

# VANGUARD OF WAR



ERRATA



# VoW RULEBOOK

## PREPARE THE GAME BOARD AND PLACE DICE AND TOKENS, PAGE 6

Add the following Exploration Deck construction instructions:

“While the game’s contents are well balanced if you own the core box, many expansions, add-ons or promotional material have been created for the game. If you own a larger collection of VoW items, we recommend that you adhere to the following guidelines regarding the Exploration cards:

1. Separate all Hero-specific or Expansion-specific cards. We recommend keeping them separate from the other cards during storage as well.
2. If you are playing a game
  - a. without the Church: remove all cards that reference the Church.
  - b. without Barricades: remove all cards that reference Barricades.
3. Count the Ruin fields on your chosen game board (the core box game board has 39 Ruin fields).
4. Separate all Exploration cards by type, and shuffle each type.
  - a. Shuffle the Empowerment cards, and draw 11 of them.
  - b. Shuffle the Encounter cards, and draw 12 of them.
  - c. Shuffle the Consumables cards, and draw enough so that the Empowerment, Encounter and Consumables equal the number of Ruin fields on your selected game board.
5. Select any Hero-specific or Expansion-specific cards you wish to use. Remove an equal amount of the same type of cards from those drawn in the previous step, and return them to the box.

*For example, If you wish to add 3 Consumable and 2 Encounter cards, you must remove 3 other random Consumable and 2 other random Encounter cards.*

6. Shuffle all drawn Exploration cards to form the Exploration deck.

Please note that, when using cards that are parts of a whole, you must include all such cards in your Exploration Deck (for example: the 3 Holy Words – Klatu-Barrada-Nikto, the 5 Evidence cards, the 10 Feather of Ma’at / Liar’s Heart etc.).

Exceptions to this setup mode:

- Regarding the 10 Feather of Ma’at / Liar’s Heart cards, instead of removing 10 other Consumables, remove instead:
  - 5 Consumables,
  - 4 Encounters,
  - 1 Empowerment.
- When playing the Heroes vs Zombies Expansion, choose:
  - use all Empowerment cards and all cards with the Zombies Icon, or
  - after creating your Exploration deck, remove 10 random cards and replace them with the Consumables with the Zombies Icon (these cards are treated exactly Consumables).

*We recommend that you avoid using non-Zombies cards that are part of a whole when creating your deck this way. Otherwise, make sure that any cards with the Zombies icon are not removed from the Exploration deck.”*

## **HEROES, PAGE 8, BOTTOM LEFT**

Add a list of the Available Actions.

- Common Actions (Costing 1 AP, any number of times):
  - Use Consumables,
  - Trade Consumables,
  - Move 1 field,
  - Use Basic Attacks,
  - Revive slain hero,
  - Explore.
- Using Skills (Variable Cost, each once per Turn, skills with essence in cost also need 1 AP).

## **EXPLORATION, PAGE 13**

Add clarifications on how each type is used.

- Consumables
  - As explained in the Heroes Section, Consumables must be equipped. Using a Consumable costs 1 Action Point unless otherwise stated.
  - Some Consumables have a passive effect. These are defensive items that are always active and do not require spending an Action Point, and are not discarded after use unless otherwise stated.
- Empowerment
  - When drawing an Empowerment Card, the player resolves its effects and discards it.
- Encounter
  - When drawing an Encounter Card, the player resolves its effects and discards it, unless otherwise stated.

## **GAME BOARD, PAGE 14**

Add note “E”.

The 4 Church Exits are fields that the Heroes may step on just like Ruins, however as they are not Ruins the Heroes may not Explore.





# HEROES VS ZOMBIES RULEBOOK

## FENCE & BARRICADE

Cards or Abilities referring to a Fence or Barricade, both refer to Barricades.

## ZOMBIE ICON CARDS

Add clarification for Zombie Icon Cards.

Cards with the Zombies icon are meant to be used as parts of a whole, when playing the Heroes vs Zombies expansion. Otherwise, cards with the Zombies icon are treated exactly like Consumables.

## TURRETS AND BARRICADES

After being placed, the Turrets activate at the end of the Defense phase. Resolve their Attack once, and end their activation.

