





STRATEGY GUIDE: GANGREL 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 Gangrel vampires (if one of them is a baron, the better) with superior Animalism  or Protean . Once you control a vampire, take actions to get permanent special abilities via *Murder of Crows* or *Raven Spy*, and play *Thing* to add 2 blood to a Gangrel in your uncontrolled region. With this blood addition and your transfers, you can quickly gain control of many vampires at a lower pool cost.

Midgame

Your deck is slow, so do not put too much pressure on your first prey. If needed, let your prey out their, because your chances of winning will be higher if the number of Methuselahs is reduced down to three (including you). Keep your predator under control, and sporadically bleed with the *Double Deuce* werewolf ally, or the basic *Deep Song* or with your vampires' default bleed actions.

Late game

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

Pool burn: *Smiling Jack*, *The Anarch* and *Constant Revolution* will progressively burn the pool of other Methuselahs, as well as the blood of their vampires (the former) or the cards in their hands (the latter). Play the *Fame* master card on a vampire controlled by your prey and attack them with superior *Deep Song* (or block their actions) to send them to torpor, so that their controller burns 3 pool. If the vampire with a *Fame* is in torpor with blood on them, you can rescue that

vampire from torpor using their blood and send them again to torpor for 3 more pool damage.

STRATEGY TIPS

Get key actions through

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

Stealth: If a minion attempts to block you, play an action modifier that increases your stealth (*Earth Control*) or reduces the blocking minion's intercept (*Form of the Bat*), or lock a master location card in play that increases your stealth (*Anarch Railroad* and/or *Backways*).

What to do in combat

You really want the range of each round of combat to be close, because your strikes are only effective at that distance. However, your *Carrion Crows* and *Murder of Crows* can inflict damage at any range.



Spare your combat cards: Most of the combat cards in this deck are playable before range is determined (*Bear's Skin*, *Carrion Crows* or *Form of the Wolf*). Do not be tempted to recklessly play them all in the same round, because you may need some of them in the future.

Attrition: Use your damage-inflicting cards, be they transient (*Bear's Skin*, *Carrion Crows* or *Form of the Wolf*) or permanent (*Murder of Crows*), to weaken the opposing vampires, so that they are low on blood in the final stages of the game. If necessary, use the press granted by *Form of the Wolf* to continue combat.

Send to torpor: You should send to torpor those vampires controlled by your predator who pose a constant threat to you, or a vampire controlled by your prey who has the *Fame* master card on.

Aggravated damage: The *Claws of the Dead* combat card makes your vampire's hand strike


aggravated, and can be played before range is determined, when declaring your strike, or when you and your opponent have already declared your strikes. If you want to make the most of this card, you should play it after both combatants have declared their strikes.

Damage prevention: Use your damage prevention cards (*Bear's Skin* or *Hidden Strength*) when in combat with a vampire with Animalism  or Potence , or who can inflict aggravated damage (for example, with the *Ivory Bow* equipment card).

How to defend yourself

Your deck contains many cards that will allow your vampires to wake, unlock, intercept and block many actions.

What to block: You should block any action that gives any advantage in combat to your predator or prey (for example, *Ivory Bow*), or that makes you burn pool (for example, bleed or political actions), or that adds blood to an uncontrolled vampire of your predator, because you do not want your predator to control a horde of minions.

Bleed defense: If a heavy bleed gets past your defenses, reduce it by 2 with *Deep Ecology* at .

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 superior *Deep Song* action to enter combat with them and send them to torpor.

Pool gain: Your pool gain mainly comes from using your *Ecoterrorists* and *Blood Doll* cards.

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.

GANGREL DECKLIST

Crypt (12 cards)

- 1 Crow
- 1 Dario Ziggler
- 1 Hanna Nokelainen
- 1 Indira
- 1 Joaquín de Cádiz
- 1 Kamile Paukstys
- 2 Martina Srnakova
- 2 Massimiliano
- 1 Nathan Turner
- 1 Ruslan Fedorenko

Library (77 cards)

- 1 Anarch Railroad
- 1 Backways
- 2 Bear's Skin
- 4 Blood Doll
- 6 Carrion Crows
- 4 Cats' Guidance
- 2 Claws of the Dead
- 2 Constant Revolution
- 6 Deep Ecology
- 6 Deep Song
- 1 Double Deuce
- 4 Earth Control
- 1 Ecoterrorists
- 6 Eyes of the Wild
- 1 Fame
- 2 Form of the Bat
- 2 Form of the Wolf
- 1 Haven Uncovered
- 4 Hidden Strength
- 2 Murder of Crows
- 5 On the Qui Vive
- 4 Protection Racket
- 1 Rack, The
- 1 Ravening Spy
- 1 Rewilding
- 1 Smiling Jack, The Anarch
- 4 Thing
- 1 Zoo Hunting Ground

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.