



VAMPIRE
THE MASQUERADE

MILAN UPRISING

GAME MANUAL

TEBURU



INDEX

1) GLOSSARY.....	3
2) APPROACHES.....	4
3) ENCOUNTERS.....	4
4) GAME PHASES.....	5
5) GROUP ENCOUNTERS.....	5
6) HAVEN.....	6
7) INFLUENCE.....	6
8) LOCATION ACTIONS.....	7
9) LOCATION BONUSES.....	7
10) LOCATION CONTROL.....	8
11) MASQUERADE.....	8
12) MOVEMENT.....	9
13) SUSPICION.....	9
14) ABILITY CHECK.....	10
15) GROUP CHECK.....	10
16) ROUSE CHECK.....	11
17) SPECIAL RESULTS.....	11
18) ALLIES & GHOULS.....	12
19) CUBES & TOKENS.....	12
20) MAP ICONS.....	13
21) NPCs.....	13
22) COTERIE OBJECTIVES.....	14
23) CURRENCIES.....	14
24) REPUTATION.....	15
25) ACTION POINTS.....	15
26) BOONS.....	16
27) DISCIPLINES.....	16
28) HUNGER.....	17
29) NIGHTLY COMPULSIONS.....	17
30) ORGANIZATION REQUESTS.....	18
31) PERSONAL OBJECTIVES.....	18
32) STATS.....	19
33) MYSTICAL MILAN.....	19
34) PROSPERO'S LEGACY.....	20
35) THE UNENDING DREAM.....	20

GLOSSARY

Anarch Movement: A vampire sect that opposes the tyranny of elders and has placed itself outside the secret society of the **Camarilla**.

Beast: The urges that threaten to turn a vampire into a mindless, ravening monster.

Baron: The **Anarch Movement's** equivalent of a **Prince**.

Camarilla: A sect of vampires devoted primarily to maintaining the Traditions, particularly that of the Masquerade.

Clan: A group of vampires who share common characteristics passed on through the Blood.

Coterie: A small group of Kindred, united by the need for support and sometimes common interests.

Diablerie: The consumption of another Kindred's Blood, to the point of the victim's final death.

Disciplines: Powers obtained from the Embrace, specific to a certain Clan.

Domain: The area of a particular vampire's influence.

Elder: A vampire who has experienced at least two or more centuries of unlife.

Embrace: The act of transforming a mortal into a vampire. The Embrace requires the vampire to drain her victim and then replace that victim's blood with a bit of her own.

Final Death: When a vampire ceases to exist, crossing the line from undeath into true death.

Generation: The number of "steps" between a vampire and the mythical Caine.

Ghoul: A minion created by giving a bit of vampiric vitae to a mortal without draining them of blood first.

Hand of St. Ambrose: The most active vampire hunters agency in Milan.

Haven: A vampire's "home" or base; where they find sanctuary from the sun.

Hunger: The urge to feed. For vampires, the Hunger replaces all other drives with its own powerful call.

Kindred: The **Camarilla** term for vampires as a whole, or a single vampire.

Kine / Mortal: Human being without supernatural powers.

Masquerade: The habit (or Tradition) of hiding the existence of vampires from humanity.

Neonate: A young Kindred, recently Embraced.

Prince: A vampire who has claimed a given expanse of domain as their own, generally a city, and supports that claim against all others.

Retainer: A human who serves a vampiric master.

Sheriff: A vampire selected by the **Prince** and Primogen Council who enforces the Traditions within the **Prince's** Domain, as well as the edicts of the **Prince**.

Second Inquisition: A collective name among vampires for the recent coordinated efforts of intelligence agencies to combat the Kindred as if they were a terrorist threat.


Sire: A vampire's begetter; the Kindred who created them.

Vitae: The Blood of a vampire.



APPROACHES



When an Encounter is chosen, various *Approaches* to solve it are displayed. Some Approaches, indicated with , will trigger a Group Check.










ENCOUNTERS



The Investigate action reveals *up to 3 Encounters* of the Location.

Each Encounter has a *type* and a *title*.

All types are listed below:

- **Main:** Related to the Chronicle.
- **Personal:** Related to the characters' background.
- **Uprising:** Necessary to  take control of a Location.
- **Resources:** Give  *Resources* and, sometimes,  *Reputation* as reward.
- **Ally/Ghoul:** Necessary to gain new Allies or Ghouls.
- **Hunt:** Useful to reduce the  *Hunger*.
- **Masquerade:** Necessary to prevent a  *Masquerade* reduction.
- **Enemy Faction:** Necessary to remove   enemy Influence cubes.

