

VAMPIRE

THE MASQUERADE

RIVALS

EXPANDABLE CARD GAME



The Wolf & The Rat Expansion RULEBOOK

When the wolf howls and the rat scurries, no mortals dare visit the park after dark, and vagrants whisper of strange benefactors walking among them, even as their own numbers mysteriously dwindle night after night. Connected through their kinship with beasts, but divided by opposing loyalties, the city's Gangrel and Nosferatu both seek opportunities to unleash the Beast within and explore the more feral side of vampires. You may play these two clans head-to-head with the pre-constructed decks provided, or integrate them with your Core Set and other expansions to create unique strategies for conquering your foes.

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Ages 14+



2-4 Players



30-70 Minutes

Contents



2 Pre-Constructed
49-Card Player Decks



21 Grey Player Tokens
(20 Blood/Prestige & 1 Leader)



2 Fear Tokens



4 Card Dividers



30-Card Crypt Pack
for customizing decks.
Don't open until you've
played a game or two.

New Concepts and Keywords

Updated Turn 1 Rules for Core and All Expansions: You cannot target or deal damage to a foe before they have taken their first turn of the game.

Animals: A new card type that represents the many beasts these clans can call upon to join their struggle for dominance. Vampires with Animalism may attach Animals like they would a Title or Alchemy, once they have paid the associated Blood cost. Attached Animals grant special abilities and provide an additional effect when detached.

Animalism: This discipline grants a vampire the power to commune with and control the beasts of the world by attaching powerful Animal cards.

Protean: This discipline grants vampires the power to change form, such as growing deadly claws and fangs, or even transforming completely into other creatures or elements.

The Gangrel

Aptly named the Clan of the Wolf, the Gangrel once stalked the countryside, eschewing the urban environment favored by other clans. They have since evolved and adapted to life in the city, though they still prefer lurking on the outskirts of town or hiding in its many parks instead of patronizing night clubs or lounging in posh apartments like their more civilized brethren.

A proficiency with the Protean discipline allows the Gangrel to move about without drawing attention and gives their attacks more bite as they wield unnaturally long claws and fangs to devastating effect. They are also grand storytellers, seeking to inspire each other and gain renown through the embellishment of their achievements and notoriety through the sharing of legends, both past and present.

Where this clan really shines, however, is in their mastery of the animal kingdom—the many mongrels and alley cats that run unfettered through the streets after dark may frequently do so at the bidding of their wild masters. A strategic alignment with these creatures can prove a powerful gambit in their quest to bring their rivals to heel.

The Nosferatu

Hideous. Compassionate. Proud. Covert. All these can be said of the Nosferatu, and more. Plying their craft in the tunnels and sewers beneath the city, this clan can strike without leaving their Haven. Often sought after for their surveillance skills and spycraft, the Nosferatu are cunning and efficient when hunting down vampires and mortals alike. Using innate tools of investigation, they can make any foe feel the pressure of their relentless pursuit of justice. Or through more surreptitious means, they can change the strategic landscape of the city for a brief time, perhaps long enough to gain the upper hand.

Much like the Gangrel, the Nosferatu are deeply in touch with their feral nature, and look to the lower beasts such as rats and insects to carry out their bidding. And when that tactic fails, they can fall back on their beastly strength, using their hideous nature to inflict serious damage on any who dare face them.

It's the land of the living, however, where they most often choose to focus their gaze. They seek to protect and nurture the mortals who live out their discarded lives in the streets above them, but only so those same souls can be carefully exploited without unwanted interruption. *Vagrants*, in particular, are of great value to the Nosferatu, who will seek them out in The Streets, in the ash heaps, or even from other vampires who have dared to retain them.

NEW RULES

Animals

Animal cards offer special abilities that your vampire can activate while they are attached, and trigger an additional effect when detached. Animals can be attached to the acting vampire as an action, just as you would a Title or Alchemy, if that vampire has Animalism and can pay the associated Blood cost.

There are five different varieties of Animals in this expansion: *Alley Cat*, *Mongrel*, *Murder of Crows*, *Sewer Rat*, and *The Swarm*.

Detaching Cards

In general, if you choose to remove an attachment from a vampire in your coterie, you must burn it. However, if an effect calls for you to remove/discard an attachment (such as activating a **detach** effect on an Animal), you discard it instead unless the card specifies otherwise (currently, the *Alley Cat* is the only Animal that requires you to burn the card in this way). A detach effect may only be used on the active player's turn, unless it's for damage reduction, such as what *Mongrel* provides.

Note: A detach ability may be used regardless of whether the vampire the Animal is attached to (or the Animal itself) is ready or exhausted.

Example Turn in a 2-Player Game

Player 1 has *Choocha* and *General Flint* in The Streets, and *Flint* has 2 *Vagrants* attached. Player 2 has *Tamaska* and *Lil' Fang* in their Haven at full Blood. *Tamaska* has a *Mongrel* and an *Alley Cat* attached.

Player 1 exhausts *Choocha* to gain +1 Intel against player 2 for his party's next attack. *Flint* then exhausts and announces a Physical attack against *Tamaska*, using an Attack card. Since *Flint* has 2 Retainers, this attack does +1  and also reduces any potential Reaction defense by 1 . *Tamaska* chooses not to play a Reaction, and *Flint* flips over *The Stampede*, which deals 5 total  damage: 1 inherent (card) +1 (for a vampire with Potence) +2 (*Flint's*  attribute) +1 (for having 2 or more Retainers). *Tamaska* reduces that by 1 for her  attribute, and detaches the *Mongrel* to reduce it by an additional 2, thereby taking only 2 damage. Since the *Mongrel* was detached for an effect, it's discarded instead of burned. Player 1 uses their second action to put *Secret Passage* into play. This card is immediately exhausted to return *Choocha* to his Haven, where he stays exhausted.









