

VAMPIRE
THE MASQUERADE

VENDETTA



ERRATA & F.A.Q.

CLAN CARDS ERRATA

CHAOS (MA05)
Replace the card text with the following:

You may choose to take 1 or more Deployed cards from your position at this Location back into your hand, including this one. For each card you take back, Steal 1 Blood from each Rival.

MALKAV'S BANE (MA06)
Replace the card text with the following:

Immediately after Revelation, draw the top card from your Clan deck and play it at this Location. At the End of the Round, when you take back your clan cards shuffle 1 card of your choice from your hand back into your deck.

MINDLESS ASSAULT (MA07)
Replace the card text with the following:

You may choose to flip 1 or more Deployed cards on your position at this Location face down: each face down Deployed card on your Position at this Location has 4 Power.

EYES IN THE DARK (NO03)
Replace the card text with the following:

During the Planning phase, when playing cards at this Location, your opponents must Spend Blood and play them face down. You can look at all these cards at any time. Whenever a card is played face down here, take 1 Blood from the Bank and play it at this Location.

DIPLOMACY (VE02)
Replace the card text with the following:

Before applying any other effect, the Deployed card with the highest printed Power at this Location (ignoring those at your Position) has its Power reduced to 0. In case of a tie, all tied cards are affected.

RULEBOOK ERRATA

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Note at the bottom of the page

Replace the first sentence with the following text: "Note: If only one player Stayed at the Location after the Withdraw Step, [...]"

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Frenzy Box

Add the following text at the end of the Frenzy Box: "IMPORTANT: You cannot voluntarily lose, spend or play Blood to enter Frenzy."

End of the Round

Replace the second bullet point with the following text: "• Take back all your Clan cards to recreate your hand (cards that were on the table on your Position or your Rivals', and in some cases also in your Rivals' hand) back into your hand"

CARD EFFECTS CLARIFICATIONS

How many times does a card activates on each Location?

Unless otherwise specified in the card text itself, each card activates ONLY ONCE per Location.

Is a card effect applied also on other Location other than the one where it has been played?

Unless otherwise specified in the card text itself, a card effect is always applied ONLY on the location it is played at.

When a Rival's card effect gives you the choice of losing Blood (or having it stolen) or taking another negative effect, does not having enough Blood to pay that cost force your decision to the other effect?

You can't voluntarily spend your last Blood, so you'll be forced to choose the negative effect instead.

*Does Ventrue's **Mass Manipulation** effect occurs even if the Ventrue player flees the Location?*

No: the Ventrue player is not present anymore in the Location, and their card doesn't apply its effect.

*How does Nosferatu's **One Step Ahead** card effect resolves if a player has more than one card face down at the Location?*

The player resolves each card one by one, and this can potentially trigger multiple Frenzies, if the player is forced to reveal cards by other effects.
Remember that if you don't have the Blood to pay, you don't have the choice to flip your cards, because you cannot voluntarily make a choice that would send you into Frenzy (as described in the rulebook under the "Frenzy" section).

After Draining a card that shows 0 as its drained Blood during Frenzy, should I keep Draining cards? Does the player who started the first Frenzy take credit (and Influence point/s) for the subsequent Frenzy/ies as well?

You'll have to Drain another card, until you manage to get some Blood in your pool. There is no extra Influence points reward for the player who sent you into Frenzy the first time.
If the Drained card was your last one, you get only 1 Blood and lose 1 Influence, as described in the rulebook under the "Frenzy" section.

*If you are given a choice, can you take a choice that doesn't do anything? For example, the Ventrue's **Tyrant Gaze** card effect says: "Each Rival must either move half of the Deployed Blood they have at this Location (rounded up) to your Position, or Lose 1 Influence". If you have 0 Deployed Blood at that Location, can you choose to Lose nothing or are you forced to pick the other option and Lose 1 Influence?*

It is possible to "Lose nothing": you can choose to Lose half of your zero Deployed Blood (which is zero), and fullfill the condition.

*After playing Nosferatu's **Backstab** and moving it to Prince's Haven, I have 6 Deployed Blood at the location, but no cards. My opponent has a Deployed card with 3 Power at this location. Who wins?*

The Conflict is always won by the player with the most Power, calculated by adding cards Power and Deployed Blood values. In this case, you still win the location.

*I have only 1 Blood left in my Pool. Can I spend 0 Blood to play Tremere's **Arcane Drain**?*

Yes, you definetely can! But with only 1 Blood in your Pool it's going to be a risky move...

*I played Tremere's **Retailation** face up onto a Location where the **Blue Velvet** card (which makes you spend 2 Blood in order to Withdraw) is present, and subsequently chose to Withdraw. Would my Rivals at this Location lose 2 Blood or would the effect not trigger, since I would have already Withdrawed by that point?*

When players choose to Withdraw from a location with the Blue Velvet card, they must immediately spend 2 Blood points to do so. While spending this Blood, Retaliation's effect is still active and it would be resolved as usual.

