's blood and equipment. If the victim had a higher capacity, the diablerist may get a Discipline card. A blood hunt referendum to burn the diablerist may be called.

Vampires in the torpor region are still controlled.