



STRATEGY GUIDE: TOREADOR 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.

Midgame

Once you have three vampires in play, start taking any of these offensive actions:

Bleed actions: Bleed with basic Enchant Kindred, or with your vampires' default bleed actions. Once your prey has declined to block, play an Aire of Elation action modifier to increase the bleed amount.

Political actions: Play political action cards (Kine Resources Contested or Parity Shift) to weaken your prey.

Late game

When there are three or two Methuselahs left (including you), make sure you can still play cards that give you enough pool to withstand their bleed and political actions:

- If your prey's pool total is higher than yours, play Parity Shift to reduce their pool and increase yours.
- If your prey has fewer pool than you, bleed them and/or play Kine Resources Contested to out them.

STRATEGY TIPS

Get key actions through

Your actions are easy to block, because they have either 0 stealth (bleed actions) or 1 stealth (political 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 the most important ones last.

Multi-act: As your least important actions get blocked, play the superior Majesty combat card in combat to unlock the acting vampire, who will now be able to take a different action (for example, a political action, if they had previously attempted to bleed, or vice versa).

Stealth: You can increase the stealth of an undirected action by locking the Creepshow Casino master card (only usable as the action is announced). Play the Resist Earth's Grasp action modifier at superior on any type of action to get +1 stealth and/or play superior Perfect Paragon to reduce the intercept of allies and younger vampires by 1.

Lock minions: When an unlocked vampire controlled by your prey casts any votes during a referendum, you could play a Scalpel Tongue to lock them, if you intend to take offensive actions against your prey shortly.

Unblockability: Play a Toreador Grand Ball master card on the turn you want an important political action to be unblockable, and lock your most expendable Toreador to make it work.

Politics

Before you take a political action, be mindful of how many votes each Methuselah has, because you may need the support

of a cross-table Methuselah to make the referendum succeed. Therefore, you may need to do some kind of deal that benefits a cross-table Methuselah somehow in order to get their votes.

How to defend yourself

Bleed defence: Only attempt to block bleed actions attempted by the Tremere ☿ and Ventruue ✕ Methuselahs. Do not attempt to block any bleed actions attempted by the Malkavian ♀ Methuselah. Thus, they will not be able to play any stealth cards that will eventually clog their hand.

Pool gain: Your massive pool gain comes from these cards and effects: Villein (do not usually take too much blood, since your vampires will need it to play cards), Parity Shift, Consanguineous Boon, Voter Captivation and Art Museum.

What to block: Given your limited access to intercept, it is highly advisable to block key actions only. For example, the action to burn a Toreador Grand Ball, or actions that give permanent intercept to your prey or predator (for example, Bowl of Convergence, Sport Bike, Raven Spy), or political and/or bleed actions that would make you burn too much pool.

Combat defence: Play the Majesty combat card to protect a vampire you control who is in combat with a Nosferatu ☿ or a Tremere ☿. Try to avoid combat with a Nosferatu with Potence ☐.

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.

TOREADOR DECKLIST

Crypt (12 cards)

- 1 Bret Stryker
- 2 Catalina Vega
- 2 Flávio Gonçalves
- 1 Kathy Glens
- 1 Massimo Falconi
- 1 Min-Seo
- 2 Mkhokheli
- 1 Nik Sikko
- 1 Tamoszius

Library (77 cards)

- 2 Aire of Elation
- 1 Art Museum
- 4 Bewitching Oration
- 2 Change of Target
- 4 Consanguineous Boon
- 1 Creepshow Casino
- 1 Elysium: The Palace of Versailles
- 6 Enchant Kindred
- 8 Kine Resources Contested
- 6 Majesty
- 4 Parity Shift
- 4 Perfect Paragon
- 8 Resist Earth's Grasp
- 4 Scalpel Tongue
- 4 Second Tradition: Domain
- 1 Society Hunting Ground
- 4 Toreador Grand Ball
- 1 Toreador Justicar
- 6 Villein
- 6 Voter Captivation

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.