



STRATEGY GUIDE: RAVNOS 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 secure control of at least two Ravnos vampires with superior Obfuscate ♦ and/or Presence ♦ as soon as possible. Once you control a vampire, take actions to attain permanent special abilities via *Feral Hound*, *Treasured Samadji*, *Shilmulo Tarot*, or *City Star Taxi*. Furthermore, utilize *Break the Bonds* to bleed your prey and add 1 blood to a vampire in your uncontrolled region. With this added blood and your transfers, you can quickly gain control of many vampires at a reduced pool cost.

Mid game

Bleed actions: Bleed with *Break the Bonds* or with your vampires' default bleed actions. If your prey has declined to block, play a *Visions of Gehenna* action modifier to increase the bleed amount. If your prey attempts to block with an ally, play this action modifier to prevent that ally from attempting to block any further.

Club Illusion: Put the *Club Illusion* master card in play to get the chance of increasing your vampire's bleeds, but be careful not to do so when this card could give an excessive advantage to another Methuselah controlling Anarch vampires.

Late game

When only three Methuselaha remain, including yourself, play *Week of Nightmares* to permanently enhance the bleed of your Ravnos vampires. Continue bleeding your prey until you sequentially oust both of them.

Card recursion: Use the *Garibaldi-Meucci Museum* master card to retrieve crucial Anarch-requiring cards from your ash heap according to your current needs.

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 (such as *Treasured Samadji*, *City Star Taxi*, *Shilmulo Tarot*, *Feral Hound*, or a bleed that ousts your prey).

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

Lock minions: After successfully bleeding your prey using the *Break the Bonds* action, lock a minion controlled by your prey. This will enhance the likelihood of success for your subsequent actions.

Blood management

As your vampires play cards and/or engage in combat, they will lose blood. Without sufficient blood, they will not be able to utilize the *Club Illusion* master card for increased bleeds, or play certain essential reaction cards like *Night Terrors* or *Visions of Zaphatasura*. Your deck includes several cards that can increase the amount of blood on your vampires (namely, *Park Hunting Ground* and *Blood Doll*). Ensure that each vampire under your control has a *Blood Doll*, allowing you to move blood from your pool to them.

How to defend yourself

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.

How to effectively block: This deck contains cards that can grant your vampires intercept or that can reduce the acting minion's stealth to 0. The order in which you play these types of cards will be crucial to successfully blocking key actions. If you want to block a minion that can get a lot of stealth, begin by playing or using intercept cards first, and then play the *Night Terrors* reaction card to reduce the acting minion's stealth to 0. Thus, the acting minion will need huge amounts of stealth to break through your defences.

Bleed defence: If you cannot block a heavy bleed, either reduce it to 0 with the *Visions of Zaphatasura* reaction card, or play the out-of-turn *Archon Investigation* master card to burn the acting minion if the bleed is for 4 or more.

Combat defence: Your combat defence relies mainly on ending combat (*Majesty*, *Night Terrors*, or *Garibaldi-Meucci Museum*) or dodging (*Voracious Vermin*). Try to avoid combat with any vampire using Potence ☐.

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

Hand management

You will rarely have a perfect hand, so remember you can use your default discard phase action and the special discard phase action granted by the *Powerbase: Los Angeles* master card to discard cards you do not need.

RAVNOS DECKLIST

Crypt (12 cards)

- 1 Doc Martina
- 1 Gathii
- 1 Jean-François
- 1 Luciano Carvalho
- 1 Oleg Kaprizov
- 1 Phaibun
- 1 Roberto Rivamonte
- 1 Roy
- 2 Sreelekha
- 1 Trung Chau Pham
- 1 Zafira

Library (77 cards)

- 1 Archon Investigation
- 3 Blood Doll
- 8 Break the Bonds
- 4 Cats' Guidance
- 1 City Star Taxi
- 4 Cloak the Gathering
- 1 Club Illusion
- 1 Entrancement
- 4 Feral Hound
- 1 Fortune Teller Shop
- 1 Garibaldi-Meucci Museum
- 4 Guard Dogs
- 4 Lost in Crowds
- 4 Majesty
- 4 Night Terrors
- 4 On the Qui Vive
- 2 Pack Alpha
- 1 Park Hunting Ground
- 1 Powerbase: Los Angeles
- 4 Protection Racket
- 1 Shilmulo Tarot
- 4 Swallowed By the Night
- 1 Treasured Samadji
- 3 Veil the Legions
- 4 Visions of Gehenna
- 4 Visions of Zaphatasura
- 2 Voracious Vermin
- 1 Week of Nightmares

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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.