If a Barricade would resolve attacks or deal damage, it does so before the Turrets activate.

## REVIVING HEROES

Amend the cost to revive Heroes back to 1 Essence and 1 AP.

# EXPLORATION CARDS CLARIFICATION/ERRATA

## TRIP MINE

Change the text to read: "...on an adjacent empty lane field".

## LAND MINE

Change the text to read: "...on an adjacent empty lane field".

## WILD MAGIC

Change the text to read: "Church or Warp Gate".

## FORTIFY

Change the text to read: "Heal one Barricade or the Church by 1 HP".

## RUSTY STEEL

Change the text to read: "The nearest Barricade or the Church receives 1 damage".

## RUSTY STEEL

Change the text to read: "The nearest Barricade or the Church receives 2 damage".

## TIME DISPLACEMENT

When drawn, place this card on the Church until the end of Turn. Its effects last while it is on the Church.

## COLLECT THE BOUNTY

When drawn, place this card on the Church. Discard this card when its condition is met.



### **FEAR ITSELF**

Heroes move towards the Church, using the shortest path.

### **CURSED SHADES**

This Encounter must be equipped as if it were a Consumable.

### **YOU SHOT FIRST**

You may use this card to interrupt the Onslaught phase and resolve it. Continue resolving the Onslaught phase as soon as you have resolved this card's effects. The Character will start the Defense phase with 1 less AP.

### **PROTECTIVE BAT SWARM, DEFLECTOR SHIELD, VAMPIRIC CURSE**

These cards are Passive. They do not cost any AP to use, are always in effect and are not discarded after use.

### **FORCE FIELD**

This card is Passive. It does not cost any AP to use, however using it is optional. Discard after use.

### **ZOMBIE INFECTION**

When drawn, place this card on a Consumable Slot, discarding a Consumable if necessary. It cannot be discarded normally, however this card is discarded when the hero is slain.



# HEROES



## WARP WEAVER

- Blink Strike
  - In order to “teleport”, remove the Model from the board and place it in the designated field.
- Warp Web
  - Warp Token references the Warp Gate.
  - Change the 2nd sentence to read: “Heroes may spend 1 AP while on or adjacent a Warp Gate, to be placed on any empty field adjacent to another Warp Gate”.
  - Replace the last sentence with the following: “If the Warp Weaver has already placed his Warp Gates via this ability, then the ability changes to: While the Warp Weaver is on a Warp Gate placed this way, remove the other Warp Gate placed this way and place it on any empty Ruin field.



## ASH

- Orion Beam
  - Replace the text with the following: “Resolve this Attack against the target field and its adjacent field closer to the Spawn Point”.
- Meditation
  - Add: “(round fractions up)”.
- Cosmic Calamity
  - Replace the text with the following: “Roll a dice for each Wave on the board. On a result of 5 or more the Wave is slain”.



## DOC CRUSHER

- Adrenaline Injection
  - Replace the word “move” with the word “ability”.
- Surgical Suture
  - Replace the word “player” with the word “Hero”.



## COPPERBOTTOM

- Special Ability
  - Change his ability to end with: “cool-down token from himself”.



## **GARADETH**

- Setup Instructions
  - Garadeth starts with Defense Stance and Angel Form instead.
- Stats
  - Change Garadeth's Attack Stance stats: 3 AP, 2 SP.
- Demon's Grin
  - Delete the ability's Range.
  - Change the cost of this action to 3 AP.
  - Change the text to read: "On a roll of 1-3, this attack fails. On a roll of 4..."
- Devil's Curse
  - Change the text to read "one other Hero".
- God's Hand
  - Change the text to read "one other Hero".
- Holy Communion
  - Delete the ability's Range.
  - Change the die result to "X".
  - Change the text to read: "...damage to each Wave furthest away from its Spawn Point,...".

## **MECHA-JAW**

- Ripper Jaw
  - Change the text to read: "If this Attack causes any Models to be removed, the Wave cannot Move next Turn, and is not pushed forwards by other Waves (they end their Move instead)."
- Special Ability
  - Change the word "addition" to "additional".

