

VAMPIRE'S HARVEST

Overview

Background

Players are newly made Vampires. They must harvest blood, pay tribute to the Elders, slay enemies, and seduce humans in order to advance through the ranks of Vampire society.

Score Tracks

Three score tracks show progress in the three status-gaining activities.

- Tribute: points for paying Tribute to the Elder Vampires
- Slayer: points for killing the enemies of Vampires
- Seduction: points for seducing humans

End Condition

The game ends after 12 turns have been played.

Scoring

At the end of the game, for each player, multiply the two lower track scores and add the highest track score. The total is the player's score. Ties are broken by the amount of Blood owned.

For example, Alyssa has 4 Tribute, 7 Slayer, and 5 Seduction. Her total score would be: $(4 * 5) + 7 = 27$. Bob has 6 Tribute, 2 Slayer, and 8 Seduction. His score would be $(6 * 2) + 8 = 20$.

Setup

1. Give every player a set of Action cards, a Power Broker card, a Skill board, 10 Blood, and 1 Bloodstone card.
2. Place the boards with the Blood Pool, score tracks, and Areas in a central location. The number of Areas used in a game is the number of players minus one. Cover up any unused Areas, and players should set aside the corresponding Action cards. Place two Opportunity cards from the Early Opportunity deck (for turns 1-6) face up in each available Area.
3. Put tokens for every player on the 1 spaces of the three score tracks.
4. Randomly determine which player starts with the

Initiative marker.

5. Put the turn marker at 1 on the turn track.
6. Roll 1d6 per player and put that much Blood in the Blood Pool.
7. Reveal an Event card.
8. Players may play a Power Broker card.
9. Players may distribute 4 Skill points in their Skills and/or take Skill tokens for any unspent Skill points.

Turn Sequence

1. Prepare (For Turn 1, substitute Setup instructions for this phase.)

- 1A. Advance the turn marker.
- 1B. Pass the initiative marker to the right.
- 1C. Add 1d6 Blood per player to the Blood Pool.
- 1D. Reveal a new Event.
- 1E. Players may use a Power Broker card.
- 1F. At any time during the Prepare phase, players may spend Skill Points to increase their Skill levels.

2. Select Actions

All players secretly select an Action card (Train, Harvest, Chance Encounter, Area 1/2/3/4, or Late Decision) and place it face down in front of them. Then they simultaneously reveal their Actions.

3. Resolve Actions

If any players have chosen Late Decision, they must choose and reveal another Action. The Late Decision card must be discarded after use.

Starting with the player with the initiative marker and proceeding clockwise, resolve the chosen actions.

If more than one player has chosen Harvest, they will divide the Blood Pool into equal shares. Any remainder stays in the Pool. Harvesting players also receive any Harvest skill bonus from the common supply of Blood tokens.

If an Opportunity card has been resolved successfully (i.e., a player scored points), remove it from play and replace it with the next Opportunity card from either Early Opportunity deck (during turns 1-6) or the Late Opportunity

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deck (during turns 7-12).

Key Concepts

Blood Pool

The Blood Pool represents blood that can be easily taken from the human population without attracting too much attention to Vampire society. Every turn, dice equal to the number of players are rolled, and the resulting total of Blood tokens are added to the Pool. Players who choose the Harvest action split the Blood Pool into even shares, with any remainder staying in the Pool.

Events

Events are ongoing developments that change the situation temporarily. An Event card is revealed at the beginning of every turn. Some Events have a one-time effect, whereas other Events have effects that last the whole turn.

Initiative

Initiative determines the order in which Actions are resolved. The player with the initiative marker has the highest initiative, and the order continues clockwise.

Each player starts the game with a Power Broker card, which may be used once. In the Prepare phase, Power Broker may be played to trigger an auction for the initiative marker. The one who plays Power Broker must open with a bid of at least 1 Blood. In clockwise order, players must either raise with a higher bid or drop out of the auction. The winning player pays the final bid and takes the initiative marker. Only one Power Broker card may be played in a turn – i.e., the auction winner cannot be challenged immediately by a second auction. If a Player gains the initiative marker through a Power Broker auction, nothing may take away the initiative marker for the rest of the turn.

Paying Tribute

One way to advance in Vampire society is to pay blood tribute to the Elders. When a player chooses an Area with a Tribute Opportunity, he or she may pay the Blood amount indicated to receive the offered rewards.

Slaying an Enemy

When a player chooses an Area with a Slay Opportunity, he or she may fight the Enemy depicted. The player rolls a number of dice determined by the Speed Skill and must get at least as many hits as the Enemy's strength. Success yields

the rewards indicated on the Opportunity card.

Seducing Humans

When a player chooses an Area with a Seduce Opportunity, he or she may try to seduce humans to become concubines. The player draws cards from the Seduction deck and keeps some of them, as determined by the Glamour skill. Each card labeled Success gives rewards. If the Seduction deck is exhausted, shuffle the discard pile to refresh the deck.

Opportunities and Areas

Tribute, Slay, and Seduce are the three kinds of Opportunities to advance in Vampire society. Opportunity cards are placed face up in Areas. The Early Opportunity deck is used during turns 1-6. Starting on turn 7, any new Opportunity cards in the Areas should be drawn from the Late Opportunity deck, which has more challenging and more rewarding Opportunities than the Early deck. If an Opportunity deck is exhausted, shuffle the discard pile to refresh it.

The number of Areas used in a game is one less than the number of players. During the secret Action phase of each turn, players may choose to go to an Area.

The Chance Encounter Action card creates a temporary Area that lasts until the end of the turn. The player draws 5 Opportunity cards and chooses one to place in this Area. Only the player who used Chance Encounter may resolve that Opportunity. Then the Chance Encounter card is discarded.

Skills

Players have four skills relevant to their Vampire activities.

The Harvest skill yields extra blood from the common supply whenever a player chooses the Harvest action.

The Speed skill determines how many dice are used in combat and what result is required for a hit.

The Blood Fury skill allows rerolls of combat dice and, at higher levels, allows critical hits (on a roll of 6) that do more damage. Before the first roll, the player must declare use of Blood Fury and pay the activation cost in Blood. If a reroll is desired, the player pays the reroll cost. Each reroll may consist of multiple dice – except that any result of 1 cannot be rerolled at lower skill levels. Consecutive rerolls are limited only by the ability to pay.

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The Glamour skill determines how many cards a player draws from the Seduction deck during a Seduce Opportunity, as well as how many cards are kept.

The skills may be increased by spending Skill Points. Each level increase requires Skill Points equal to the new level number. For example, going from level 2 to level 3 requires 3 Skill Points. All Skills start at level 0, and players start with 4 Skill Points to spend. Unspent Skill Points may be saved for later as Skill tokens. Skills may be upgraded during the Prepare phase of any turn.

Training

As an Action, players may select Train, which allows them to buy up to 8 Skill Points at a cost of 2 Blood per Skill Point.

Trainer Skills are only available through the Train action. As part of a Train action, a player may take one Trainer Skill at the cost in Skill Points shown on the card. The Skill Points may be ones bought through the Train action or saved from earlier.

Bloodstones

Bloodstone cards represent gems infused with blood magic. Their one-time effects can be played at any time, within the constraints of each card's text. Each player starts with one Bloodstone. Some Opportunity cards provide Bloodstones as part of their reward.