

VAMPIRE

THE MASQUERADE

RIVALS

EXPANDABLE CARD GAME



## The Heart of Europe Expansion RULEBOOK

The Second Inquisition heats up in the city known as the “Heart of Europe” — PRAGUE! Thanks to an all-new City Deck, Prague offers Old World intrigue and new challenges to overcome when the sun goes down. The Heart of Europe expands all previously released clans in the Rivals ECG with new content!

Mix these cards into your collection  
to find new routes to dominance  
for your coterie.

# VAMPIRE

THE MASQUERADE

# RIVALS

EXPANDABLE CARD GAME



Ages 14+



2-4 Players



30-70 Minutes

## Contents



27-Card  
Prague City Deck



96-Card Crypt Pack  
for customizing decks



5-Card  
Errata Pack



1 Card Divider



6 Fear Tokens



6 '-1 BP'  
Tokens

## Rules Updates

When a triggered ability is triggered during another action or event, resolve the effect immediately before continuing the action or event. This reverses the FAQ entries on Knowledge is Power (*B&A*) and City Park (*W&R*) so that all triggered effects now work the same.

We are adding a new step to the Attack sequence:  
“2a. Players may activate abilities at this time.” This allows players to use abilities (including Relentless ones) before the defender has to make any choices.

## New Concepts and Keywords

**Curse:** Any card attached to your vampire by another player is a “Curse.” These include *Crossbow*, *Veiled Threat*, and several cards in this set. It doesn't matter where the card comes from. It only matters who controls the effect

that attaches the card. A card does not need to have the Curse keyword to be a Curse—in fact, none do. Often, these cards are attached face down. You **cannot** remove a Curse unless an effect allows you to. When a Cursed vampire goes into torpor, place all attached Curses in their owners' discard piles. If a Cursed vampire is burned or suffers diablerie, remove the Curses from the game as usual. Curses count towards the 3 attachment limit on a vampire. A Curse cannot be attached to a vampire who is already at their attachment limit.

**Fear Tokens:** These tokens have been slightly reworded to be more clear. We changed “next turn” to “your turn” so that it only resolves at the start of your own turn and doesn't require you to remember when the token was applied. Fear tokens are removed during the Ready and Return Step of your Beginning Phase. All previously released Fear tokens should be considered to have this new text.

**Solo Attacker:** This is a modified “Attacker” tag that requires the vampire to be in a party with no other vampires in order to take advantage of the effect. If there is at least one other vampire in the party, ignore this text.

**Titles:** To save space, the top line of Title cards will now simply read: “**Exert X Influence to attach.**” The X will always be a number and this Influence cost is still a one-time payment to attach the card to the acting vampire. The cost is no longer written using the **Cost:** Effect template, which is to help players remember that the Influence can come from multiple sources and not just the acting vampire.

**Trap:** These are cards you place face down and place Prestige on similar to Conspiracies. However, instead of getting others to join you, you can spring these surprises on your foes when they perform certain acts. (See page 5.)

“**When empty, burn this:**” To save space, we will no longer be printing these words on Ongoing cards. If a non-character card you have played uses tokens to activate abilities or removes them via certain triggers and has no tokens on it, burn it.

**5-Card Errata Pack:** These cards from the Core Set have received errata to balance them in relation to similar cards. All copies of these cards are considered to have these changes, but playing with these new versions is recommended.



- **Sucker Punch** can get around Blocks and Reactions, so 2 damage was just too much. Now it deals 1 base damage.

- **Hunt the Hunters** made it too easy to keep Second Inquisition targets in The Streets and there was no real way to fight against this Agenda card. Now only the player with this card shuffles Second Inquisition cards back into the City Deck, and also shuffles any cards in the discard pile back in as well. Previously, it was possible for the discard pile to never be shuffled into the City Deck.


- **The Madhouse** cost to activate was excessive for its effect, so we dropped the requirement to exhaust your Leader. Now you need only discard 1 card to add Prestige to a face-down card you control.

