

VAMPIRE

THE MASQUERADE

RIVALS

EXPANDABLE CARD GAME

FANG & TALON EXPANSION RULEBOOK

There is a monster who prowls this world that even vampires fear, and to whom Hunters give a wide berth when the moon is waxing to its fullest power. Garou. Werewolf. This new expansion introduces two tribes from this dangerous society: the Silver Fangs, who strive to lead a new generation of kin in pushing back against the fate of an inevitable Apocalypse; and the Red Talons, a blunt and angry instrument of Gaia who seek to slow the tide of human “progress” by any means necessary. You may play these two tribes head-to-head, or pit them against vampire and Hunter decks from previous sets!

VAMPIRE

THE MASQUERADE

RIVALS

EXPANDABLE CARD GAME



Ages 14+



2-4 Players



30-70 Minutes

Contents



2 Pre-Constructed
49-Card Player Decks



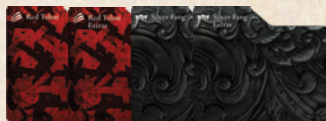
2 Sets of
8 Form Cards



38-card Den Pack
for customizing decks



2 Player Aid
Cards



4 Card Dividers



2 Sets of
15 Rage Tokens



6 Frenzy
Tokens

New Character Type

WEREWOLF

Werewolf is a new character type for Rivals, like vampire and Hunter, with unique terminology and rules. Werewolf players have their own Library and Faction deck, and can be played against any combination of werewolf, vampire, and Hunter players. Werewolves use a new resource called Rage to fuel their abilities, and can attach a new card type called Form which represents the four different forms a werewolf can shapeshift into. There will be more about these new concepts, and others, in the following sections.



Here are some werewolf terms you will see in this rulebook which act like their vampiric counterparts. Card effects and rules that refer to either term refer to their counterpart as well:

- Caern = Haven
- Pack = Coterie
- Regeneration = Torpor
- Tribe = Clan
- Auspice = Discipline (not to be confused with Auspex)

AUSPICES



Ahroun



Galliard



Philodox



Ragabash



Theurge

TRIBES



Silver Fangs



Red Talons

DECK BUILDING

Werewolf decks look similar to vampire decks, but the cards are not interchangeable.

- Faction decks for werewolves cannot include vampires or Hunters.
- Werewolf packs may mix tribes just like a vampire coterie can mix clans.
- Only werewolf decks may use werewolf cards, which are tagged with a W in the lower-left corner. Werewolves cannot use vampire or Hunter cards.
 - Cards only usable by vampires are not tagged at all, whereas Hunter cards are tagged with an H.
 - A card usable by Hunters and werewolves has an H/W tag in the lower-left corner of the card. In this expansion, only Net Gun meets that criteria.
- Some cards have an Auspice icon (as seen on the page 3). If an effect on an attack/reaction card is preceded by one of these icons, then the affected character needs that Auspice to trigger it. For Gifts, however, you only need 1 character in your tribe to meet the Auspice requirement (page 7).

SILVER FANGS

Born leaders, the Silver Fangs tribe uses their position and influence to meet the challenges before them by inspiring others around them, managing their Rage, and expanding their ranks. They gain added protection (and power) through unifying their pack, and when pressed to stand against their own, they can make a show of dominance unequalled among their kind. These leadership qualities make them adept at achieving their goals and a formidable opponent to any foe who crosses their path.

RED TALONS

Impatient, angry, and volatile, the Red Talons have long favored short-term gains over long-term dividends. Their methods are brutal, but their attacks stealthy. When these werewolves target a local population, both mortal and monster alike may find themselves in the line of fire. For in their effort to save Gaia from an inescapable doom, the pack will pounce, tear, and sink their teeth into anyone and anything they view as a threat. Their aggressive tactics serve them well in a conflict where their enemies are abundant and clear.

New Concepts

RAGE

Rage is the resource that fuels the werewolf economy. It is represented by tokens on your characters. Both a boon and curse, you need Rage to pay the costs of your special abilities and to change Form, but too much Rage can send you into a Frenzy, putting your own pack at risk. More on Forms and Frenzy later in this section.