GAME PHASES



The phases of the game are:

- ☾ *Hour*: The round, where each character performs a turn.
- 🏠 *Night Phase*: Consists of 3 ☾ *Hours*.
- 💀 *City Phase*: At the end of the 1st and 2nd ☾ *Hours*, the 🕸 *Camarilla* performs its actions.
- 🌅 *Sunrise Phase*: Characters return to the 💠 *haven* and spend their ✨ *XP*.
- 🌞 *Day Phase*: The 🛡 *Hand of St. Ambrose* performs its actions.
- 🌄 *Sunset Phase*: Players can place Allies and Ghouls on the map.

GROUP ENCOUNTERS

Some Encounters, indicated with 🐾, can be very difficult if confronted alone.

In Group Encounters, a participation confirmation is asked to all other characters with enough 💠 *AP* to join the active character.

Characters without enough 💠 *AP* can spend a 🧠 *Willpower* to add the missing 💠.

HAVEN

During the start of the ☾ *Sunrise Phase*, the active character must be placed in one of the *haven rooms*.

Then, the player must choose one of the available *actions*, which are also displayed on the physical map.

Rooms can be upgraded (or purchased) by spending 🪙.

When an enemy Faction controls the 🏠 *haven* Location and has at least an *Influence cube*, your haven is considered *compromised*.

Characters inside the 🏠 *haven* Location cannot leave it until all cubes are removed.



INFLUENCE

Cubes represent the *Faction influence*.

There can be a max of 3 *cubes* of a *single Faction* inside a Location.

■ **Anarch Influence cubes** are crucial to *take and keep control* of Locations.



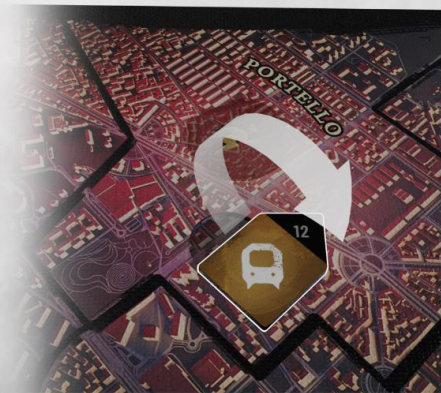
LOCATION ACTIONS



When you move inside a Location, all the available actions are displayed on your Controller device.

Actions have a cost in **AP**. The *Investigate* action also *ends your turn* after its resolution.

LOCATION BONUSES



Completing an Uprising Encounter allows you to flip the *Location Bonus*, represented by a small tile inserted into the board.

As long as a Location is under your control, a *special action* will be available inside it.

All Location Bonuses and their special actions are listed below:

- **Haven:** The starting point of each **Night**. No special action.
- **Herd:** Reduce your **Red** by 2, but can't be reduced to 0. Available once per **Night**.
- **Income:** Gain 2 **Gold**. Available once per **Night**.
- **Media Office:** Pay 1 **Gold** to reduce **Eye** by 1 or 10 **Gold** to increase **Smiley** by 1. Available once per **Night**.
- **Possible Haven:** Pay 5 **Gold** to move your Haven in this Location.
- **Secret Bar:** Buy **Gold** for 2 **Gold** or sell **Gold** for 4 **Gold**. Available once per **Night**.
- **Underground:** Move to any other Location.

LOCATION CONTROL

A Location can be controlled in 2 different ways:

- **Uprising Encounter:** After solving all 3 steps of the Uprising Encounter of the Location.
- **Control Action:** When the Uprising Encounter of a Location has been already solved, this is the only way to regain control of it.

To take control of a Location, a 🎲 Group Check is always triggered, where active players roll *dice* based on the indicated *Attribute*.

The number of *automatic successes* is equal to the number of 🟥 **Anarch Influence cubes** in the Location.



MASQUERADE

The Masquerade is the habit of hiding the existence of vampires from humanity.

When the 👁 *Suspicion* reaches 4, a Masquerade Encounter appears on the map.


If you fail to solve this Encounter by the end of the current 🌃 *Night*, the 😬 *Masquerade* decreases by 1.

When the 😬 *Masquerade* becomes zero, it's *game over* and you can reload the game from the beginning of the current 🌃 *Night*.

The lower the 😬 *Masquerade*, the greater the number of 🟪🟨 enemy Influence cubes placed on the map.

