

VANGUARD EXILES Factions

The Ironhand Dominion

With the Dwarven Emperor ailing in his bed, his ambitious son seeks to reclaim long-lost lands and rebuild the glory of The Ironhand Dominion.

Units: Hammer, Nail, Flamer, Axe, Miner, Engineer, Champion, Berserker, Toymaker, Turret, Armorer, Chieftain, Knight, Steam Tank, Troll, Boombot (Summoned)

Actions: Plating, Bounty, Command Post, Mead Hall, Tornado

The Scintillant Assembly

After casting aside their old religion and bringing destruction upon their gods, the Elven Collective chose a new path of science and magic fused together.

An age of experimentation and exploration began, but there were those who would push beyond the limits of even the Collective.

Units: Elf Scout, Ranger, Healer, Ghost, Kin of the Atom, Prime, Gamma Priest, Grigg, Grey Sniper, Eagle Unit, Agent of Decay, Talon Unit, Berserker Bear, Vezzuse, Ruin Wraith

Actions: Ruin, Radiation Theory, Purify, Scout Drone

Magus

A shadowy organization, known only by their codename “Magus”, little is known of this group of human diabolists.

Some say they were an occult order founded by the government to investigate new forms of warfare; others say they are a cult that worships some foul, unnamed horror from some other realm.

Units: Acolyte, Cultist, Winged Horror, Creepy Librarian, Screaming Spawn, Dark Altar, Alien Locust, Mindmelter, Low Magus, Dark Tabernacle, Fortune Teller, Summoner, Beast from Beyond, Gibbering Malice, High Magus, Shambling Starfallen, Starhound (Summoned)

Actions: Magic Shield, Mark of Chaos, Arcane Blast, Forbidden Gate, Ley Lines, Eldritch Blood, Possessed



VANGUARD EXILES Units

Definition Of Key Terms

Term	Description
Ability	The Special ability the unit possesses.
Keyword	The keywords define types that affect the usage and combinations of Action and Abilities. (E.g. the Mead Hall Action will only Buff units with the Keyword "Dwarves").
Gold Cost	Cost to purchase this Unit from the Barracks.
Rarity	Rarity of unit. Currently Common or Rare.
Type	There are three types of Units: Unlimited, Limited and Summoned. Your initial Vanguard will always consist of unlimited Units or Actions, and they will be always offered as one of the options in Barracks. Limited units are available for requisition from the Barracks. Summoned units can only be obtained via in game events.

Term	Description
Hit Points	Hit points (or Health) the unit has.
Attack Power	Attack power of the unit.
Damage Type	There are two types of Damage: Normal and Piercing. Armor will reduce Normal damage. Piercing damage will ignore all armor.
Attack Speed	At the start of each beat, a unique Initiative value is rolled for every Unit. Units are then placed into their respective Attack Speed groups of First Strike, Normal and Last Strike. The attack order is defined by the Initiative value rolled for that beat in the respective groups.

Term	Description
Armor value	Value of the armor the unit has.
Evade Chance	Percentage of chance the unit has to evade an attack.
Movement Priority	Priority of movement of units after claiming a zone. Higher priority units will move first.
Movement Range	Number of zones the units can traverse in one turn.
Attack Range	Radius, measured in zones, that a unit can attack beyond the zone it occupies.
Charges	Maximum number of times ability can be used in a Skirmish

