


STRATEGY GUIDE: MINISTRY 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 , 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.

Mid game

Once you have three vampires in play, start bleeding your prey to destroy their pool.

Bleed actions: Bleed with basic *Enchant Kindred*, *The Platinum Protocol* or with your vampires' default bleed actions. Once your prey has declined to block, play a *Revelation of the Serpent* or *True Love's Face* action modifier to increase the bleed amount.

Late game

When there are three Methuselahs left (including you), keep bleeding your prey until you oust them both in order.

STRATEGY TIPS

Get key actions through

Action order: Have your vampires take the least important actions first and the most important ones last (like *Heart of Nizchetus*, *Heart of the City*, *Codex of the Edenic Groundskeepers*, or a bleed that ousts your prey).


Stealth: This deck has many stealth cards, so if a minion attempts to block you, play action modifiers that increase your stealth. If a key action is successfully blocked, play the superior *Form of Mist* combat card in the resulting combat in order to add +1 stealth to that action and continue it as if unblocked.

Multi-act:


• **If blocked:** As your least important actions get blocked, play the superior *Earth Meld* combat card in combat to unlock the acting vampire.

• **After successfully bleeding:** If a minion controlled by the Methuselah you are bleeding has 2 of your corruption counters, you can play the superior *Revelation of the Serpent* action modifier to unlock the acting vampire. Your unlocked vampires will now be able to take a different action (for example, an equip action, if they had previously attempted to bleed, or vice versa) or stay unlocked and adopt a defensive stance.

How to defend yourself





Bleed defense: Play the *Party Out Of Bounds* reaction card at *Obscure*  to reduce a bleed against you for any of these reasons:

- The bleed is at stealth.
- You are being bled by a minion you do not want to block (because they are dangerous in combat).

Political defense: Some of your vampires are titled. You can have them vote against the referendum of a political action that would make you burn pool. If you need more votes to make that referendum fail, play the *Party Out Of Bounds* reaction card at Presence  to gain 2 votes.

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

What to block: Given your limited access to intercept, it is highly advisable for you to block key actions only. For example, actions that give permanent intercept to your prey or predator, or political and/or bleed actions that would make you burn too much pool.

Combat defense: Play the *Earth Meld* or *Form of Mist* combat card to protect a vampire you control who is in combat with, for example, a Gangrel  or a Banu Haqim . Try to avoid combat with a Brujah  or a vampire with Potence .

Hand management

If your hand is clogged with stealth action modifier, reaction or combat cards, use a discard phase action to discard a card you do not need. In addition, you can use *Dreams of the Sphinx* to increase your hand size by 2 until the end of the turn.

MINISTRY DECKLIST

Crypt (12 cards)

- 1 Aluc Romas de Leon
- 1 Crystal Lynn
- 1 Doctor Morocco
- 1 Elisha Tucker
- 1 Faruq Abd al-Qadir
- 1 Hesha Ruhadze
- 1 Jenny Silver
- 1 Marcel
- 1 Melech
- 1 Milton Fox
- 1 Nonu Dis
- 1 Vivian VI

Library (77 cards)

- 4 Blood Doll
- 1 Club Illusion
- 1 Codex of the Edenic Groundskeepers
- 1 Dreams of the Sphinx
- 5 Earth Meld
- 7 Enchant Kindred
- 6 Enchanting Gaze
- 2 Entrancement
- 4 Faceless Night
- 4 Form of Mist
- 4 Form of the Cobra
- 1 Heart of Nizchetus
- 1 Heart of the City
- 1 Ivory Bow
- 4 Lost in Crowds
- 4 On the Qui Vive
- 1 Opium Den
- 5 Party Out Of Bounds
- 7 Platinum Protocol, The
- 6 Revelation of the Serpent
- 4 Spying Mission
- 1 Temple Hunting Ground
- 2 True Love's Face
- 1 Wider View

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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.