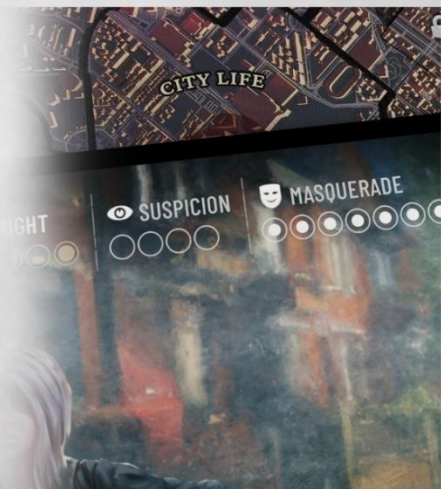
MOVEMENT




Characters can be moved to adjacent districts, called *Locations*, using 1  AP.



If you want to move to a distant Location, you must move *one Location at a time*.




SUSPICION



When you draw too much attention from mortals, the  *Suspicion* increases.

When it reaches 4, a Masquerade Encounter appears on the map.

If you fail to solve this Encounter by the end of the current  *Night*, the  *Masquerade* decreases by 1.

The greater the  *Suspicion*, the greater the number of   enemy Influence cubes placed on the map.

ABILITY CHECK



During an Ability Check, the *Attribute* determines the amount of *dice* to roll - e.g. with 3 dots in Social you roll 3 dice.

The *Skill* determines the number of *automatic successes*.


Total successes must be higher than or equal to the *Difficulty* to succeed.

Before rolling the dice, you can add 1 automatic success by *spending 1 Resource*.

You can also use the indicated *Discipline* to add automatic successes equal to half the Discipline dots, rounded up.


GROUP CHECK



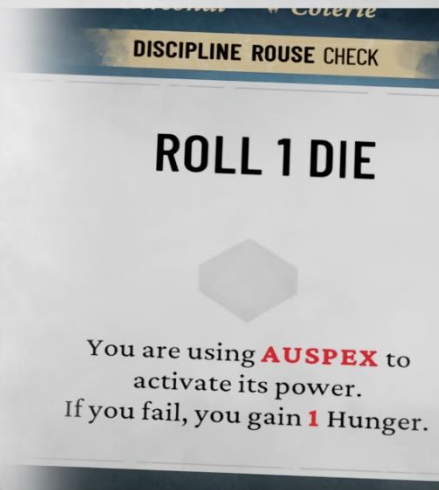
Some Approaches, indicated with , will trigger a Group Check.


During a Group Check, active players roll *dice* based on the indicated *Attribute*.

Automatic successes follow special rules - e.g.

 **Anarch Influence cubes** are counted to control a Location.

ROUSE CHECK







Disciplines trigger a *Rouse Check*: you roll a die and if you fail,  increases by 1.

Even if you fail, *automatic successes* are added, equal to half the Discipline dots rounded up.


SPECIAL RESULTS



When an Ability Check is *failed*, a  on a red die leads to a *Bestial Failure*: the character's  *Hunger* increases by 1.

When an Ability Check is *successful*, a pair of  involving a red die leads to a *Messy Critical*: the  *Suspicion* increases by 1.



When the difficulty of a dice roll is *exceeded by at least 2 successes*, a *Critical Success* happens: rewards are usually better - e.g. you can gain more  *Resources* or add/remove more Influence cubes.

ALLIES & GHOULS



During the ☾ *Sunset Phase*, you can place any number of available Allies/Ghouls on the map, but only *one per Location*.

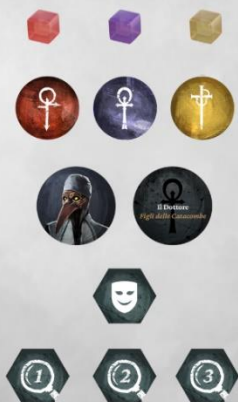
Allies are free to use, but have a cooldown.

Ghouls have a cost in 🩸 *Hunger*, but no cooldown.

Each Ally/Ghoul gives a *unique bonus* in his Location and adjacent ones.

The status of your Allies and Ghouls can be seen in the Coterie section.

CUBES & TOKENS



• 🟥🟪🟨 **Influence cubes:** Influence of a Faction inside a Location.

• 🟠🟡🟢 **Control tokens / miniatures:** Faction that controls a Location.

• 🧑 **NPC tokens:** Non-player character. You can find special actions inside its Location.

