

Vanquishers TCG
The Complete Rift Mode Rules
Version 1.4

How To Win

Your Hero has won once your opponent's Hero has lost all of their Life Points.

Note: A hero can still have Shield Points left even though they have depleted their Life Points. This is still considered a defeat.

Set Up

Place your Hero card on the board with the V-Trigger face down. If you are Playing Advanced Mode, place your Energy Class card on the board. Shuffle your deck and place it on the board face down. Use the red cube to indicate Life Points, the blue cube to indicate Shield Points, the green cube to indicate Storage Energy Points and the yellow cubes to indicate Durability. You can also use the Altezza App to keep track of Hero stats. Each player will start with 7 cards in their hand. Each player will roll a die, the player that rolled the highest will go first.

Note: If both players roll the same number, both players will reroll until someone rolls the highest number.

Player Turn Actions

Player turn actions must be followed in this order.

1. Recover Shield Points. **(Optional)**
2. Draw a card. Draw 2 cards when your V-Trigger is active. Each player may hold a maximum of 8 cards. Lose 1 Life Point for each card you are unable to draw.
3. Exile 1 card from your hand and gain 1 Storage Energy point. Exile up to 2 cards and gain up to 2 Storage Energy Points when your V-Trigger is active.**(Optional)**
4. Activate V-Trigger. **(Optional)**
5. Activate cards in your hand. **(Optional)**
6. Target your enemy. **(Optional)**
7. End turn.

Note: Turn order must be followed. Optional actions are not required and may be skipped by the player.

Choosing Your Hero

Choose your Hero card carefully. Life Points, Defense Points, and Shield Points will be different for every Hero. What makes each Hero unique are their V-Trigger abilities. Each Hero can change the tide of a fight at any moment by using their V-Trigger ability. Activating the V-Trigger ability will permanently cost you Storage Energy points. Choose the Hero that best fits your play style. Apply your Hero's Life Points and Energy Shield Points Cubes to the gauges at the top of the board.

Select An Energy Class Card (Advance Mode)

Before starting the game, you will need to choose an Energy Class that matches your Hero's Energy Class Type. Some Heroes are able to activate many different Energy Classes, but you may only choose one to start the game at no additional cost. Choose one energy class card to activate and place it into the "Energy Class" Slot on the board. Any additional Energy Class Cards must be shuffled into your deck. An Energy Class Card determines your Energy Class Abilities, Shields, Energy Weakness, and Energy Resistance. Look at the Hero card to determine Energy Class Types. To change your Energy Class in the game simply activate the new Energy Class Card using Storage Energy Points, then discard the old one.

Building Your Deck

Each player must build a deck that contains a minimum of 30 cards and a maximum of 70 cards. However, be aware that some Heroes can only use certain cards. Be sure that the card type, item class, item type, and ability cards meet your Hero's requirements. There are also restrictions on how many cards you can have in your deck of a certain type.

- **All Cards**

You can have up to 4 of the same card with the same name in your deck. This includes Energy Class Cards.

- **Ammo/Energy**

These cards are used to meet the Ammunition and Energy needed to use an Item Weapon. You can choose any amount of Ammunition and Energy Cards to place in your deck as you want.

- **Unique cards**

These cards may have unique abilities or improved stats. You can only have one unique card of the same name in your deck.

Player Turn Action

Player turn actions must be followed in this order. **No Take Backs!**

1. Recover Shield Points (Optional)

Each Hero can recover Shield Points when your Hero has sustained Shield Damage. The amount of recovery is different for each Hero. At the beginning of every turn, choose to permanently lose 1 Storage Energy Point, then refer to your Hero card to determine how much of your Hero's Shield Points can be restored.

Note: You cannot recover past your Hero's maximum Shield Points.

2. Draw A Card

At the start of the game each player will draw 7 cards. Each player can hold a maximum of 8 cards. You must draw 1 card. Once V-Triggered you must draw 2 cards.

Decking Rule: Take 1 life damage for each card you are unable to draw.

3. Exile 1 card from your hand and gain 1 Storage Energy Point. Exile up to 2 cards and gain up to 2 Storage Energy Points when your V-Trigger is active. (Optional)

You may choose to exile one card from your hand to receive 1 Storage Energy Point. Storage Energy Points are required to activate every card in the game. When your V-Trigger is active you may choose to exile up to 2 cards and gain up to 2 Storage Energy Points.

4. Activate V-Trigger (Optional)

Each Hero has a unique V-Trigger ability. Once you have met the Storage Energy Point value required, you may activate your V-Trigger. To activate your V-Trigger, flip your Hero Card over. Once V-Trigger is activated, your Hero's V-Trigger Ability, V-Trigger stat boosts and V-Trigger Item Weapon Abilities are now active until the end of game.

Note: Once you activate this ability you permanently lose the Storage Energy Points used to activate your V-Trigger.

5. Activating Cards

Your Storage Energy Point cost is located at the top left corner of each card. With enough Storage Energy Points, you can now activate any card in your hand.

