

# Vanquishers Card/FAQ Updates

V1.3




## Weapon Abilities Icons

**Question:** I'm looking at the weapons and in the ability box there's a white one with a V, a Blue one with a V and the Green V one. I assume the green only happens with V-trigger but the other two?

**Answer:** The Blue and Yellow was only to display weapon ability 1 and 2 slots. And yes the green was to display the V-trigger ability.

## Problems

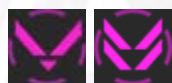
We notice that this created confusion to players and served no real purpose to the game. We missed a great opportunity for a system to help clear things up for the players to know how and when weapon abilities should activate. We decided to create a color system that will help identify when weapon abilities should be used. So future sets will now have these colors next to abilities to show how and when to use them at the glance of an eye.

**Ability Icon Types** - Standard Ability  , Advance Ability  , V-Trigger Ability 

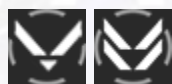
### Ability Color Identifier



(Yellow) Passive Ability - These abilities require no targeting to use and occur on your turn unless stated otherwise.



(Pink) Before Targeting - These abilities must be used before you declare targeting.



(White) After Successful targeting - These abilities require you to successfully target the enemy to be used.



(Green With Color) V-Trigger - These abilities require your hero to be in V-trigger mode to be used. Green and white (Passive), Green and Pink (Before targeting) and Green and white (After successful targeting).

# Errata Text

## Meteoroid

### Problems

This card first ability was able to be set off very easily and had such a massive effect. We decided to keep the intended effect active but for balance reason we needed to change this from die roll 3-6 up to 5-6.



### Old Function

Ability Absorb- When damaged by a weapon; Once per turn, roll 1 die 3-6, Resist all damage and deal that damage to your enemy.

### New Function

Ability Absorb- When damaged by a weapon; Once per turn, roll a die 5-6, Resist all damage and deal that damage to your enemy.

# VANQUISHERS

Trading Card Game

STARTER DECKS  
AND BOOSTER PACKS



# 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.

# 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

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

## New Function

V-Trigger - Any damage with this grenade will glitch the enemy.

## 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

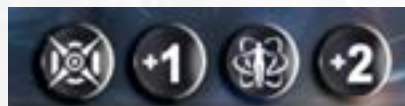
Any icon number with a plus (+) adds to all of the same icons activated on your Hero or Items. Most Critical Art weapons, Cylinx, Guard and item armors provide passive abilities that automatically take effect directly to your Hero and or other weapons without targeting required. Refer to those cards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



**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.



## Card FAQ's



### V-Severance

#### Question:

What does that mean? Does this only remove Hero's V-Trigger ability?

#### Answer:

No, This will remove the Hero from being in V-Trigger mode. The Hero will need to flip their card over in the non-V-Trigger mode side, and will not be able to use any of the V-trigger abilities, Hero stat increase, and Weapon V-trigger abilities.



### Crono Sector

#### Question:

The V-Trigger ability Rapid Phoenix, Do I target 3 times even if I miss?

#### Answer:

Yes, Example: "If you missed targeting twice, you must target 1 more time".

## T-Minus



### Question:

The V-Trigger ability Damage Transmission says "If you miss any other weapon, add 1 kinetic damage". Would the V-Trigger ability from the weapon Crono Sector allow this weapon to get a +3 kinetic damage if you miss all 3 targeting?

### Answer:

Yes, because you would be targeting 3 times with the Crono Sector.

## 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.



## 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.



# VANQUISHERS

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# Useable Competitive Cards

These cards are not part of the 150 set but are usable in competitive play.



Trading Card Game

STARTER DECKS  
AND BOOSTER SETS



## 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.