• 🎭 **Masquerade token:** Used to track the position of a Masquerade Encounter.


• 1 2 3 **Investigation tokens:** Can be used to track multi-step Encounters.

MAP ICONS

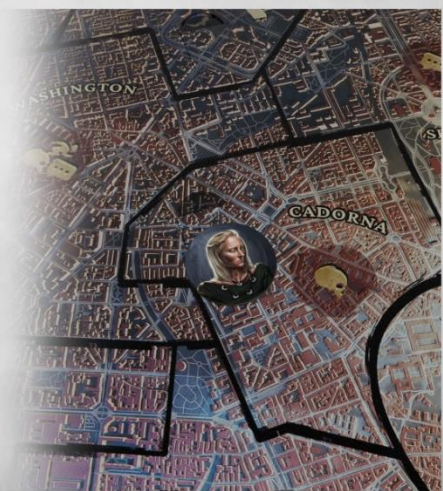
To facilitate the city navigation, each Location has an icon at its center, representing *one or more Attributes*, the most common in the *Encounters* of that Location.



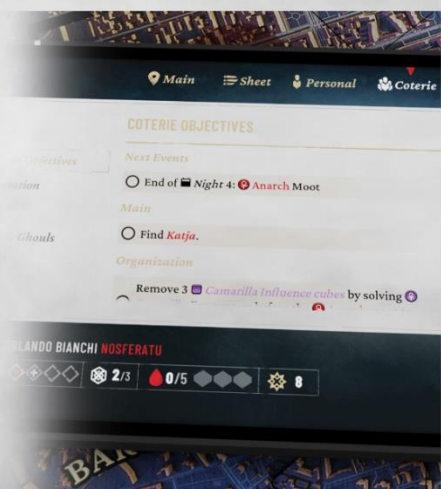
NPCS

Non-player characters (NPCs) can act during the  *City Phase* and you can interact with them through *special actions*.

Each NPC has behaviors and dialogues that are both useful for story purposes and to facilitate the control of the city.



COTERIE OBJECTIVES



There are 4 types of coterie objectives:

- **Next Events:** Encounters that automatically start at the indicated time.
- **Main Story:** Crucial to advance on the Chronicle and receive plenty of ✨ XP or 💎 Reputation.
- **Uprising:** Next steps of the Uprising Encounters.
- **Allies & Ghouls:** Allies/Ghouls stories.

CURRENCIES

There are 3 different currencies in the game:

- 💎 **Resources:** Represent money, valuable goods and contacts. They are the main currency. They are mainly gained by solving *Resources Encounters* and by using the *Income Location Bonus* action.
- 🕸 **Camarilla Advantage (Max 1):** Represents intel about the 🕸 *Camarilla*. It can be used during interactions with them. It's mainly gained by *taking control* of 🕸 *Camarilla Locations*.
- 🕸 **St. Ambrose Advantage (Max 1):** Same as above, but about the 🕸 *Hand of St. Ambrose*.

REPUTATION



◆ *Reputation* can be gained by completing certain objectives and Resources Encounters.

It's critical to unlock the *Uprising Encounters* of Locations controlled by the Organizations.

Each level of ◆ *Reputation* also changes the behaviour of the relative NPCs:

- ◆ **Anarch Leaders:** The higher it is, the more likely they are to move around and add **Anarch Influence cubes**.
- ◆ **Camarilla Leaders:** If it's positive, they can help you remove enemy Influence cubes. If it's negative, they place **Camarilla Influence cubes**.

ACTION POINTS



During your character's turn, you have 3 ◆ *Action Points (AP)* to perform actions.

Spending 1 **Willpower** grants an additional ◆ *AP*.

BOONS

By solving Organization Requests, you will gain

◆ **Boons.**

◆ **Boons** indicate the Organizations' support towards each of you. Its amount must be kept secret.

The amount of ◆ **Boons** you have individually, will change the outcome of the Chronicle.

◆ **Boons** are displayed in the Personal section.



DISCIPLINES

The amount of dots on a Discipline determines the following effects:

- **1 dot:** +1 Automatic Success, if activated during an Ability Check.
- **2 dots:** Discipline Power gained.
- **3 dots:** +2 Automatic Successes, if activated during an Ability Check.
- **4 dots:** Discipline Power ◆ **AP** cost reduced by 1.
- **5 dots:** +3 Automatic Successes, if activated during an Ability Check.

Discipline Powers are *actions* with *unique effects*, different for each character.

