

V:TES Phased Motion Format

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The Phased Motion Format is a play variant for Vampire: The Eternal Struggle™ in which players' turns overlap. Everyone untaps together, master phases are conducted together, everyone bleeds together (taking their bleed actions in turn around the table), and so on. With such synchronized actions, the format favors decks that do a bit of everything over ones that focus on just one thing. Also, the limited number of actions each turn lessens the effectiveness of weenie swarm. Except as noted, the standard V:EKN tournament rules for V:TES apply in full.

The rules are split into two parts: the introductory game and the advanced game. Players should be able to make a test run with the introductory rules using standard decks to get a feel for the new setting (but see the Banned List below for some cards that aren't suitable for this format) before diving into the full advanced game.

1. Overview

Turns consist of phases. Each Methuselah gets the opportunity to play in each phase. Each turn starts with an untap phase, ends with a discard phase, and has five other phases in between, which are chosen by the Methuselaha in turn. Each phase can be chosen only once, and two will be left unused after each turn (three in the advanced game).

2. Getting Started

2.1. Equipment Needed

You need all the equipment for the standard game (counters, Edge token, crypt, and library), plus two *The Embrace* cards for each Methuselah (from *Jyhad*, *V:TES*, or *Camarilla Edition*, or proxy your own) and seven phase cards: Master, Open Aggression, Subterfuge, Diplomacy, Supply, Influence, and Cheat. (The advanced rules add an eighth phase card, Research.)

2.2. Set Up

Each Methuselah starts with two Embraces in play.

Each Methuselah sets up as normal (30 pool, seven card opening hand, and four cards in her uncontrolled region). Each Methuselah also starts with two *The Embrace* cards in play with 1 blood each, representing two 1-capacity Independent clanless vampires.

Choose one Methuselah to go first. In subsequent turns, this will be the Methuselah with the Edge, but for the first turn, choose randomly (and the Edge starts uncontrolled).

3. Turn of Play

3.1. Starting a Turn (untap phase)

Each turn starts with an untap phase.

Each turn starts with an untap phase. Beginning with the starting Methuselah, each Methuselah takes an untap phase, untapping her cards and handling contested cards and titles (and other untap phase effects). A Methuselah gains a pool from the Edge only if no other Methuselah controlled it in the previous turn.

FAQ: A Methuselah may discard one burn option card when each other Methuselah untaps.

3.2. Mandatory Actions (minion phase)

Mandatory actions are handled first (after untapping).

Following the untap phase, each ready, untapped minion that must hunt (or that has any other mandatory action) hunts (or takes the mandatory action), again going clockwise. This is the only time that mandatory actions must be taken. A minion with a mandatory action cannot take any other action, no matter what phase is chosen. In the other phases, however, he is free to take no action (and this does not prevent your other minions from acting).

3.3. Choosing Phase Cards

In each turn, Methuselaha choose phases to perform, and every Methuselah performs each phase's activity.

In each turn, each Methuselah in turn will choose one of the phase cards and place it beside her ash heap (to indicate that it has been chosen). A Methuselah cannot choose a phase card that has already been chosen. When a Methuselah chooses a phase, each Methuselah performs that activity, beginning with the Methuselah who chose the phase and going clockwise. When all Methuselaha have performed that activity (or passed), the next Methuselah chooses one of the remaining phases. This continues until five phase cards have been chosen (the remaining phases will not be performed in that turn). Some Methuselaha may get to choose more than once or (in a big game) not at all.

3.4. Ending a Turn (discard phase)

Each turn ends with a discard phase.

When all Methuselaha have chosen a phase, the turn ends with a discard phase. Beginning with the Methuselah who chose last, each Methuselah takes a discard phase (*e.g.*, discarding a card or playing an event) per the normal rules. All phase cards return to the middle of the table, ready to be chosen in the next turn. Any allies who are in any uncontrolled regions (to indicate that they cannot act) move to the ready region.

FAQ: *Giotto Verducci* may use his ability once in each other Methuselah's discard phase.

