

Vanquishers Card/FAQ Updates

V1.0

Errata Text

Dark Energy Shift

Problems

This card created an infinite loop combined with Energy Surge for a Dark Conjure class and a few other cards. It allowed you to take the players Storage Energy (SE) away, not letting the player build SE to play cards infinitely.



Old Function

Play this card face up. Curse the enemy. Enemy must exile a card from their discard pile. Choose a card in your exile pile and place it at the top of your deck. Discard this card.

New Function

Play this card face up. Curse the enemy. Enemy must exile a card from their discard pile.



STARTER DECKS
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Tech Grenade

Question: Does tech grenade's V trigger disable all weapon abilities for all players until the end of the next turn?

Answer: This will disable the enemies item weapon abilities, Not yours.



Old Function

Any damage with this grenade will glitch the enemy, disable all weapon abilities until the end of their turn.

New Function

Any damage with this grenade will glitch the enemy, disable all of their weapon abilities until the end of their turn.

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Trading Card Game



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Mechanic Updates

Item Auxiliary Cards

Problems

Item cards primarily function as the weapons, armors, Hero's weapons etc. Some Item weapon cards were designed to buff and modify other item weapons and/or Heros. It was not clear on the cards what items weapons were considered the buff or targeting types. So we decided to separate the two weapons into different categories. Targeting weapons will be known as Item Weapons and the buffing weapons will be known as Item Auxiliary (Aux).

Items Auxiliary cards with a (+) next to the number adds to all of the stats with the same icon across all of your equipped weapons and your Hero.



Function

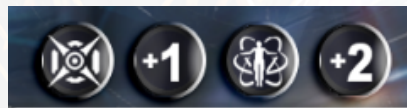
Any icon number with a plus (+) adds to all of the same icons activated on your Hero or Items. Most Critical Art weapons, Cylinx, Guard and item armors provide passive abilities that automatically take effect directly to your Hero and or other weapons without targeting required. Refer to those cards with the (+) for details.

Example

Add +1 kinetic damage to all equipped item weapons.

Add +2 Shield recovery to your Hero.

Add +2 Shield Damage to all Equipped weapons.



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Question: Can I attach weapon mods to this weapon, and will the stats transfer?

Answer: Yes, you can attach up to 2 Critical Art weapon mods with the same icon and only the stats that match the icons will transfer to all weapons and/or Hero. look at the illustration below.



Example:

Adding this mod would add and transfer the Shield Damage to all weapons but not the targeting.

Question: Can I equip a Critical Art weapon mod to other weapons and will I be able to use all the mods stats to that weapon?

Answer: Yes, once you have a Critical Art weapon equipped and meet the ammunition requirement you can attach a critical art mod to an equipped weapon and can use all the stats like a regular mod.

Note: you can only have 1 Critical Art mod equipped to a weapon with the same icon. Once this mod is equipped to another weapon other than an Item Aux card the stats do not transfer to other weapons and only apply to that equipped weapon.



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Card FAQ's

The Alchemist



Question:

The V-Trigger ability Alchemy says "After dealing damage with a weapon, roll a die and apply the rolled condition for 1 turn. 1-nothing, 2-glitch, 3-burn, 5-frozen, 6-curse". The ability 4. Is missing, should this have an effect or is supposed to be "Nothing" like 1?

Answer:

This is a grammatical error and 4. Should have no effect like "1-Nothing".

Infinite Velocity



Question:

The 2nd ability says "Grapple- After rolling an odd number, choose a card from thier hand and shuffle it back into thier deck." I think this is a misspelling.

Answer:

Correct this is a grammatical error and the thier should be spelled as their.



The Kill Box

Question:

Can you Choose when to flip this card after taking damage? How much damage does the trap deal and what type of damage?

Answer:

Yes, you choose to activate after you take damage. The damage the trap deals is based on that card's Storage Energy cost in the top left corner of the card. Non-specified damage will always be kinetic damage.



Altezza

Question:

The ability 2. And 4. Is confusing and seems to be incomplete.

Answer:

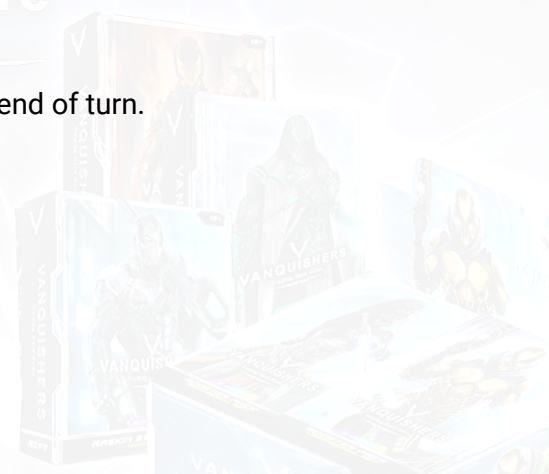
This is a grammatical error and the 4. text information carried over into the 2. The effects should be.

2. Draw a card.

4. Add 2 targeting until the end of turn.



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Prime Energy

Question:

Can I draw a card immediately once I activate this card? Can I draw a card any time during my turn?

Answer:

No, you do not draw a card immediately upon activation. You must wait till your next turn during the 2nd turn action phase to use this card during the drawing phase only.



Meteoroid

Question:

The 1st ability Absorb if i deflect the damage do i lose durability? The 2nd ability Mitigate does this happen automatically and do I lose durability? The 3rd ability Shield Bash how do i use this?

Answer:

Yes, with Absorb you will lose durability. Mitigate will also lose durability and is triggered any time damage is dealt to you by an equipped weapon. During turn order 6 phase target your enemy, Shield Bash triggers automatically no targeting required.





The Equalizer

Question:

The 1st ability Dark Target adds 1 targeting to this weapon for each weapon that misses your Hero. Does this stack until the end of the game?

Answer:

No, Item weapon abilities do not stack until the end of the game. All Item weapons return back to their original stats at the end of your turn. **Note:** *Weapon mods are the only way to permanently add stats to your Items till the end of game.*



Sanction (Hero)

Question:

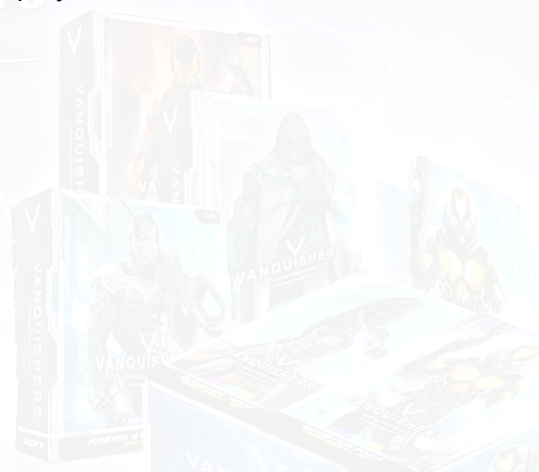
Her V-Trigger once per turn, can I still recover life points If I deal life damage during another player's turn?

Answer:

Yes, once per turn If you deal life damage with any card such as traps or countering Items of any kind the V-Trigger still takes effect. So Once during your turn and once during other players' turn.



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VANQUISHERS



Non-Competitive Cards

Promo and Pre-release cards are only usable for casual play only and are not to be used during competitive play other than Cygon and Sybre promo cards. Cards also with the (E) Rarity. Below are the list of other cards that will not be usable during competitive play.