Rage Rules and Restrictions

- Only werewolves can have Rage.
- Rage is limited to 25 per player. Each werewolf player starts with a personal Rage pool of 25 Rage from 15 tokens (ten 1s and five 3s).
- Each werewolf character can have from 0 to 5 Rage on them. They cannot have more than 5 Rage without immediately triggering a Frenzy (see below).
- When a werewolf gains 1 or more Rage, put that many tokens on them from your personal supply. When they spend or lose Rage, return them to your personal supply. Like Blood, Rage tokens come in denominations of 1s and 3s.
- A werewolf at 0 Rage cannot attach a Form, and must detach any Form they have.
- When a werewolf goes into Regeneration, their Rage resets to 0.

How to Gain Rage

1. When a werewolf first enters play, either through recruiting or revealing your starting Leader, that character gains 1 Rage.
2. Werewolf players have the ability “**Exhaust a ready werewolf in your pack:** That character gains 1 Rage.” This ability may be used any number of times during your Action Phase. Similar to a Hunter’s Investigation, this is not an action or character ability.
3. When a werewolf takes 1 or more damage, they gain 1 Rage. When they take **Aggravated** damage, they gain Rage equal to the amount of **Aggravated** damage taken.
4. Certain cards, like Full Moon Rising, have effects that allow werewolves to gain Rage.



FRENZY

When a werewolf is overcome with Rage, they enter Frenzy, causing them to attack either their foes or their own pack. Frenzy is marked with a token placed on the werewolf character. If a werewolf ever has more than 5 Rage on them, they must do the following:



- Discard down to 5 Rage.
- Immediately detach any non-Crinos Form they have (if any).
- Attach a Crinos Form (if available), paying its cost. If no Crinos Form is available to attach, then attach any available Form, paying its cost as normal. If the Crinos Form is already attached to this character, skip this step.
- Put a Frenzy token on them, where it remains until your next Action Phase.

When a werewolf you control has a Frenzy token on them, it will trigger an effect at the start of your next Action Phase: **You must spend your first action attacking a foe in The Streets using the Frenzied werewolf.** If there are no foes in The Streets, you must exhaust your Frenzied werewolf and each of the other werewolves in your pack loses 1 Blood. After resolving either of these effects, remove the Frenzy token. If you have a second Frenzy token on a different werewolf, activate it as you did the first one, using an action to attack a foe in The Streets, etc. If you have a third (or more), ignore it and discard the token(s).

Note: If a werewolf gains a Frenzy token due to damage taken during an Attack Sequence, it's resolved during Step 11 and therefore does not impact damage mitigation or application for that attack. You cannot place more than one Frenzy token on a single character.

FORMS

Werewolves have the ability to shapeshift into different Forms, each with their own advantages and drawbacks. These are represented by Form cards attached to that character. Each player running a werewolf deck gets exactly 2 copies of each Form card (8 total): 2 Lupus, 2 Glabro, 2 Hispo and 2 Crinos. **These do not go in your Library deck**, but instead sit off to the side. They are part of your personal supply and are not shared with other players. “Homid” (essentially human) is each werewolf’s default Form (no card attached), but being in Homid Form does not count as a Form for purposes of gameplay.



Form Attachment Rules

- Only werewolf characters can attach Forms.
- When you attach a Form card to your werewolf, take the card from your own supply. When you detach a Form, return it to your supply to use again later.
- Werewolves can each attach 1 Form per turn during their Action Phase (outside of an attack) if that Form is available by paying its Rage cost, but they must first detach any other Form they have attached.
- A werewolf at 0 Rage cannot attach a Form, nor can a werewolf pay their last Rage to attach a Form.
- Werewolves cannot voluntarily attach a Form during an attack sequence unless using Rapid Shift.
- Werewolves cannot detach and then reattach the same Form type during the same turn (i.e., you cannot detach Crinos from Lukas Batista, then re-attach Crinos to him during that same turn).
- Attaching a Form does not cost an action, but the attached card does count against that werewolf's three-card attachment limit.
- Attached Forms provide special abilities and penalties as specified on the card.
- Some cards, like Rapid Shift and Sink Your Teeth, have an ability that requires an attached Form in order for that character to use it. The ability text on these cards are preceded by the word "Form -" to denote that requirement.
- Werewolves with an attached Form mend 1 Blood during the Mending Step of their End Phase.



GIFTS

Werewolves may learn Gifts to aid them in their endeavors. Gifts are attached to the acting werewolf as an action, or to any werewolf in the pack if from an unhosted action, and provide an ability as long as it is attached. **You cannot attach a Gift to a werewolf who already has that exact Gift.** However, a werewolf may attach more than one Gift if they are different. If the Gift has a tribe or Auspice keyword preceding the Attach text, you need at least 1 werewolf in your pack with that prerequisite. It does NOT need to be the acting character.