Example: You have 14 Storage Energy Points at the beginning of your turn. The card you are activating costs 5 Storage Energy Points. After activating that card, you are left with 9 Storage Energy Points for the rest of this turn.

Note: You can activate multiple cards in one turn with enough Storage Energy Points. Restore your Storage Energy Points back to 14 at the beginning of your next turn to use again.

-Activating Ability Cards

You must activate or use any activated Ability Card on the board before you attack. These cards are placed in the "ABILITIES" section of your board. Ability Cards are broken down into the following types:

- ***Attack Cards***

Generally, these cards deal direct damage to the enemy.

- ***Rift Cards***

When these cards are activated, they stay on the board for the rest of the game. These cards have abilities that cost Storage Energy Points to use once per turn. Though you can have up to four of these cards in your deck with the same name, you cannot have 2 of the same named Rift Card active at the same time.

- ***Support Cards***

Generally, these cards are activated in battle and are then discarded immediately. However, some cards may remain active on the board for multiple turns. You cannot have 2 of the same named Support Cards active at the same time.

- ***Trap Cards***

Once activated these cards are placed face down on the board. Use a trap indicator card to display the amount of Storage Energy used. Traps can only be triggered by Item Weapons or Hero Items. You cannot have 2 of the same named Trap Cards active at the same time.

- ***Vitality Cards***

They are attached to your Hero for the remainder of the game. They permanently increase the stats of your Hero. You cannot attach 2 of the same named Vitality Card to your Hero.

- ***Grenade Cards***

These cards deal direct damage to your opponent. There are many different types of Grenades that have different abilities as well.

-Activating Item Weapon Cards

Once an Item Weapon has been activated, place it on the board in one of the Item Weapon Slots. Now you have equipped an Item Weapon.

You cannot equip 2 of the same named Item Weapons to your Hero.

Note: Some Item Weapons are Dual Wield. Refer to the card for details.

-Activating Hero Item Cards

Once a Hero Item has been activated, place it on the board in the Hero Item slot. Now you have equipped a Hero Item.

Note: Hero Items can be used once equipped, they do not require an Ammunition Type for use.

-Activating Ammunition

Once an Item Weapon card is activated you will need to attach the Ammunition Card to meet the Item Weapon's ammunition value. Attaching the required amount of ammunition allows you to attack your enemy. The ammunition requirements for each Item Weapon are located on the bottom left corner of the Item Weapon card. Place each activated Ammunition Card below the activated Item Weapon on the board.

Note: Each activated Item Weapon may take several Ammunition Cards to use. Look at the Item Weapon Card for more details. Item Weapon Cards can only be used once per turn. Ammunition Types are broken into 2 different ammo categories.

> *Kinetic Ammunition*

This card is used to meet the ammunition cost of any Range Weapon.

> *Energy Cartridge*

This card is used to meet the Energy Cartridge cost of any Melee Weapon, Hand to Hand Weapon, and Critical Art Weapon.

-Activating Armor

Once an Armor has been activated, place it on the board in the Armor Slot. Now you have attached an Armor. Armor can only be affected by Item Weapons or Hero Items.

Note: Every Armor has Durability. Every successful target will reduce your Durability by 1.

-Activating Item Weapon Mods (Advance Mode)

You may only use a maximum of two Weapon Mods per equipped Item Weapon. Weapon Mods are to be attached to the top of any equipped Item Weapon to change the stats of that card.

Note: You cannot attach two of the same Attachment Types to the same Item Weapon. Item Weapon Mods are broken into three different Mod Types.

>Range Mods

These mods affect your Kinetic Damage, Targeting, and AOE Damage values. Attach to the top of an equipped Range Weapon that meets the Item Weapon attachment requirements.

Note: Certain mods can only attach to specific Item Weapon types. You cannot attach 2 of the same attachment types to that Item Weapon. Mod types are broken into 3 different categories:

> Barrel

> Under Barrel

> Scope

>Melee mods

These mods increase your kinetic damage and target values. Attach to the top of an equipped melee weapon that meets the weapon attachment requirement. Note: Mod types are broken into 2 different mod attachment categories:

> Blade

> Grip

>Critical Art mods

These mods increase your kinetic damage, shield damage, energy class damage, target value, and range. Attach to the top of an equipped Critical Art Weapon that meets the weapon attachment requirement.

>Hand to hand mods

These mods increase your kinetic damage, shield damage, energy class damage, target value, and defense. Attach to the top of an equipped Hand to Hand Weapon that meets the weapon attachment requirement.

>Energy mods

These mods increase your kinetic damage, shield damage, energy class damage, target value, and defense. Attach to the top of an equipped weapon.

Note: These mods can be attached to any weapon. You cannot attach 2 energy mods with the same name to an equipped weapon.

