



STRATEGY GUIDE: NOSFERATU 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 Animalism ♦ (preferably, one of which should have the primogen title).

Once you control a vampire, take actions to get permanent intercept (the Raven Spy retainer) and permanent damage enhancers (Murder of Crows and Preternatural Strength).

Midgame

Your deck is slow, so do not put too much pressure on your first prey. Play a Creeping Sabotage at this stage to slightly weaken your 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). Keep your predator under control, and sporadically bleed with 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 will progressively burn the pool of other Methuselahs and the blood of their vampires, whereas Creeping Sabotage will only burn your prey's pool. 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. Rescue that vampire from torpor, and repeat the process.

STRATEGY TIPS

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.

Press: If an opposing minion maneuvers to long range, burn 1 life from an Underbridge Stray ally during the press step to get a press and continue combat.

Send to torpor: When at close range in combat with a Toreador ♠, Tremere ♣ or Ventruë × you want to send to torpor, play Immortal Grapple so that they cannot play Majesty (Toreador and Ventruë) or Theft of Vitae (Tremere), and then strike to inflict more damage than the opposing vampire has blood.

Attrition: Using your permanent damage enhancers (Murder of Crows and Preternatural Strength) will weaken the opposing vampires and spare you some combat cards for when they are really needed.

Get key actions through

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

Stealth: Use The Labyrinth master card and/or play the Lost in Crowds action modifier to increase your stealth.

How to defend yourself

Your deck contains many cards that will allow your vampires to 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, .44 Magnum), 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 defence: If a heavy bleed gets past your defences, reduce it with Protected District.

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.

Toreador Grand Ball: If your predator or prey is playing the Toreador ♠ deck, burn any Toreador Grand Ball they have in play. Otherwise, you will not be able to block their non-bleed actions.

Pentex™ Subversion: If your predator or prey is playing the Tremere ♣ deck, they will eventually play this master card on your key vampire, who will no longer be able to block any actions. Burn this card as soon as possible.

Pool gain: Your pool gain is scarce, and comes from the use of Vessel.

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.

• When in need of combat cards, and your hand is full of reaction cards, attempt to block some actions to increase your odds of drawing the cards you want.

• When in need of reaction cards, and your hand is full of combat cards, try to enter combat with a minion (either by blocking or by attacking them with a Deep Song or Haven Uncovered).

NOSFERATU DECKLIST

Crypt (12 cards)

- 1 Aunt Linda
- 1 Baixinho
- 2 Belinde
- 1 The Dowager
- 1 Horace Radcliffe
- 2 Larissa Moreira
- 2 Lenny Burkhead
- 1 Ryan
- 1 Wauneka

Library (77 cards)

- 2 Carrion Crows
- 4 Cats' Guidance
- 4 Creeping Sabotage
- 6 Deep Song
- 1 Fame
- 4 Guard Dogs
- 1 Guardian Angel
- 1 Haven Uncovered
- 4 Immortal Grapple
- 4 Instinctive Reaction
- 1 The Labyrinth
- 4 Lost in Crowds
- 2 Murder of Crows
- 5 On the Qui Vive
- 2 Preternatural Strength
- 4 Protected District
- 2 Raven Spy
- 1 Rebel
- 8 Roundhouse
- 1 Slum Hunting Ground
- 1 Smiling Jack, the Anarch
- 4 Taste of Vitae
- 2 Underbridge Stray
- 4 Vessel
- 4 The Warrens
- 1 Warsaw Station

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 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 stealth 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.