

VANGUARD OF WAR

HEROES vs ZOMBIES



GAMEMODES

NEW HERO MECHANISMS



ASH - SPECIAL RULES

This Hero does not have a consumable item. Instead he carries three Tesseract Nodes. Each Node has a separate attribute that increases a particular stat or ability. In order to activate a Node you must swap it with the current Node located on the Characters Passive Ability Slot. This can be done once per round. **Ash** begins the game with the Defense Node active.

These nodes can not be discarded or be destroyed by the effect of any other ability or effect card. **Ash** can not explore/excavate.



CAPTAIN COPPERBOTTOM - SPECIAL RULES

This Clockwork Warrior does not have a set AP. Instead, once per turn you must roll a 6 sided dice to determine how much he has been wound-up. Place that dice on Copperbottoms card and use it to count down the AP use.



GARADETH - SPECIAL RULES

Garadeth can not be upgraded. Instead he can switch between forms and stances. He starts the game in Attack-Angel stance. Attack stance and Defense stance are on the Hero card and his Angel and Demon stance are on his skill card. Stances available: Attack- Angel, Defense-Angel, Attack-Demon, Defense-Demon.



SURVIVAL MODE

RULES

For survival mode you are attacked by literal endless waves of Demons.

Firstly select which tier you wish to play, once you have selected your tier it is time to sort your abomination deck: take every Tier appropriate abomination and Overlord card you wish to use (including expansions) and shuffle them into one big deck. This means that Overlords could spawn at any time or even at the same time. Your goal is to survive as long as you can. You may still revive your Heroes in the normal manner, however, once the Church has been destroyed you will no longer be able to revive Heroes. The game continues until all Heroes are defeated. Once the Church has been destroyed the abominations will prioritize attacking the Heroes instead.

If you manage to fight your way through the entire deck then reshuffle the deck and continue playing until all Heroes are dead or all players give up.



BOSS RUSH

RULES

In Vanguard of War you face off against wave after wave of demonic abominations and minions with a Boss fight coming at the end of each tier. In Boss Rush you no longer have to wait for each boss. Instead of having an abomination deck you draw from the Overlord deck (basically all of the tier appropriate Overlord cards shuffled into a deck). Place the Overlord deck face down and begin by drawing the top card from the deck, this will tell you which Overlord spawns. Usually the Overlord in a standard game will spawn from spawn point 1, however, in Boss Rush each Overlord will spawn from the next consecutive spawn point. For example, the first Overlord will spawn from spawn point 1 then the next from spawn point 2 and so on until either all of the Overlords have been defeated or your team has been wiped out.

Each Overlord slain will reward you with 1 essence and an instant upgrade. The Hero who dealt the finishing blow to the Overlord is able upgrade 1 of their stat cards instantly. The essence is still used to revive fallen Heroes in the same way as in a standard game of VOW. A new overlord will spawn as soon as the previous has been slain.

To add a little extra spice draw 1 abomination card each round, 2 abomination cards for tiers 2 and 3, you will not receive any essence for any abominations slain.

