



STRATEGY GUIDE: VENTRUE 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 and/or redirecting bleeds to your prey to destroy their pool:

Bleed actions: Bleed with Intimidation or basic Enchant Kindred, or with your vampires' default bleed actions. Once your prey has declined to block, play a Conditioning action modifier to increase the bleed amount.

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

Bleed redirection: When you are being dangerously bled, play the Deflection reaction card to redirect the bleed to your prey.

Late game

When there are three Methuselahs left (including you), deal your final blows to oust them in order. With a single political action card (Ancilla Empowerment), you could oust your prey and weaken (or maybe even oust) your next prey.

Ideally, when there are two Methuselahs left (including you), and your rival Methuselah has no more than 6 pool, play a bleed action

(superior Intimidation), increase the bleed amount with a superior Conditioning, and make the action unblockable by vampires with a Daring the Dawn action modifier.

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, or the superior Freak Drive action modifier after action resolution to unlock your 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).

Lock minions: When about to oust your prey, use the Anarch Troublemaker master card to lock two vampires controlled by your prey, and/or play the Misdirection master card to lock a minion. If you redirect a bleed to your prey via Deflection on your predator's turn, that could result in your prey locking a minion if they successfully block.

Unblockability: Play the Daring the Dawn action modifier during a very important action, such as a bleed or political action that would oust your prey.

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: Play the Deflection reaction card 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: Given your limited access to intercept, it is highly advisable to block key actions only. For example, Bowl of Convergence, Sport Bike, Raven Spy, political actions that make you burn pool, or bleed actions you cannot redirect.

Combat defence: Play the Majesty combat card to protect a vampire you control who is in combat with a Nosferatu ☞ or a Tremere ☞. Play the Hidden Strength combat card to prevent damage if you could not play a Majesty.

Pool gain: Your pool gain mainly comes from: Parity Shift, Blood Doll and Wider View.

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.

VENTRUE DECKLIST

Crypt (12 cards)

- 1 Alexa Draper
- 2 Alice Chen
- 1 Brock Sterling
- 1 Chelsea Blake
- 2 Horst von Brühl
- 1 Madison
- 1 Naomi Stewart
- 1 Oshri Dahan
- 2 Sybren van Oosten

Library (77 cards)

- 1 Anarch Troublemaker
- 1 Ancilla Empowerment
- 4 Bewitching Oration
- 3 Blood Doll
- 4 Conditioning
- 1 Daring the Dawn
- 6 Deflection
- 8 Enchant Kindred
- 6 Freak Drive
- 4 Hidden Strength
- 1 Information Highway
- 4 Intimidation
- 7 Kine Resources Contested
- 6 Majesty
- 1 Misdirection
- 5 Parity Shift
- 4 Second Tradition: Domain
- 1 Uptown Hunting Ground
- 1 Ventrue Headquarters
- 1 Visit From the Capuchin
- 2 Voter Captivation
- 4 Wake with Evening's Freshness
- 2 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.