On Player 2's turn, *Lil' Fang* exhausts to retrieve the *Mongrel* from the discard pile and put it back in their hand. Player 2 then detaches *Alley Cat* from *Tamaska* to burn one of *Flint's Vagrants*, which also burns the *Alley Cat*, per the card's instructions. *Tamaska* then exhausts to re-attach the *Mongrel*, which triggers her ability, earning 1 free action and allowing her to ready herself. It also earns 1 🏆 for *Call of the Wild*. Player 2 still has 2 more actions remaining, which they use to recruit *Drea Warden* and draw 1 card (*Murder of Crows*), respectively. *Drea* immediately exhausts and pays 1 📖 to attach the newly drawn Animal to *Lil' Fang* at no additional cost, earning another 1 🏆.


SPECIFIC CARD CLARIFICATIONS


City Park Haven: If you reveal an Animal, draw it into your hand. Otherwise, you can choose to discard it or leave it on top of your Library deck. This effect resolves after the action/event that caused your Leader to exhaust. Since an attack is a longer action with multiple steps, you may want to temporarily place your Haven next to your Leader so you don't forget to resolve this ability after the action has resolved.


Constant Surveillance: This card renders a foe's Agenda and/or Haven cards inactive for 1 turn. Targets of this effect cannot use their Haven abilities or score 🏆 off their Agenda card text as long as *Constant Surveillance* is in effect. Affected players may still earn Agenda from other sources (e.g. defeating S.A.D. or a Rival vampire), and will still win if they reach 13 Agenda.


Cornered Rat, Bad Reflection: When a Reaction card has a Damage icon  in the upper left, the vampire playing the Reaction adds their associated attribute to the damage being dealt back to the attacker. *Bad Reflection* has none, so no attributes are added. Its Reaction damage is calculated solely based on damage being dealt to the defender, before damage prevention is factored in.

However, *Cornered Rat* does have the Damage icon, so you would add that vampire's  attribute to the Reaction portion of that card, even though the inherent value is 0. Even if this card is reacting to a Mental attack, the only damage dealt to the attacker is Physical. For the Attacker portion, the attack value of this card depends on the difference between the acting vampire's Blood Potency 📖 and their current Blood 📖. If you have a 6 📖 vampire who is currently at 1 📖, this card would deal +5  damage (6 📖 minus 1 📖), and the attacker's  attribute is added to the total as usual. If the vampire is at maximum Blood, this Attack card would provide 0 inherent damage.

Drea Warden: When this vampire exhausts to activate her special ability, it doesn't cost an action, but it does cost 1 . You may attach an Animal in your hand to any vampire in your coterie at no additional cost, even if the target vampire does not have Animalism.


Bond Famulus: This card has no discipline requirement to play, but if you want to utilize its ability you need at least 1 vampire in your coterie with Animalism. When activated, it reduces the  cost of attaching Animals by 1, and allows a vampire to ready after spending an action to attach an Animal. Note: Since *Drea Warden* does not spend an action when using her exhaust ability, she cannot use *Bond Famulus* to ready, nor can the vampire she attaches an Animal to.





Fight or Flight: Reaction cards with a Damage  value typically deal damage back to the Attacker. However, Fight or Flight prevents this when played as a Reaction, as stated on the card itself. You can only deal damage when this card is played as an Attack.

Hoard the Herd: In order to clear The Streets of all Mortals and score 2  with this card, you will need to remove the *Special Affairs Division* as well.

Protect the Flock: When attacking City Deck Mortals with Blood tokens on them, you ignore Blood of your own color. Any Blood tokens that are not your color increases the amount of damage you need to deal to defeat them by that amount. These Blood tokens remain until the Mortal is defeated, then they are returned to the general supply.

Second Tradition: The Domain: Citizens and *Vagrants* get “attached” to this card but are still considered to be in The Streets. Place this card near The Streets to remind players that the attached Mortals are fair game for attack by other players, if they are willing to pay you the Prestige to do so. Since an Agenda like *Hoard the Herd* looks for “unattached” City Deck Mortals in The Streets, this card can be also used to ignore these “attached” Mortals for the purposes of meeting that Agenda's requirement.

Sewer Rat: When you use this card's detach effect,  stolen from vampires in torpor can be used to mend any other vampire in the game, including other players' vampires in their coterie or torpor.

Spy Games: This card allows you to take a Rival token belonging to another player, essentially making it your own. When you take a Rival token that is not your own token, you now have an additional player you call Rival for one full round, for all purposes related to that claim. If you take your own token from another player, however, you are not considered your own Rival: You simply deprive the other player of the benefit of calling you their Rival for one round (for bonuses like gaining 1  when a Rival's vampire is defeated and earning 3  or winning outright when a Rival is knocked out). Additionally, if you are knocked out of the game while holding your own Rival token, you don't gain 3  and in fact drop to zero  per the normal rules, which will likely cost you the game in most circumstances. Players without a Rival token have no Rival (or the benefits they provide) until the token is returned to them.

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