



## STRATEGY GUIDE: HECATA 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 vampires with superior Auspex ♦ and superior Oblivion ♠. Once you control a vampire, take actions to recruit *Aggressive Corpse* allies.

#### Mid game

Your deck is slow, so do not put too much pressure on your first prey. If needed, let your prey oust theirs, because your chances of winning will be higher if the number of Methuselahs is reduced down to three (including you). Play *The Gate of Acheron* at this stage to slightly weaken your prey, and have your vampires take actions to add counters to that card. Keep your predator under control, and sporadically bleed with basic *Shroud of Decay* or with your vampires' default bleed actions.

#### Late game

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

**Pool burn:** Increase the effectiveness of *The Gate of Acheron* not only by having your vampires take actions to add more counters to it, but also by depleting your prey's ash heap with superior *Shroud of Decay*. Thus, your prey will be forced to burn their pool because of *The Gate of Acheron*, instead of removing cards from their ash heap.

### STRATEGY TIPS

#### Get key actions through

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

**Multi-act:** As your least important actions get blocked, play the superior *Freak Drive* action modifier after action resolution to unlock your vampire, who will now be able to take a different action (for example,

bleed action, if they had previously attempted to recruit an ally, or vice versa). If you have "Mother" *Anja Giovanni* in play, use her special ability to unlock other Hecata vampires you control.

**Stealth:** This deck has many stealth cards, so if a minion attempts to block you, play action modifiers that increase your stealth.

**Make blocks fail:** Play the *Scygan Shroud* action modifier at superior level after a minion attempts to block (especially if your action is already at stealth) in order to make that block attempt fail.

**Weaken blocking minions:** As an action is announced, play the *Consign to Oblivion* action modifier to increase the cost of the reaction cards played during the action by 1 blood or life. If a minion attempts to block that action, play the *Where the Veil Thins* action modifier not only to increase your stealth, but also to force blocking minions to burn one more blood.

**Lock minions:** If you redirect a bleed to your prey via *Telepathic Misdirection* on your predator's turn, that could result in your prey locking a minion if they successfully block.

#### What to do in combat

**Attrition:** Use your *Aggressive Corpse* allies to weaken your prey's and/or predator's minions, so that they are low on blood in the final stages of the game; or to send to torpor any vampires controlled by your predator who pose a constant threat to you, or any possible vampire blockers controlled by your prey.

#### How to defend yourself

**Bleed defence:** Play the *Telepathic Misdirection* reaction card to redirect a bleed to your prey for any of these reasons:

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

■ The bleed amount is so high that your prey will probably have to lock a minion to block it.

**What to block:** Given your limited access to intercept (*Preognition*, *Telepathic Misdirection* and *Truth in Darkness*), it is highly advisable to block key actions only. For example, actions that give permanent intercept to a vampire controlled by your prey or predator, or political and/or bleed actions that would make you burn too much pool, or an action to equip with a weapon that can destroy your *Aggressive Corpse* allies.

**Combat defence:** Play the *Pass through Shadow* combat card to protect a vampire you control who is in combat; or play the *Rolling with the Punches* combat card to prevent damage.

**Pool gain:** Your pool gain mainly comes from: *Villein* and *Family Gathering*.

#### 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. If you control either *Mora*, *the Death Seer*, or *Lenelle*, *Mambo of Birmingham*, you'll be able to retrieve key discarded cards.

### HECATA DECKLIST

#### Crypt (12 cards)






- 1 Alek König
- 1 Gebeyehu Abdu
- 1 Hiromitsu Asano
- 1 Holliday "Burgundy" Hall
- 1 Lenelle, Mambo of Birmingham
- 1 Marchesa Liliana
- 1 Monica Giovanni
- 1 Mora, the Death Seer
- 1 "Mother" Anja Giovanni
- 1 Parijat, the Dark Oracle
- 1 Peter St. John
- 1 Tommaso Sforza

#### Library (77 cards)

- 6 Aggressive Corpse
- 1 Biotech Company Hunting Ground
- 1 Channel to
- 4 Consign to Oblivion
- 1 Covenant, The
- 1 Creepshow Casino
- 3 Eyes of Argus
- 3 Family Gathering
- 4 Freak Drive
- 2 Gate of Acheron, The
- 1 Oblivion
- 4 Pass Through Shadow
- 1 Perfectionist
- 2 Pit of Contemplation
- 3 Preognition
- 4 Rolling with the Punches
- 2 Screamer
- 3 Shadow Cast
- 3 Shadow Cloak
- 3 Shadow Sentinel
- 6 Shroud of Decay
- 4 Spectral Servitor
- 3 Stygian Shroud
- 3 Telepathic Misdirection
- 3 Truth in Darkness
- 3 Villein
- 3 Where the Veil Thins

## 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.