The Ironhand Dominion

Name	Description	Abilities	Keyword	Gold Cost	Rarity	Type	Hit Points	Attack Power	Damage Type	Attack Speed	Armour Value	Evade Chance	Movement Priority	Movement Range	Attack Range
Hammer	Basic Unit (Unlimited)		Dwarf	0	Common	Unlimited	7	3	Normal	Normal	0	0%	Normal	1	0
Nail	Basic Unit (Unlimited) - Armored		Dwarf	0	Common	Unlimited	8	1	Normal	Normal	1	0%	Normal	1	0
Flamer	Attacks all enemies in zone at once.	Attack All	Dwarf	1	Common	Limited	4	2	Normal	Normal	0	0%	Normal	1	0
Axe	Attacks 2 enemies per turn.	Cleave: 100%	Dwarf	1	Common	Limited	6	3	Normal	Normal	0	0%	Normal	1	0
Miner	Has a 20% chance to mine for gold if there are no enemies in zone.	Prospect: 20% (5 Charges)	Dwarf	1	Rare	Limited	7	2	Normal	Normal	1	0%	Normal	1	0
Engineer	Armored unit. At the start of the Attack phase, repairs an ally mechanical unit for 3 health.	Repair: 3	Dwarf	1	Rare	Limited	8	2	Normal	Normal	1	0%	Normal	1	0
Champion	Armored unit. Taunts enemies so they will attack this unit first.	Taunt	Dwarf	2	Common	Limited	7	2	Normal	Normal	1	0%	Normal	1	0
Berserker	Gets a bonus attack each time it kills an enemy.	Berserk	Dwarf	2	Common	Limited	9	4	Normal	Normal	0	0%	Normal	1	0
Toymaker	Has a 50% chance of spawning a Boombot at the start of the Attack phase.	Create Boombot: 50%	Dwarf	2	Rare	Limited	5	1	Normal	Normal	0	0%	Normal	1	0
Turret	Immobile armored unit with large attack range. Damage is armor piercing.		Mechanical	3	Common	Limited	10	1	Piercing	Last Strike	2	0%	Immobile	0	2
Armorer	Start of Skirmish: The Armorer attempts to buff the Armor of a random ally in the room by +1. The likelihood of success hinges on the target's current armor value, with lower armor values resulting in a higher chance of success.	Upgrade Armor: 1	Dwarf	3	Rare	Limited	7	2	Normal	Normal	1	0%	Normal	1	0
Chieftain	At start of each turn, gives all allied Dwarves in zone +1 attack. Allies lose buff if Chieftain dies, or leaves the zone.	Inspire	Dwarf	3	Rare	Limited	12	3	Normal	Normal	1	0%	Normal	1	0
Knight	Knight gets +7 attack on first attack in a zone.	Charge: 7	Dwarf	3	Common	Limited	10	4	Normal	First Strike	1	0%	Normal	1	0
Steam Tank	Won't attack on first turn in a zone.	Wind Up: 1	Mechanical	4	Rare	Limited	10	5	Normal	Last Strike	2	0%	Normal	1	0
Troll	Heals itself for 1 health at the start of each turn.	Regenerate: 1	Troll	5	Rare	Limited	16	5	Normal	Last Strike	0	0%	Normal	1	0
Boombot	On death, does 3 piercing damage to a random enemy in zone.	Explode: 3	Mechanical	0	Summoned	Summoned	3	0	Normal	Last Strike	0	0%	Normal	1	0

VANGUARD EXILES Units

The Scintillant Assembly

Name	Description	Abilities	Keyword	Gold Cost	Rarity	Type	Hit Points	Attack Power	Damage Type	Attack Speed	Armour Value	Evade Chance	Movement Priority	Movement Range	Attack Range
Elf Scout	Basic Unit (Unlimited) Can move up to 2 zones per turn.		Elf	0	Common	Unlimited	5	3	Normal	First Strike	0	10%	Normal	2	0
Ranger	Basic Unit (Unlimited) - Ranged Slow to move. Can shoot into own, and adjacent zones.		Elf	0	Common	Unlimited	4	3	Normal	First Strike	0	10%	Slow	1	1
Healer	At the start of the Attack phase, this unit heals all allies in zone for 1 health.	Heal All Allies	Elf	1	Common	Limited	7	1	Normal	Normal	0	10%	Normal	1	0
Ghost	Stealthy unit. Enemies will target this unit last.	Stealth: 1	Elf	2	Rare	Limited	7	5	Normal	First Strike	0	10%	Normal	1	0
Kin of the Atom	At the start of the Attack phase, every enemy in zone takes 1 piercing damage.	Radiate: 100%, 1	Elf	2	Common	Limited	8	2	Normal	Normal	0	10%	Normal	1	0
Prime	Heals itself for 2 health at the start of each turn. Enemies will attack this unit first.	Taunt, Regenerate: 2	Elf	1	Rare	Limited	7	2	Normal	Normal	0	10%	Normal	1	0
Gamma Priest	At the start of the Attack phase, has a 20% chance of giving a random ally in zone +1 attack and +2 health, permanently.	Infuse: +1/+2 (5 Charges)	Elf	3	Rare	Limited	8	1	Normal	Normal	0	10%	Normal	1	0
Grigg	At the start of the Attack phase, Grigg gains a stack of Explode: 2. On death, for each stack of Explode, Grigg explodes dealing 2 piercing damage to a random enemy in zone.	Unstable: 2	Beast	3	Common	Limited	16	3	Normal	Normal	0	10%	Normal	1	0
Grey Sniper	Stealthy ranged unit. Enemies will target this unit last. Moves after other units.	Stealth: 1	Elf	3	Common	Limited	12	4	Normal	First Strike	0	10%	Slow	1	1
Eagle Unit	Unit with a 30% chance to get an additional zone capture point per turn. Can move up to 3 zones per turn.	Secure: 30%	Elf	3	Common	Limited	8	3	Normal	Normal	0	10%	Normal	3	0
Agent of Decay	On each attack, a random enemy in zone gets -1 attack / -2 health permanently.	Weaken: -1/-2 (5 Charges)	Elf	4	Rare	Limited	7	3	Normal	Normal	0	10%	Normal	1	0
Talon Unit	Focused unit with high evade chance. Will chase down enemies and only capture zones if there's no else on the board to attack. Will not chase down other Focused units.	Focused	Elf	4	Common	Limited	12	6	Normal	First Strike	0	25%	Normal	1	0
Berserker Bear	Gains +2 attack / +2 health, permanently, for each skirmish it survives.	Round Survive Buff: +2/+2	Beast	3	Common	Limited	6	1	Normal	Normal	0	10%	Normal	1	0
Vezzuse	At the start of the Attack phase, gains +1 attack / +1 health for the rest of the skirmish.	Grow: +1/+1	Beast	5	Rare	Limited	14	2	Normal	Normal	0	10%	Normal	1	0
Ruin Wraith	Fast attacking unit with a high evade chance who can move through decayed zones. Upon killing an enemy unit, permanently weakens killed unit with -1 attack and -1 maximum health.	Ruinwalker, Killing Blow: -1/-1 (5 Charges)	Horror	3	Rare	Limited	7	3	Piercing	First Strike	0	50%	Normal	1	0

