



## STRATEGY GUIDE: SALUBRI 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 *Dominare* so that they can play superior *Govern the Unaligned* to add 3 blood to a younger vampire in your uncontrolled region, or play superior *Feast of the Soul's Secrets* to bleed your prey and add 2 blood to a younger vampire in your uncontrolled region, if the bleed is successful. With this blood addition and your transfers, you can quickly gain control of many vampires at a reduced pool cost.

#### Mid game

Once you have three vampires in play, start taking any of these offensive actions and/or redirecting bleeds to your prey to destroy their pool.

**Bleed actions:** Bleed with basic *Govern the Unaligned*, *Feast of the Soul's Secrets* at either level, or with your vampires' default bleed actions. If your prey attempts to block, play the *Bonding* action modifier at superior to increase your stealth and the bleed amount. If your prey does not attempt to block, play *Bonding* at inferior to increase the bleed amount.

**Bleed redirection:** When you are being dangerously bled, play the *Deflection* or *Telepathic Misdirection* reaction card to redirect the bleed to your prey, or in last course *My Enemy's Enemy* to redirect it to your grand-predator if there are more than two Methuselahs left (including you).

#### Late game

When only three Methuselahs remain, including yourself, deal your final blows to oust them in order.

### STRATEGY TIPS

#### Get key actions through

Your actions are easy to block, because they have either 0 stealth (bleed actions) or 1 stealth (undirected actions). Therefore, you have several ways to make sure your key actions go through.

**Action order:** Have your vampires take the least important actions first and save the most important ones for last (such as *Bowl of Convergence*, *Ivory Bow*, *Sword of the Archangel*, or a bleed that ousts your prey).

**Make blocks fail:** As a key action is announced, play the *Seduction* action modifier to prevent a vampire from blocking, or play the *Forced Confessional* action modifier at superior level after a minion attempts to block in order to make that block attempt fail.

**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.

#### Blood management

As your vampires play cards and/or get involved in combat, they will lose blood. Without enough blood, they will not be able to play some of your minion cards (for example, *Govern the Unaligned*, or *Deflection*). Your deck contains several cards you can use to increase the blood amount on your vampires (that is, *Meditative Grove*, *Feast of the Soul's Secrets*, *Blood Doll* and *Vessel*). Make sure each vampire you control has a *Blood Doll* or a *Vessel* on, so that you can use it to move blood from your pool to them.

#### What to do in combat

Your combat is based on slowly depleting your opponents' blood, so that they become more vulnerable when taking or blocking actions.

**Attrition:** Use *Weighted Walking Stick* and *Saulot's Avenging Fist* to weaken the opposing vampires, so that they are low on blood in the late game.

**Send to torpor:** Use either the *Ivory Bow* or the *Sword of the Archangel* equipment cards or the *Saulot's Avenging Fist* master card 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.

**Damage prevention:** Use your damage prevention

cards (*Hidden Strength*, *Indomitability*, *Rolling with the Punches*, or *Touch of Valeren*) as you need them either not to lose too much blood or in order not to enter torpor if someone is using aggravated damage against you.

**Press:** When a vampire with a *Weighted Walking Stick* or the *Saulot's Avenging Fist* master card on is in combat with a minion you want to deplete from blood or send to torpor, press to continue combat with *Indomitability* or *Hidden Strength*.

#### How to defend yourself

**What to block:** Political actions that make you burn pool, or bleed actions you cannot redirect, or key actions that give an important advantage to your predator or prey.

■ The superior *Eagle's Sight* reaction card will allow you to block key actions attempted by players whom you could not normally block.

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

■ The bleed is at stealth (you may need to attempt to block 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.

**Political defence:** If you are unable to block a critical political action, use the *Saulot's Guiding Wisdom* master card to cast 2 votes against the referendum and, if needed, lock the Salubri with that card to force a vampire to abstain. Should the referendum still succeed, utilize the *Delaying Tactics* reaction card to cancel it.

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

#### 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.

## SALUBRI DECKLIST

### Crypt (12 cards)

- 2 Abaddon
- 1 Aniel
- 1 Castellani
- 1 Dominica
- 1 Ilonka
- 2 Malachi
- 1 Opikun
- 1 Sakhar
- 1 Seraphina
- 1 Yael

### Library (77 cards)

- 1 Anarch Troublemaker
- 2 Blood Doll
- 4 Bonding
- 1 Bowl of Convergence
- 3 Deflection
- 2 Delaying Tactics
- 2 Eagle's Sight
- 2 Enhanced Senses
- 4 Eyes of Argus
- 4 Feast of the Soul's Secrets
- 4 Forced Confessional
- 4 Freak Drive
- 4 Govern the Unaligned
- 1 Guardian Angel
- 3 Hidden Strength
- 3 Indomitability
- 1 Ivory Bow
- 1 KRCG News Radio
- 1 Meditative Grove
- 2 My Enemy's Enemy
- 2 On the Qui Vive
- 1 Powerbase: Montreal
- 2 Rolling with the Punches
- 1 Saulot's Avenging Fist
- 1 Saulot's Guiding Wisdom
- 1 Saulot's Healing Touch
- 2 Seduction
- 1 Sword of the Archangel
- 4 Telepathic Misdirection
- 3 Touch of Valeren
- 4 Unleashing the Bestial Soul
- 2 Vessel
- 4 Weighted Walking Stick

## 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.