# Prague City Deck

The action moves from the new world to the old world! Players should typically use the latest City Deck, so assume you are playing in Prague until a new City Deck is released. If players wish to use a different city in their home game, the players should all agree prior to any deck construction. Follow the same setup rules as found in the core rulebook for the San Francisco City Deck.

The Citizens and Vagrants are very similar to those found in the SF deck. One change can be found among the Citizens: If you use the Burn option, you will choose between mending 3  or gaining 1 . Attaching works the same as before. Remember that when you attach a Retainer via any means, you earn the “Attach –” rewards. If the effect that attaches the Retainer doesn’t trigger attach effects, you don’t earn any one-time rewards like “Draw 1 card” or the Agenda gain from the *Playthings* Agenda card, but the benefits for being an attachment do apply (attributes, disciplines, +1 BP, etc.).


## Team X Operatives



These Second Inquisition holy warriors seek to exterminate vampires and have the power of their faith to back them up. To save space, we have removed the text: “When defeated, gain 1  and discard this.” However, since the Agenda icon still appears under their Blood, you still earn 1 Agenda when you defeat one. When you defeat a Team X Operative, it is discarded into the City Deck discard pile. It will return once the Prague City Deck runs out. “At the end of your turn” was also removed from the Ongoing line, as there is already a specific Antagonist Step during your End Phase. That is when you resolve Team X Operatives.






Team X Operatives work a little differently than the Special Affairs Division. As they enter The Streets, stack them together with other Team X Operatives already in The Streets so that the number of cards in the stack is obvious to all players. **This does not constitute a “party.”** During the Antagonist Step of your End Phase, resolve only the top card of the stack based on the number of Team X in the stack:

**1 Team X:** “Deal 1 Aggravated  to a character in your coterie.”

**2 Team X:** “Deal 1 Aggravated  to a character in your coterie,”  
**AND** “Discard 1 card.”

**3 Team X:** “Deal 1 Aggravated  to a character in your coterie,” **AND** “Discard 1 card,” **AND** “Deal 1 Aggravated  to a character in your coterie.”

**4 Team X:** “Deal 1 Aggravated  to a character in your coterie,” **AND** “Discard 1 card,” **AND** “Deal 1 Aggravated  to a character in your coterie,”  
**AND** “Lose 1 .

Note that Team X Operatives are not hampered by Secrecy. There's nowhere to hide!

**Important:** Each instance of Team X damage may be applied to a different vampire in your coterie. If you apply both to the same vampire, it is applied as one packet of 2 Aggravated damage and not as 2 separate instances of 1 damage (same as S.A.D. in the San Francisco deck).

Again, do not “resolve” every Team X in the stack. Should a Team X be removed from its stack to form a new stack, each **different** stack resolves separately. However, you cannot choose to form different stacks without an effect telling you to. When you defeat a Team X Operative, remove only that one card from that stack. The entire stack is not defeated.

## NEW RULES

### Traps

When vampires stalk the denizens of the city at night, they don't generally get much trouble from the mortal set. So when they emerge from the shadows, the last thing they'll be expecting is something that bites back!

To play a Trap, place it face down near your Haven and place 1 Prestige from your personal supply on it. Traps are indistinguishable from Conspiracies at this point, and you never need to declare if you are placing a Conspiracy or a Trap face down. However, Traps are not revealed to your foes to get them to contribute—You're on your own. Just like with Conspiracies, the controller of a Trap may add 1 Prestige from their personal supply to it during each of their subsequent turns. A Haven like *The Madhouse* works just as well with Traps as with Conspiracies.



Traps are effects that can often be used during a foe's turn to wreak a little havoc. The text on Traps allows them to be revealed and resolved at any time and during any player's turn. However, each requires a triggering event as described on the card and some also require a discipline in order to reveal it. If you don't have that discipline in your coterie, you can't reveal the Trap. Traps don't have a Prestige requirement to resolve. You may even resolve a Trap with no Prestige on it, though you must place Prestige on them to play them. However, most Traps will do more the more Prestige is on them.

