




STRATEGY GUIDE: BANU HAQIM DECK

There are many ways to play this deck, but here are some general tips you should bear in mind.

YOUR OVERALL STRATEGY

Early game

Use your transfers wisely to gain control of at least two princes (titled vampires) with superior Blood Sorcery . Once you control a vampire, take actions to get permanent special abilities via superior *Biothaumaturgic Experiment*, *Mr. Winthrop* or *Rutor's Hand* if you can. Also put at least one *Haqim's Law: Retribution* master card in play in order to be able to increase your bleed amount, and start bleeding your prey to destroy their pool.

Midgame

Put more *Haqim's Law: Retribution* master cards in play and use them to keep bleeding your prey. Keep your predator under control.

Late game

When there are three Methuselahs left (including you), try to send your prey's vampires to torpor, so that your vampires can bleed freely.

Pool burn: *Tension in the Ranks* will make any Methuselah (preferably your prey) burn 1 pool after a ready minion they control is burned or sent to torpor.

STRATEGY TIPS

Get key actions through

You have several ways to make sure your key actions go through:

Action order: Have your vampires take the least important actions first and the most important ones last.



Stealth: If a minion attempts to block you, play an action modifier that increases your stealth (*Resist Earth's Grasp* at superior or *Swallowed by the Night* at inferior).

Fear: Your combat superiority may dissuade other Methuselahs from blocking your vampires' actions.

What to do in combat

Your combat is based on depleting your opponents' blood, so that they become more vulnerable when taking or blocking actions.

Attrition: Play *Hunger of Marduk* before range is determined and use the blood-stealing strike provided by this card.

Maneuver to long range: When opposing a vampire that can be dangerous in combat at close range (for example, a Brujah  or a Gangrel ) use a maneuver from *Flash*, basic *Pursuit*, *Resist Earth's Grasp* or superior *Swallowed by the Night* to go to long range.

Additional strikes: Gain additional strikes with superior *Pursuit* or *Quickness* (at either level)

• **if your opponent is not empty** to use the blood-stealing strike from *Hunger of Marduk* and steal more blood from your opponent.

• **if your opponent is empty** to play *Blood Rage* (if at close range), *Soul Burn*, or your vampire's default hand strike (if at close range), in order to send your opponent to torpor, or play *Walk of Flame* at superior to burn the opposing vampire.

Damage prevention: You can prevent some damage with *Rego Motum*, especially if the opposing vampire inflicts a lot of damage with a single strike, or inflicts aggravated damage.

Politics

Before you take a political action, be mindful of how many votes each Methuselah has (including the Edge), because you may need the support of a cross-table Methuselah to make the referendum succeed. Therefore, you may need to do some kind of deal that benefits a cross-table Methuselah somehow in order to get their votes.

How to defend yourself

Bleed defense: Only attempt to block bleed actions attempted by vampires that cannot consistently increase their stealth. Do not attempt to block any bleed actions attempted by vampires who can easily increase their stealth. Thus, they will not be able to play any stealth action modifier cards that will eventually clog their hand.

Pre-emptive attacks: If a specific vampire controlled by your predator poses a threat to you, play superior *Fleetness* or *Hunter's Mark* to enter combat with them, and send them to torpor.

Pool gain: Your massive pool gain comes from these cards and effects: *Villein* (do not usually take too much blood, since your vampires will need it to play some cards), *Parity Shift* and *Priority Contract*.

What to block: Given your limited access to intercept (*Second Tradition: Domain*, *Market Square* and *Mr. Winthrop*), it is highly advisable to block key actions only. For example, actions that give permanent intercept or permanent damage to a vampire controlled by your prey or predator, or political and/or bleed actions that would make you burn too much pool.

Hand management

You will rarely have a perfect hand, so remember you can use a discard phase action to discard a card you do not need.

Haqim's Law: Retribution will help you get rid of the excess of combat cards in your hand to increase your bleeds.

BANU HAQIM DECKLIST

Crypt (12 cards)

- 1 Aminin Kobane
- 1 Bijou
- 1 Farah Sarroub
- 1 Greg Mazouni
- 1 Kalinda
- 1 Kasim Bayar
- 2 Kassandra Tassaki
- 1 Khadija Al-Kindi
- 1 Nayarana
- 2 Warmaksan

Library (77 cards)

- 1 Biothaumaturgic Experiment
- 2 Blood Rage
- 5 Flash
- 2 Fleetness
- 4 Haqim's Law: Retribution
- 10 Hunger of Marduk
- 4 Hunter's Mark
- 1 Market Square
- 1 Mr. Winthrop
- 4 On the Qui Vive
- 2 Parity Shift
- 4 Priority Contract
- 4 Pursuit
- 4 Quickness
- 2 Rego Motum
- 2 Resist Earth's Grasp
- 1 Rutor's Hand
- 8 Second Tradition: Domain
- 2 Soul Burn
- 6 Swallowed by the Night
- 1 Tension in the Ranks
- 1 Underworld Hunting Ground
- 4 Villein
- 2 Walk of Flame