The Methuselah with the Edge starts.	<p>3.5. Starting a New Turn After the first turn, the Methuselah with the Edge chooses first in the next turn. If the Edge is uncontrolled, then the predator of the Methuselah who started the previous turn starts.</p>
The minion phase is broken up into the mandatory action phase and four specific action phases.	<p>4. Phases The phases of the game occur in a variable order, as decided by the Methuselaha. When a Methuselah chooses a phase, each Methuselah performs that activity, beginning with the Methuselah who chose the phase and going clockwise. The activity is optional; a Methuselah may choose to pass instead of performing that activity. The untap phase always happens first, and the discard phase always comes last (see “Starting a New Turn” and “Ending a Turn” above). The master and influence phases occur whenever the corresponding phase card is chosen. The minion phase is spread out over the mandatory actions taken right after the untap phase and the four phase cards identified as “minion phase” below. Those phases are treated as a part of a single minion phase for effects that are applied in the minion phase (<i>e.g.</i>, <i>Rutor’s Hand</i>).</p>
Open Aggression: combat, etc. with a special cardless option.	<p>4.1. Master When the master phase is chosen, each Methuselah takes a master phase. This is treated exactly like the master phase in the regular game.</p> <p>4.2. Open Aggression (minion phase) When the Open Aggression phase is chosen, each Methuselah can have one of her ready minions take a directed action against a minion or other card controlled by another Methuselah. Directed actions that target a Methuselah directly are not allowed in this phase. Cardless option: Without the use of a card, a ready untapped vampire may enter combat with an ally or younger vampire as a Ⓣ action that costs 1 blood.</p>
Subterfuge: bleed, etc.	<p>4.3. Subterfuge (minion phase) When the Subterfuge phase is chosen, each Methuselah can have one of her ready minions take a bleed action (or other directed action that doesn’t target a card, such as <i>Enticement</i>). Cardless option: the default bleed action.</p>
Diplomacy: political action, with a special cardless option.	<p>4.4. Diplomacy (minion phase) When the Diplomacy phase is chosen, each Methuselah can have one of her ready vampires take a political action. Cardless option: Without the use of a card, a vampire may call a referendum to choose one or more Methuselaha as a +1 stealth political action that costs 1 blood. If that referendum passes, the chosen Methuselaha each burn 1 pool.</p>
Supply: equip, hunt, etc.	<p>4.5. Supply (minion phase) When the Supply phase is chosen, each Methuselah can have one of her minions take an undirected action other than a political action (<i>e.g.</i>, hunt, equip, recruit, employ, rescue, and <i>Army of Rats</i>). Cardless option: the default hunt action.</p>
Cheat: Repeat a minion phase.	<p>4.6. Influence When the Influence phase is chosen, each Methuselah takes an influence phase in turn (with a full complement of four transfers by default—the starting three turns do not start with fewer transfers). This is treated exactly like the influence phase in the regular game.</p> <p>4.7. Cheat When the Cheat phase is chosen, the Methuselah who chooses any minion phase that has already been chosen (cannot choose the mandatory actions phase). That phase is conducted again.</p>
	<p>5. Other Changes</p> <p>5.1. Out-of-Turn Master A Methuselah can play only one out-of-turn master card between Master phases. “Your turn” is your portion of the phase (so you still cannot use a <i>Sudden Reversal</i> to cancel another <i>Sudden Reversal</i> that has been played on your master card, nor play <i>Direct Intervention</i> when your minions are acting).</p>

5.2. Since Your Last Turn

“Since your last turn” is interpreted to mean “since the beginning of the previous turn”. That is, in the current turn or in the previous turn.

5.3. Banned Cards

(in addition to the V:EKN banned list)

- *Chain of Command*
- *First Tradition: The Masquerade*
- *Last Stand*
- *Madness Network*
- *Spirit Marionette*

6. Advanced Game

The advanced game uses all of the introductory rules and makes two major changes: cards are not replaced as normal, and the Methuselah choosing a given phase gets a bonus in that phase. The first change means that a larger number of standard decks will not be suitable for this format, so you may want to try just the introductory portion of the rules first to get a feel for it before attempting to modify a deck to conquer the advanced game.

6.1. Drawing Cards and Hand Size

Cards are not replaced as normal. Hand size + 3 is checked each turn.

Cards are not replaced as normal, but are drawn in the Research phase (see below) and at specified times in combat (see below) and as specified by card effects. Methuselahs neither draw nor discard for being under or over hand size. At the end of each turn, though, any Methuselah holding more than three cards over what her hand size would allow (e.g., holding more than ten cards with a hand size of seven) must discard down to her hand size plus three.

Effects which change hand size or draw or burn cards are adjusted to maintain their fundamental effects.