The wording "Resolve at any time" doesn't mean you may resolve it for no reason whenever you wish. It means you may resolve it when the triggering event occurs, sometimes even after the fact and during any player's turn. When a triggering event occurs, you are not required to resolve a Trap. You may resolve as many Traps as you wish when the triggering events occur. As usual, return all Prestige on the Trap to the general supply after resolving it.

# SPECIFIC CARD CLARIFICATIONS

**A House Divided:** Despite all being in the same location, the vampires in a Haven are all separate parties for the entirety of each turn during this Event.

**Anjali the Samedi:** The last sentence refers to the vampire and not the player. If the card (which becomes a Curse) is the first attachment on that vampire, you draw 1 card.

**Borek Wagner, Property Developer:** “From your collection” means the card must come from your own collection and cannot be another copy of a Haven you currently control. You may choose a Haven that another player controls, as Havens are not unique. Be sure to bring some extra Havens if you play with these cards.

A Haven attached to a Leader only grants the “Leader Ability” section to your Leader. It grants all text under the Leader Ability headline, and all other text is ignored. If Borek leaves play, burn all attached Havens. Burned Havens become part of your collection again. Borek does not gain a new Haven when he returns.

**Bread and Circuses:** “Reward” is a game term for giving things to other players. It has no other effect at this time. The mend effect may be used on a vampire in torpor, as it looks for a vampire “they control” not “in their coterie.”

**Cover Charge:** Since this card acts as a City Deck Ongoing Event, when it is burned at the start of your next turn it goes into the City Deck burned pile. That makes it eligible to return to the City Deck via a Bohemian Carnevale or other means. If you are not using sleeves on your City Deck cards, shuffle the deck under the table. Later, you will see when it becomes the top card of the City Deck, which gives you time to prepare. If you play Cover Charge at a tournament, be sure to bring a few extra City Deck sleeves for anyone who might be playing Cover Charge.

**Dien:** Since you are able to return 1 card to your hand before revealing any, you can “bluff” with any card and then return it to your hand. However, if you must reveal a card and it does not match your declared attack type, you must immediately discard it after revealing it. Playing 2 cards of the declared attack type offers the greatest benefit: After the defender has blocked and/or played a Reaction, you now have the opportunity to return 1 card to your hand with more information than you had before the attack. If you play only 1 card and pick it up, your attack still proceeds without the aid of an Attack card.



If an effect causes the Attack card(s) to be placed face up, that does not turn off Dien's ability and you may return a face-up card to your hand. Any pre-combat abilities on the face-up card remain, even if the card is returned to your hand. However, if the face-up card does not match the stated attack type, discard it immediately without effect. For example, if you play a Scoped .30-06 face up during the Intel Step, you may still play another Ranged attack card at the usual time. You get the +1 Intel if you declared a Ranged attack, even if you later put the .30-06 back into your hand. However, if the attack is not declared as Ranged, you must discard the face-up .30-06 immediately and you do not get the +1 Intel.

**Disheveled Shelves:** This Agenda card is very different in that you win only if your Rival's Library is empty of cards. Scoring 13 Agenda does not instantly cause you to win the game.

**Emil Hruza:** If you ignore a non-Ongoing Event, you do not participate in its game text. You may choose to ignore an Ongoing Event at any time and you may change your mind at any time, except while an Action is underway. For example, before attacking you in your Haven, a foe must ask if you are ignoring the Ongoing Event A House Divided. Once you answer, you cannot change your mind until the attack is over. You may go back and forth between ignoring it and abiding by it any number of times, even during the same turn.


You must reveal and announce the name of the Event you choose to shuffle into the City Deck. Even if the Event you chose is burned at the start of another player's turn, it is still removed from the game.



**Fortify the Inner Facade:** This card resolves before any effect on an Attack card would cause you to lose or spend any Prestige. It is only looking for wording on the Attack card that refers to the loss/spending/stealing/contributing of Prestige, and the Prestige gain only resolves if you indeed would lose Prestige via the Attack card. Cards such as Backhanded Compliment, Demand Obedience, and Faulty Logic would cause the defending player to gain the 3 Prestige from the general supply before the Prestige loss happens. A Biting Comment has the potential to cause you Prestige loss, but you only gain the 3 Prestige if the attacker chooses to steal 1 Prestige

from you, which they decide after your Reaction is revealed. If they choose the +2 damage, you gain no Prestige.

