



STRATEGY GUIDE: BRUJAH 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

Gain control of the highest capacity vampire in your uncontrolled region with superior Presence \blacklozenge , so that they can play superior *Enchant Kindred* to add 2 blood to a younger vampire in your uncontrolled region. With this blood addition and your transfers, you can quickly gain control of many vampires at a lower pool cost. Once you control at least two vampires, take actions to get permanent special abilities via the *Heroic Might* action or the *47th Royals* ally.

Midgame

Once you have three vampires in play, try to send your prey's vampires to torpor, so that you can eventually bleed your prey freely and/or steal their pool.

Attack minions: Play cards to enter combat with minions controlled by your prey (*Haven Uncovered*, *Line Brawl* at Potence \blacksquare , or use *Theo Bell's* special ability).

Bleed actions: Bleed with basic *Enchant Kindred*, *Line Brawl* at Presence \blacksquare , *Show of Force* or with your vampires' default bleed actions. Once your prey has declined to block, play the *Monkey Wrench* action modifier to increase your bleed.

Steal pool: Play *Line Brawl* at Celerity \blacksquare to steal 1 pool from your prey.

Late game

When there are three Methuselahs left (including you), put cards in play that make your prey burn pool. Try to send your prey's vampires to torpor, so that you can bleed freely.

Pool burn: Play the *Fame* master card on a vampire controlled by your prey and attack them to send them to torpor, so that their controller burns 3 pool. Play the *Frontal Assault* master card if you think you can send a fair

amount of vampires to torpor and/or burn ready minions controlled by your prey in order to maximize both your pool gain and your prey's pool loss.

STRATEGY TIPS

Get key actions through

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

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

How to defend yourself

Bleed defense: If a heavy bleed gets past your defenses, reduce it by burning the *47th Street Royals* ally, or play the *Bait and Switch* reaction card to redirect that bleed to your prey for any of these reasons:

- The bleed is at stealth (you may need to attempt to block so that your predator can play stealth) and would make you burn too many pool counters.
- You are being bled by a minion you do not want to block (because they are dangerous in combat).

Political defense: If the referendum of a political action that would make you burn too much pool or oust you is about to succeed, play the *Delaying Tactics* reaction card.

Pre-emptive attacks: If a specific vampire controlled by your predator poses a threat to you, play the *Haven Uncovered* master card on them and use it, or play the *Line Brawl* action at Potence \blacksquare to enter combat with them, and send them to torpor.

Pool gain: Your pool gain comes from these cards and effects: *Line Brawl* at Celerity \blacksquare , *Blood Doll* and *Frontal Assault*.

What to block: Given your limited access to intercept, it is highly advisable to block key

actions only. For example, actions that give an advantage in combat to your predator or prey, or political and/or 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.

What to do in combat

Inflict as much damage as possible to your opponents, so that they go to torpor empty. **Before range is determined:** Play *Torn Signpost* to increase your strength for the remainder of combat.

Maneuver: You really want the range of each round of combat to be close, because your strikes are only effective at that distance. So, if an opposing minion maneuvers to long range, maneuver to close range with *Pursuit* or *Slam*.

Immortal Grapple: When at close range in combat with a vampire you want to send to torpor, play *Immortal Grapple* so that they cannot strike: combat ends or strike: dodge or use a weapon, and then strike to inflict more damage than the opposing vampire has blood. **Additional strikes:** If the damage you inflicted on the opposing minion with your first strike of the round was not enough to send them to torpor (or burn them, in case of an opposing ally), get an additional strike by playing superior *Pursuit* or *Quickness*, and use it to strike again with: *Dust Up* at Potence \blacksquare , *Roundhouse*, *Slam* or your vampire's default hand strike (especially if under the effect of *Torn Signpost*).

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.

BRUJAH DECKLIST

Crypt (12 cards)

- 2 Aline Gäddecke
- 1 Ariane
- 2 Atiena
- 1 Brandon Grime
- 1 Elen Kamjian
- 1 Octane
- 1 Rayne
- 1 Sjarhei Levchenko
- 1 Theo Bell
- 1 Valeriya Zinovieva

Library (77 cards)

- 1 47th Street Royals
- 1 Anarch Free Press, The
- 2 Bait and Switch
- 4 Blood Doll
- 1 Carfax Abbey
- 1 Carver's Meat Packing and Storage
- 2 Delaying Tactics
- 4 Dust Up
- 6 Enchant Kindred
- 1 Fame
- 1 Frontal Assault
- 1 Guardian Angel
- 1 Haven Uncovered
- 2 Heroic Might
- 6 Immortal Grapple
- 6 Line Brawl
- 2 Monkey Wrench
- 2 On the Qui Vive
- 6 Organized Resistance
- 2 Pursuit
- 5 Quickness
- 4 Roundhouse
- 2 Show of Force
- 4 Slam
- 4 Taste of Vitae
- 5 Torn Signpost
- 1 Warzone Hunting Ground

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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.