- An effect that changes your hand size allows you to draw cards or forces you to discard cards, as appropriate.
- An effect that makes you draw or discard cards without changing your hand size makes you discard or draw the same number of cards immediately afterward (i.e., you may tap The Barrens or use a discard phase action to discard a card and then draw a card). Delayed replacement of discards (e.g., with *Death of My Conscience*) is still delayed.
- *Visit From the Capuchin* lets you draw four cards and then tracks (with counters) the next four card plays you make. If the Visit leaves play with any counters still on it, you discard that many cards. The bit about not replacing the cards is ignored/superfluous in this variant.

Draw for a round of combat, unless blocking.

Additionally, Methuselahs may draw cards when involved in combat. When a minion you control is in combat, you may draw one card at the start of each round of combat. In a combat resulting from a block, the controller of the blocking minion does not get this free draw.

6.2. Do Not Replace Until ...

Some “Do Not Replace” cards cost an additional one or two cards burned from hand to play.

Since cards are not replaced by default, the cards that have built-in “Do Not Replace” clauses are handled with a different penalty: forced discards. To play a “Do Not Replace” card that would be replaced before the end of the Methuselah’s next turn (in the regular game), a Methuselah must discard another card in order to play it (discard after the card is played, in case it is canceled “as played”). To play a card that would not be replaced by the end of the Methuselah’s next turn (including ones that are not replaced until some condition is met, like some events are), a Methuselah must discard two cards. If the Methuselah is not holding sufficient cards, then she cannot play the card with the delayed replacement clause.

6.3. Research Phase

Research: draw 5 cards.

An eighth phase card, Research, is added. When the Research phase is chosen, each Methuselah draws five cards (and see bonuses below).

Getting the Edge activates bonuses for each chooser thereafter.

6.4. Phase Bonuses

At first, no bonuses are awarded. Once the Edge first becomes controlled, the bonuses become active (and remain active even if the Edge becomes uncontrolled again). Once bonuses are active, the Methuselah who chooses a phase gets a bonus in that phase. The bonus only applies to the Methuselah who chooses the phase (regardless of who controls the Edge), and only applies in that phase.

- **Master:** Reduce the cost of one master card by one pool.
- **Open Aggression:** Draw a card if you play an action card.
- **Subterfuge:** Your minion's action gets +1 stealth if you have the Edge.
- **Diplomacy:** Gain two additional votes in the referendum your vampire calls.
- **Supply:** Another of your minions may take a supply action this phase.
- **Influence:** Gain two additional transfers.
- **Research:** Draw two additional cards.
- **Cheat:** No bonus (not even from the second card chosen).

MASTER	OPEN AGGRESSION	SUBTERFUGE	DIPLOMACY
<p>Each Methuselah takes a master phase (with one master phase action).</p> <p style="text-align: center;">M</p> <p><i>Bonus: You may reduce the cost of a master card you play this phase by 1 pool.</i></p>	<p>Each Methuselah may have a minion take one Ⓣ action against a minion or other card.</p> <p>A VAMPIRE MAY ENTER COMBAT WITH AN ALLY OR YOUNGER VAMPIRE AS A Ⓣ ACTION THAT COSTS 1 BLOOD ♠.</p> <p style="text-align: center;"></p> <p><i>Bonus: If you play an action card, you draw a card.</i></p>	<p>Each Methuselah may have a minion take one bleed action or other Ⓞ action that doesn't target a card.</p> <p style="text-align: center;">Ⓞ</p> <p><i>Bonus: If you control the Edge, your action gets +1 stealth.</i></p>	<p>Each Methuselah may have a vampire take one political action.</p> <p>FOR A BLOOD ♠ A VAMPIRE MAY CALL A REFERENDUM TO HAVE A CHOSEN SET OF METHUSELAHS EACH BURN 1 POOL ♠.</p> <p style="text-align: center;"></p> <p><i>Bonus: You gain two votes in the referendum you call.</i></p>
SUPPLY	INFLUENCE	CHEAT	RESEARCH
<p>Each Methuselah may have a minion take one non-political undirected action (equip, hunt, etc.)</p> <p style="text-align: center;"></p> <p><i>Bonus: A second minion you control may take a supply action, as well.</i></p>	<p>Each Methuselah takes an influence phase (with four transfers).</p> <p style="text-align: center;">4</p> <p><i>Bonus: You gain two additional transfers.</i></p>	<p>Choose a minion phase card (Open Aggression, Subterfuge, Diplomacy, or Supply) already chosen this turn.</p> <p style="text-align: center;"></p> <p><i>Bonus: none.</i></p>	<p>Each Methuselah draws five cards.</p> <p style="text-align: center;"></p> <p><i>Bonus: you draw two additional cards.</i></p>