VAMPIRE: THE ETERNAL STRUGGLE FIFTH EDITION REFERENCE GUIDE

TURN SEQUENCE

- 1. Unlock Phase:** Unlock all your cards. If you have the Edge, you may gain 1 pool.
- 2. Master Phase:** Take a master phase action, usually to play a master card.
- 3. Minion Phase:**
 - **On your turn:** Perform actions ☞ (see COURSE OF AN ACTION) and modify them with action modifiers ☞. In combat, play combat cards ☞.
 - **Out of turn:** Attempt to block, play reaction ☞ and combat cards ☞.
- 4. Influence Phase:** At the start of this phase, you normally gain 4 transfers:
 - Spend 1 transfer to move 1 of your pool counters to a vampire in your uncontrolled region.
 - Spend 2 transfers to move 1 blood from a vampire in your uncontrolled region to your pool.
 - Spend 4 transfers and burn 1 pool to move a vampire from your crypt to your uncontrolled region.
- 5. Discard Phase:** Use a discard phase action to discard a card from your hand (replace it).

COURSE OF AN ACTION

- 1. Announce the action:** Play the action card (if any). Announce its cost, targets and effects, and then replace the card.
- 2. Resolve any block attempts**
 - **Who can attempt to block:**
 - Directed action: The target Methuselahs.
 - Undirected action: Your prey first, and your predator afterwards.
 - **Stealth and intercept:** The acting minion can get stealth, if needed. The blocking minion can get intercept, if needed.
- 3. Resolve the action**
 - **Successful action:** Pay its cost and apply its effects (see ACTION TYPES AND EFFECTS).
 - **Blocked action:** The action card is burned, the blocking minion is locked, and combat occurs (see COMBAT STEPS).

ACTION TYPES AND EFFECTS

- Bleed:** Directed action against your prey that any ready minion can perform to have the target Methuselah burn X pool, where X is the bleed amount. If the bleed amount is 1 or more, then you gain the Edge.
- Hunt:** Undirected +1 stealth action that any ready vampire can perform to gain X blood from the blood bank, where X is the hunt amount.
- Equip** ☞: Undirected +1 stealth action that any ready minion can perform to:
- place the equipment on themselves (if from your hand).
 - move any equipment cards from another minion you control to themselves.
- Employ retainer** ☞: Undirected +1 stealth action that any ready minion can perform to place the retainer on themselves.
- Recruit ally** ☞: Undirected +1 stealth action that any ready minion can perform to put a non-vampire minion in play.
- Political action** ☞: Undirected +1 stealth action that any ready vampire can perform to call a referendum (see REFERENDUM STEPS).
- Leave torpor:** Undirected +1 stealth action costing 2 blood that any vampire in torpor can perform to move themselves to the ready region.
- Rescue a vampire from torpor:** Action that any ready vampire can perform to move a vampire in torpor controlled by a given Methuselah to that Methuselah's ready region.
- Undirected +1 stealth action if you control both vampires.
 - Directed action if you do not control the target vampire.
- Action cost: 2 blood that can be paid by the acting vampire, or the rescued vampire, or can be split between them.
- Diallerise a vampire in torpor:** Action that any ready vampire can perform to burn a vampire in torpor.
- Undirected +1 action if you control both vampires.
 - Directed action if you do not control the target vampire.

REFERENDUM STEPS

- 1. Choose the terms:** If the terms involve any choices, make such choices now.
- 2. Polling:** Methuselahs can gain votes from these sources:
 - **Political action card:** 1 vote. Each Methuselah can only use one political action card for a vote.
 - **The Edge:** The Methuselah with the Edge can burn it to gain 1 vote.
 - **Titled vampires:** primogen (1 vote), prince (2 votes), justicar (3 votes).
 - **Other cards.**
- 3. Resolve the referendum:** If there are more votes for the referendum than against, it passes and the effects of the terms take place.

COMBAT STEPS

The acting Methuselah plays cards first during each step. Once they are finished, the opportunity to play cards passes to the defending Methuselah.

- 1. Before range.** Play cards that say "before range is chosen".
- 2. Determine range.** Use maneuvers to change the range to close or long.
- 3. Before strikes are chosen.** Play cards that say "before strikes are chosen".
- 4. Strike.**
 - a. Choose strike.** Each minion announces their strike.
 - b. Resolve strike.** Strikes take effect simultaneously (see STRIKE EFFECTS).
- 5. Damage resolution.** Prevent or mend damage.
- 6. Press.** Use presses to continue or to end combat.
- 7. End of round.** Play cards that say "at the end of a round of combat".

STRIKE EFFECTS

- Hand strike:** inflicts X damage, where X is your minion's strength, at close range only.
- Dodge:** protects the dodging minion and their possessions (except for retainers) from the effects of the opposing minion's strike, at any range.
- Combat ends:** is the first strike to resolve and ends combat immediately at any range.
- Steal blood:** moves blood or life counters from the opponent to the striking minion.