If the Prestige loss is based on damage done, resolve the damage, gain the Prestige from Fortify, and then lose the Prestige from the attack. Being defeated and "losing" 1 Prestige is not a function of an Attack card, so that does not trigger the Prestige gain. If no Prestige loss happens, the defender instead gains +1 if they have the discipline.

**The Guard Tower:** This Haven does not provide Secrecy to your vampires. Instead, it gives +1  to any Guard in your coterie who Blocks an attack.

**Hidden Stash:** The Prestige on this card may be used to pay for Prestige activation ability costs on vampires you control. However, if there are other costs involved, those are not paid with the Prestige on this card. As a Thin-blood card, a common use is to activate 1 or more 1 BP vampires' Shield abilities at a cost of 1 Prestige each.

**Jan Zoubek:** The Agenda this vampire denies includes the 1 Agenda a foe gains for defeating a Rival vampire, card effects that would have a foe gain Agenda for defeating a vampire, and Agenda placed on your vampires via Marked Man or various Lasombra clan effects.

**Kiril:** As soon as this vampire becomes an attacker, they have +3 Influence until the end of the current turn (until it's spent).

**Off Limits:** To resolve this card, there is the requirement of a defender in The Streets. A "defender" is any vampire or Mortal being targeted by an attacker. An attacker being struck by a damaging Reaction is not a defender. This Trap is not a Reaction, so it may be used during a claim to the Prince Title.

**Racing the Clock:** This Event is looking for your highest BP ready character before your coterie readies at the start of your turn. If you have no ready vampires in your coterie, you cannot prevent the loss of 1 Action this turn. A character gaining a Fear token this way will remove it almost immediately during your Beginning Phase, but remains exhausted.

**Rapid Reflexes:** To retarget an attack is to switch defenders when this card resolves, which is after the attacker's card resolves if they played one. An attack may not be retargeted to the vampire who played it. The new target is not Blocking, nor are they "a Blocker" during this attack.

**Roman Monstrum:** You do not have to own the Curse you choose to remove from the target.

**Tipped Off:** Because a player token is not placed on this when it enters The Streets, it remains in play until the Scheme succeeds. A player may spend an Action and exhaust a vampire in their coterie to perform this Action, which is a Scheme that starts an Influence Conflict, just like a normal Scheme. Anything that applies during a Scheme applies here. If YES beats NO, move 1 Team X Operative in The Streets of the active player's choosing next to the Haven of the targeted player (same place as Ongoing cards go), and then burn this card. While next to that Haven, it is a separate stack of Team X Operatives that resolves only







against that player. The card gains no benefit or Secrecy from being next to their Haven and any player may attack it. The player who has it next to their Haven must move to The Streets to attack it (as usual). If that Team X Operative enters play again, it joins its compatriots in The Streets as usual. If this Scheme fails, this card is not burned.

**Voter Suppression:** When a player chooses “No” against your Scheme, all of their vampires who just applied a ‘No Influence’ token are exerting Influence against your Scheme. Note that the Exhaust ability of this card does not have Relentless, so it may only be activated during your own turn.

**Whip of the Primogen:** This Title is not Unique, but is instead limited to 1 per player. The ‘No Influence’ token may be removed from any vampire in your coterie of the same clan as the Whip, including the Whip itself.

**Withering Spirit:** Do not add the acting vampire’s  to the damage, as this is not an attack. If you choose to burn a wraith to make the damage Aggravated, that wraith is not counted when calculating damage. When you burn a wraith, remove both the token and the face-down Retainer from the game. If you don’t burn a wraith, the target’s  will reduce the damage. Non-Special Reactions can’t be played since this is not an attack, but Shields and damage prevention (such as the Vagrant) may be used to reduce the damage.



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