Note: While in Lupus form, a werewolf receives no benefit from their attached Gifts, nor can they attach new Gifts.

rites

Rites are a werewolf ceremony that allows them to connect with the spirit realm to achieve their goals. Rites require 1 to 3 Rage to place in play and cost 1 action. The acting werewolf must contribute at least 1 Rage and may contribute up to 3. In addition to the acting werewolf, other werewolf characters in the same party may exhaust to contribute **1 Rage each** to the Rite at the time that it's placed (but only up to card's maximum of 3). A Rite may have more than 3 Rage tokens on it, just not when it's initially placed. However, once in play, you cannot put additional Rage on a Rite unless a card effect or ability specifically allows it.



For example: The acting werewolf placing Rite of Rage into play can put 1 Rage on it, then 2 other werewolves in their party may exhaust to put 1 Rage each on that same Rite, for the maximum of 3. Had the acting werewolf chose to put 3 Rage on the Rite themself, no other werewolf could contribute.

Note: While in Lupus form, a werewolf cannot place a Rite into play. However, they can still exhaust to put 1 Rage on a Rite placed by another werewolf.

New Rules and Keywords

Mending Bonus: During the Mending Step, all werewolves in your pack with an attached Form automatically mend 1 Blood. You may still discard cards to mend additional Blood.

Pack Leader: Unlike vampires and Hunters, werewolf packs must always have a Leader. If a pack's Leader is ever defeated, move the Leader token to the highest Blood Potency werewolf in the pack. If there are multiple characters tied for highest Blood Potency, that player chooses who gets the token. If the original Leader returns to play, they do not become the Leader; the current Leader would need to be defeated first.

Prowl: Prowl is a new keyword in this expansion. Characters with Prowl may attack City Deck Mortals in The Streets from their Caern, Haven, or Hideout. They do not need to move to The Streets to do so.

Kinseeking and Recruiting: All werewolves have Kinseeking, which aids them in finding new werewolves to bring into their pack. When a werewolf character defeats a City Deck Citizen or Vagrant, you may either attach them to the attacker or burn them. The defeated mortal provides Agenda (if any) but does not grant any other attach or burn benefit. Whenever you recruit a new werewolf, you may then detach any number of attached Citizens or Vagrants from werewolves in your pack to reduce the Prestige cost to recruit them by 1 for each card you detach. Detached Mortals go to the City Deck burned pile.

Silver: Silver damage dealt to vampires and Hunters is treated as regular damage. However, if Silver damage is dealt to a werewolf, it is **Aggravated**. So the “+1 Silver damage” found on the Silver Dagger attack card deals 1 **Aggravated** damage to a werewolf. It does not make all of the damage **Aggravated**, only that 1 point of damage.



Stealth: Stealth is a keyword introduced in *Martial Law*. An attack by a character with Stealth cannot be blocked unless foes of the Stealthy character generate Intel equal to their Stealth value. Stealth adds a new way to use Intel defensively, in response to an attack, and is now part of Step 3 of the attack sequence as explained below.

Addendum to Step 3 of the revised Attack Sequence from *The Hunter and the Hunted*:

- If the attacker has Stealth, foes of that attacker must generate Intel equal to their Stealth value in order for a Block to succeed. If they cannot, the Block fails and you skip this step. Intel is generated following the same rules described in the Intel Step, except it is not generated by the attacker, only by foes of the attacker, starting with the defender.

Note: Cards that have an activated Block ability like Dragon's Roost do not negate the Intel requirement for Stealth.



Specific Card Clarifications

Fangs of Judgement: This card's detach ability triggers when detached during a physical attack made by any member of the detacher's party.



Lead By Example: This is a dual option card. If played as an Unhosted Action, you trigger the top ability (ready your Leader, gain 1 action, etc). Or you may play this card as an Influence Modifier during an event that calls for calculating Influence, such as for a Scheme.



Pull Rank: Unlike most attack cards, Pull Rank has two attack types: Social and Mental. When you place this card, you must announce which type you are using for this attack. You can't use both for the same attack.

Rapid Shift: This card ignores the individual werewolf limitation of 1 Form attachment per turn, and also allows you to switch Forms during an Attack.

Septimus Pol: When calculating Prestige for this character's ability, do so before the foe's loss of Prestige from their defeated character entering Torpor/Recovery/Regeneration. If that foe has an amount of Prestige equal to that of the attacking player, Septimus Pol's ability does not trigger.



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