-Switching Equipped Weapons

You can switch a weapon card that is equipped on the board for one that is in your hand. To do so, simply remove the equipped weapon on the board and place it into the discard pile. Collect any of the weapon mods and modded ammunition cards attached to the discarded weapon and shuffle them into your deck. All kinetic ammunition or energy cartridges will remain on the board and then attached to the new weapon. If the new weapon uses a different ammunition type then shuffle those ammunition cards back into your deck. Now you may activate a new weapon card.

Note: The new weapon card must equal or exceed the Storage Energy cost of the weapon being replaced.

-Switching Armor

You can switch an armor card for one that is in your hand. To do so, simply remove the armor on the board and place it into the discard pile. Now you may activate a new weapon card.6.

Targeting The Enemy

Once your weapon of choice has been equipped and you have met ammunition requirements, you can now target the enemy. You can target with each weapon once per turn. To target the enemy, roll both dice. Add the number rolled to your weapons target value. If the total meets or exceeds the enemy's defense, you have successfully targeted the enemy.

Example: The enemy's defense is 11. You roll both dice and get 10. The weapon's target value is 5. The number rolled plus the target value would be 15. In this case 15 would exceed the defense value of 11. you have successfully targeted the enemy.

Note: There are two color dice. Black is the targeting die only and the Red is targeting and ability activation die.

- Dealing Damage

When dealing damage to the target enemy, refer to the card to determine the damage type and then apply that damage to the Enemy Hero(s).

Example: Enemy Hero was targeted and hit for 3 Kinetic Damage. Move your Shield Points down 3 points.

Damage is broken into 4 different types.

> Kinetic Damage

This is the base damage for the game. Kinetic Damage will apply to shield points first and then life points.

> Shield Damage

Shield damage only deals damage to the shield only.

Note: If the enemy no longer has shield points, you cannot deal shield damage to the enemy's life points.

>Energy Class Damage (Advance Mode)

In Standard Mode, Energy Class Damage is the same as Kinetic Damage. Energy Class really comes into effect when playing Advanced Mode. Using the Energy Class card will cause energy weakness or resistance to an energy type. Energy Class Damage will apply to shield points first and then life points. Energy Class Damage types are listed below.

>Tech Damage

>Solar Damage

>Arc Damage

>Glacier Damage

>Dark Damage

> Area Of Effect (AOE) Damage

After dealing damage to the target enemy, then deal AOE Damage to the target enemy allies only. AOE Damage will apply to the Shield Points first and then Life Points.

-Activating Weapon Abilities

If your targeting weapon has any abilities that require a die roll to activate, simply target the enemy. Once you have successfully targeted, look at the red ability activation die to determine if you have activated a Weapon Ability.

Note: You do not need to reroll the dice to determine if your Weapon Ability has been activated. You will refer to the number rolled when targeting.

-Energy Class Conditions

Energy Class can also cause Energy Class Condition Damage and Effects. Each Energy Class Condition Damage and Effect are different for each Class. Energy Class Condition Damage and Effects have no effect on the same class type. Example Solar class cannot affect Solar class.

- **Tech Condition**

Glitch- Enemy cannot use any Rift, Trap, or Support Cards.

- **Solar Condition**

Burn- Enemy is set on fire and takes 1 Solar Damage at the beginning of their turn. Burn duration can stack and last up to 4 turns.

- **Arc Condition**

Shock- Enemy Shield Recovery Points is reduced by 4.

- **Glacier Condition**

Frozen- Enemies cannot Target or Counter Attack.

- **Dark Condition**

Curse- Enemy takes 1 Kinetic Damage for each Energy Storage Point used during their turn.

7. How to End Turn

You can end your turn at any time. You do not need to perform any optional actions. You can simply end your turn by declaring “End Turn” after you have drawn your Card(s).

Note: Your turn will end automatically after targeting with all Equipped Item Weapons.

How to Defend

When your Hero is being targeted you have a chance to dodge the enemy’s attack. Every Hero has a Defense Value that the enemy must meet or exceed to damage your Hero.

Example: Defense Value is 14, Target Value is 5, your Hero’s new Defense Value is now 9. The enemy must roll the dice to equal or exceed your Hero’s Defense Value.

>Armor Cards - Armor is an Item Card that can be used to increase your Shield Points, Defense Points, and Damage Resistance.

Note: Damage Resistance applies to all of your opponent’s Item Weapons and Hero Item Cards. Durability does not deplete during your turn, you will resist damage every time you are targeted and damaged.

Example: If you have Damage Resistance of 2 and the enemy hits for 3 damage. You only take 1 damage.

>Ability Cards - These cards are Vitality, Trap, Rift and Hero Attachment Cards that can be used in a variety of ways to defend your Hero.

>Item Weapons - Some Item Weapons are used as defense and/or have Abilities that can be used for defense, this includes Counter Attacks.

Note: Counter Attacks are Item Weapon Abilities only. Counter Attacks are any Item Weapon Ability that is triggered by the enemy successfully targeting your Hero.

>Item Durability - When successfully targeted you will remove 1 durability from all activated, equipped, and attached cards.