## **SGT SPECKS**

- Passive Ability
  - Change the text to read: "...but cannot be healed by any means. When revived, or when he Upgrades, remove all damage tokens as normal".



## HOLLOW

- The Haunted Forest

- Add die result “X”.
- Rework the introductory paragraph to read: “This ability is passive and always active. During the Turn, the Hollow is considered to add the ‘Haunted Forest’ type to all fields within range (they retain their original type and rules). At the start of Hollow’s Turn, roll a dice and apply its effects to Heroes and Waves on a Haunted Forest field according to the list below”.
- Rework 1) Nature’s Wrath to read: “All other Heroes immediately suffer 1 Wound”.
- Rework 3) Poisonous Pollen to read: “At the end of the Hollow’s normal move, roll a die for each Hero and Wave. On a 4+ the target receives 1 Wound”.
- Rework 5) Life Sap to read: “Until the end of Turn, any Essence gained by slaying Abominations or Overlords is given to the Hollow instead of the Hero gaining it”.
- Rework 6) Thumping Trees to read: “Immediately deal 2 damage to each Wave”.



# ABOMINATIONS AND OVERLORDS

## MUMMIFIED WARRIOR

The text should indicate instead “Heroes targeting this wave suffer -1 attack die”.

## ANUBIS

The text should indicate instead “Gain +1 attack die...”.

## GREY COMMANDER TIER 1

The text should indicate instead “When this wave attacks, re-roll...”.

## GREY COMMANDER TIER 2-3

The text should indicate instead “If a hero receives damage by this attack, that hero also starts with 1 less AP during the next Defense phase...”.

## PROSECUTOR

The text should indicate instead “Add an extra attack die for...”.

## DEEP ONE

The text should indicate instead “The hero who slays this abomination cannot move until after their next activation”.

## CTHULHU TIERS 2-3

The text should indicate instead “Heroes attacking this overlord suffer -1 accuracy for this attack”.



# F.A.Q.

**Q: How to integrate Add-ons?**

**A:** The Abomination deck must have 21 cards in play with 4 Heroes, and 28 if there are 5 or 6 heroes. You can combine any cards until this number is reached. When using Add-ons, we suggest that you use all cards of that add-on at once (so if you have 5 cards in add-on use all 5 of them).

**Q: Direct Damage Cards/Abilities**

**A:** Any Exploration or Event cards, and Hero Abilities that deal damage directly to Waves, Overlords or Heroes ignore Armor.

**Q: Heroes starting location.**

**A:** The central field, Church (2x2) is a single field, and this is the only one field where more than one Hero may be placed at the same time.

**Q: Cooldowns mechanic.**

**A:** Cooldown's mechanic is optional and can be used in any mode. This mechanic makes the game a little harder and prevents players from using the same skills every turn.

**Q: Does the Wave move after spawning?**

**A:** Yes.

**Q: Overlord spawn.**

**A:** To make the game less predictable we recommend randomizing the Overlord spawn. To do this, take all used Abomination cards, shuffle them and reveal 1 card to place the Overlord on the card's lane.

**Q: Playing with 5+ Heros with only Core and SG.**

**A:** During setup, place 7 damage tokens on the side of the game board. During every Spawn phase draw 4 Abomination cards, and remove 1 damage token. When Abomination cards end, reshuffle them and continue spawning as needed. Removing the last damage token placed this way signals the last Abomination Spawn phase; in the next Spawn phase, simply spawn the Overlord.

**Q: Playing with 5+ Heros with at least Core, Zombie and SG.**

**A:** During setup add 7 abomination cards from other add-ons, to create 28 cards in the Abomination deck. During the Spawn phase, draw 4 cards, otherwise proceed with the normal rules.

**Q: Playing with 6 Heros.**

**A:** If you play with 6 Heroes on every Tier (even on Tier 1) draw 1 additional negative event card.

**Q: Trap cards and etc.**

**A:** If any card is placed on map and becomes activated, or destroyed by Wave, then discard this card. Cards attached to objects are discarded when the object is destroyed.

**Q: Armor.**

**A:** Armor is counted only during attack roll, if skill or any item says deal 2 damage, we do this not counting armor.