VANGUARD EXILES Units

Magus

Name	Description	Abilities	Keyword	Gold Cost	Rarity	Type	Hit Points	Attack Power	Damage Type	Attack Speed	Armour Value	Evade Chance	Movement Priority	Movement Range	Attack Range
Acolyte	Slow attacking unit with Reap. Whenever a unit in zone dies, this unit gains +1 health until end of skirmish, and gains +1 damage on next attack.	Reap TempBuff: 0/+1 (5 Charges), Reap Damage: 1	Human	0	Common	Unlimited	6	2	Normal	Last Strike	0	0%	Normal	1	0
Cultist	Whenever a unit in zone dies, this unit triggers a random Reap ability on a random ally in zone.	Cultist Reap	Human	1	Common	Limited	5	3	Normal	Normal	0	0%	Normal	1	0
Winged Horror	Focused unit. Able to move up to 2 zones in one turn. Will chase down enemies, and only capture zones if there's no one else on the board to attack. Will not chase down other Focused units.	Focused	Horror	1	Common	Limited	7	3	Normal	First Strike	0	0%	Normal	2	0
Creepy Librarian	Stealthy unit. Enemies will target this unit last. Each time this unit attacks, a random enemy in zone will lose 1 health permanently, and a random reap ability on a random ally in zone will be triggered.	Stealth: 1, Weaken: 0/-1 (5 Charges), TriggerReap	Human	2	Common	Limited	8	1	Normal	Normal	0	0%	Normal	1	0
Screaming Spawn	Fast attacking unit which attacks all enemies in zone at once. Deals armor piercing damage.	Attack All	Horror	1	Common	Limited	5	2	Piercing	First Strike	0	0%	Normal	1	0
Dark Altar	Immobile unit. Slow to attack. If a unit dies in zone, this unit gains +1 attack / +1 health until end of skirmish, and grants +1 attack / +1 health to random ally in zone, permanently.	Reap TempBuff: +1/+1 (5 Charges), Reap BuffAlly: +1/+1 (5 Charges)	Mechanical	2	Common	Limited	5	1	Normal	Last Strike	0	0%	Immobile	0	0
Alien Locust	On death has a 50% chance to spawn 2 Alien Locusts. Deals armor piercing damage.	Death Spawn: 50%, 2	Horror	1	Rare	Limited	2	1	Piercing	Normal	0	0%	Normal	1	0
Mindmelter	Enemies that are attacked by this unit will flee to another zone. Damage is armor piercing.	Panic Attack: 1	Horror	3	Rare	Limited	10	3	Piercing	Normal	0	0%	Normal	1	0
Low Magus	Attacks all enemies in zone at once. Damage is armor piercing. After any unit dies in zone, this unit will deal +1 damage on next attack.	Attack All, Reap Damage: 1	Human	3	Common	Limited	9	1	Piercing	Last Strike	0	0%	Normal	1	0
Dark Tabernacle	Slow attacking unit. When a unit dies in zone, gains +1 attack / +1 health until end of skirmish, and buffs an ally in zone with +1 attack / +1 health permanently.	Reap TempBuff: +1/+1 (5 Charges), Reap BuffAlly: +1/+1 (5 Charges)	Mechanical	3	Rare	Limited	5	1	Normal	Last Strike	0	0%	Normal	1	0
Fortune teller	Whenever a unit in zone dies, this unit has a 20% chance to mine 1 gold.	Reap Gold: 20% (5 Charges)	Human	2	Rare	Limited	6	4	Normal	Normal	0	0%	Normal	1	0
Summoner	Slow attacking ranged unit. Has a 50% chance to spawn a Winged Horror at the start of the Attack phase.	Create Winged Horror: 50%	Human	3	Rare	Limited	9	1	Normal	Last Strike	0	0%	Normal	1	1
Beast from Beyond	Whenever a unit in zone dies, this unit heals itself for 2 health, and gains +2 extra damage on next attack.	Reap Regenerate: 2, Reap Damage: 2	Horror	3	Common	Limited	10	3	Normal	Normal	0	0%	Normal	1	0
Gibbering Malice	Wild unit, will attack both friend or foe. Focused. Will only attempt to capture a zone if there are no units to attack on the board. Will not chase down other Focused units.	Focused, Wild	Horror	4	Common	Limited	16	8	Normal	Normal	1	0%	Normal	1	0
High Magus	Slow attacking ranged unit. Attacks all enemies in range with armor piercing damage. On death of any unit in zone, this unit gains +1 damage on next attack.	Attack All, Reap Damage: 1	Human	4	Rare	Limited	11	1	Piercing	Last Strike	0	0%	Normal	1	1
Shambling Starfallen	Powerful ranged unit. Moves randomly. Whenever a unit dies in zone, heals itself for 2 health. Will not try to capture zones.	Move Random, Reap Regenerate: 2	Horror	5	Rare	Limited	17	7	Normal	Normal	0	0%	Normal	1	1
Starhound	Focused Unit. Chases down enemies, and will only capture zones if there are no enemies left. Will not chase down other Focused units.	Focused	Horror	0	Summoned	Summoned	2	4	Normal	Normal	0	0%	Normal	1	0