The activation of a Discipline triggers a Rouse Check.

HUNGER



When a character takes damage or use Disciplines, their *Hunger* can increase.

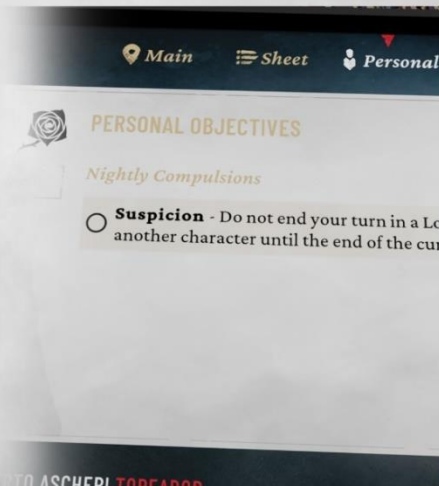
The *Hunger* represents the drive to feed on blood.

During Ability Checks, the determines the number of dice that *can't be rerolled* using *Willpower*.

When your *Hunger* is 5, you'll not be able to use Disciplines or actions with a cost.

At the end of an Encounter, if exceeded 5, the *Suspicion* increases by 2, the character is moved to the *haven* Location and the is reduced to zero.

NIGHTLY COMPULSIONS




Nightly Compulsions are secret personal objectives received at the start of each *Night*.

If completed, you gain 2 *Willpower* and 2 *XP*.

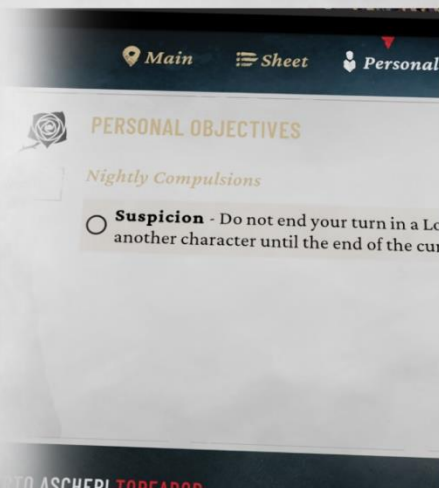
ORGANIZATION REQUESTS








Organization Requests are secret personal objectives received after interacting with an Organization.

If completed, you gain 1  *Boon*, that represent your personal relevance through the Milan Kindred society.

PERSONAL OBJECTIVES



There are 3 types of personal objectives:

- **Nightly Compulsions:** Received at the start of each *Night*. Reward: 2 , 2 .
- **Organization Requests:** Received after interacting with an Organization or a Leader. Reward: 1  *Boon*.
- **Personal Story:** They show you where to find your Personal Encounters. Reward: , .












STATS

- **Attributes:** Rolled dice during Ability and Group Checks.
- **Skills:** Automatic successes during Ability Checks.
- **Disciplines:** Vampire powers. See relative chapter.
- **Willpower:** Used to grant an additional AP during a character's turn and to reroll one black die during an Ability Check. The maximum value is equal to half the sum of the Attributes, rounded down.
- **Hunger:** Determines the number of red dice you roll during Ability Checks. See relative chapter.
- **XP:** Can be spent to increase the Attribute, Skill and Discipline values during the Sunrise Phase.
- **Boons:** Organizations' support towards a character. See relative chapter.





MYSTICAL MILAN

- Each character has an *Amulet* special action, which will help you to find a codex part.
- The *Military Helicopter* NPC places and, if you enter its Location, it always triggers a *St. Ambrose Encounter*, avoidable with a *St. Ambrose Advantage*.
- The *Hand of St. Ambrose* is very aggressive: at the end of each *Night*, the *Masquerade* is reduced by 1.

PROSPERO'S LEGACY

- New Faction:  *Sabbat*.
- The  *Sabbat* acts during the  *City Phase*.
- Every 3  cubes on the map, a random Location with a  is controlled by the  *Sabbat*.
- At the end of each  *Night*, for every 2  control miniature, the  *Suspicion* increases by 1.
- If the  *Sabbat* needs to place the 7th  control miniature, it's *game over*.

THE UNENDING DREAM

- New Faction: *Cult of Nephilim*.
- The *Cult of Nephilim* acts during the  *City Phase*.
- This Faction has no control tokens.
- The  Cult Fanatic NPCs place  cubes until they are defeated.
- If the *Cult of Nephilim* needs to place the 11th , it's *game over*.