




STRATEGY GUIDE: TREMERE DECK

There are many ways to play this deck, but here are some general tips you should bear in mind.

YOUR OVERALL STRATEGY

Earlygame

Gain control of the highest capacity vampire in your uncontrolled region with superior Dominate , so that they can play superior Govern the Unaligned to add 3 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.

Once you control a vampire, take actions to get permanent intercept (the Bowl of Convergence, Sport Bike equipment) and permanent damage enhancers (the .44 Magnum equipment).

Late game

Once you have three vampires in play, start bleeding your prey and/or redirecting bleeds to them to destroy their pool:

Bleed actions: Bleed with basic Govern the Unaligned, or with your vampires' default bleed actions. Once your prey has declined to block, play a bleed action modifier (Bonding) to increase the bleed amount.

Late game

When there are three Methuselahs left (including you), keep bleeding, and redirecting your predator's bleed actions to your prey until you oust them both in order. Play Misdirection and/or Pentex™ Subversion to increase the effectiveness of your actions. Send as many opposing vampires as you can to torpor.

STRATEGY TIPS

Get key actions through

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.


Stealth: If a minion attempts to block you, play an action modifier that increases your stealth (Mirror Walk). If the action they are attempting to block is a bleed action, play the superior Bonding action modifier to get +1 stealth and +1 bleed. If you have a Magic of the Smith action in your hand, play it at superior to equip with an essential equipment from your library at 3 stealth.

Lock minions: When you are about to bleed heavily, play the Misdirection master card to lock a minion controlled by your prey. If you redirect a bleed to your prey via Deflection or Telepathic Misdirection on your predator's turn, that could result in your prey locking a minion if they successfully block.

Pentex™ Subversion: Play this card on a minion with permanent intercept and/or on an unlocked minion who can block you, if you are about to take one or more important actions.

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.

Try to avoid combat with a Nosferatu .

Attrition: Steal blood as a strike with Theft of Vitae and then press to continue combat with basic Apportation, and either steal more blood or use your default hand strike or, if equipped with a .44 Magnum, strike with that weapon.

Damage prevention: You can prevent some damage with Precognition (after blocking) and


Kevlar Vest (in any combat).


Maneuver to long range: Use a maneuver from superior Apportation, .44 Magnum or superior Spirit's Touch to go to long range, especially when in combat with a Nosferatu .

How to defend yourself

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.

What to block: Political actions that make you burn pool, or bleed actions you cannot redirect. Do not block a Nosferatu  unless you absolutely have to (for example, when they are attempting an action granting them permanent intercept, (Raven Spy); or permanent damage, such as Preternatural Strength or Murder of Crows).

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.

Pool gain: Your pool gain mainly comes from Arcane Library, Vessel and Wasserschloss Anif, Austria.

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.

TREMERE DECKLIST

Crypt (12 cards)

- 2 Aylech
- 1 Chrysanthemum
- 2 Inès Tristão
- 1 Lauren
- 1 Lloyd Brooks
- 1 Nassir
- 1 Patrik Söderberg
- 1 Rosalina Cortez
- 2 Trevon Parker

Library (77 cards)

- 1 .44 Magnum
- 1 Academic Hunting Ground
- 4 Apportation
- 1 Arcane Library
- 6 Bonding
- 1 Bowl of Convergence
- 1 Chantry
- 4 Deflection
- 6 Eyes of Argus
- 12 Govern the Unaligned
- 1 Kevlar Vest
- 2 Magic of the Smith
- 6 Mirror Walk
- 1 Misdirection
- 4 On the Qui Vive
- 1 Pentex Subversion
- 2 Precognition
- 2 Spirit's Touch
- 1 Sport Bike
- 4 Telepathic Misdirection
- 10 Theft of Vitae
- 4 Vessel
- 1 Wasserschloss Anif, Austria
- 1 Wider View

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.