VANGUARD EXILES Actions

Definition Of Key Terms

Term	Description
Action Type	Defines whether the Action can be deployed to a Unit or Zone.
Gold Cost	Cost to purchase this Action from the Barracks.
Gold On Purchase	The amount of Gold you will earn if you choose this Action from the Barracks.
Cool Down	Number of Skirmishes it takes for the Action to be active again.
Rarity	Rarity of Action. Currently only Common or Rare.
Type	There are two types of Actions: Unlimited and Limited. Your initial Vanguard will always start with an unlimited Unit or Action, and they will be always offered as one of the options in Barracks.
Sovereignty	Can only be played on zones you captured in the previous skirmish.

The Ironhand Dominion

Name	Description	Action Type	Gold Cost	Gold On Purchase	Cool Down	Rarity	Type
Plating	Unit gains +1 Armor (permanent). Action cooldown is unit's old armor level.	Unit	1	0	Target's armor	Rare	Limited
Bounty	Unit gains +1 Taunt.	Unit	0	1	0	Common	Limited
Command Post	Zone gains +4 VP for your side only. Requires Sovereignty. Action will be locked to zone for as long as player retains control.	Zone	1	0	0	Common	Limited
Mead Hall	Dwarves who are deployed to or enter this zone gain +1 damage for the skirmish. Requires Sovereignty. Action will be locked to zone for as long as player retains control.	Zone	1	0	0	Common	Limited
Tornado	All units deployed here are scattered randomly to adjacent zones at skirmish start.	Zone	0	1	1	Rare	Limited

The Scintillant Assembly

Name	Description	Action Type	Gold Cost	Gold On Purchase	Cool Down	Rarity	Type
Ruin	Target zone is worth zero VP for the skirmish.	Zone	1	0	0	Common	Limited
Radiation Therapy	Unit gets +1 attack / +2 health (permanent).	Unit	2	0	0	Rare	Limited
Purify Station	Zone gains Toxic: 1 Toxic is armor piercing damage dealt to all creatures in zone at the end of each turn. Requires Sovereignty. Action will be locked to zone for as long as player retains control.	Zone	0	0	0	Common	Limited
Scout Drone	Can only be played on Decayed zones. Allows your units to enter.	Zone	0	1	0	Common	Limited

Magus

Name	Description	Action Type	Gold Cost	Gold On Purchase	Cool Down	Rarity	Type
Magic Shield	Unit gains Protection: 2 The first 2 attacks dealt to this creature during this battle are prevented from dealing damage.	Unit	0	0	0	Common	Limited
Mark of Chaos	A random enemy unit is teleported to a random zone at skirmish start.	Zone	1	0	0	Common	Limited
Arcane Blast	All units in zone (friend and foe) take 4 damage at the skirmish start.	Zone	1	0	0	Rare	Limited
Forbidden Gate	50% chance of summoning a Starhound at the end of beat. Requires Sovereignty. Action will be locked to zone for as long as player retains control.	Zone	2	0	0	Rare	Limited
Ley Lines	Local units have 20% chance to trigger an extra reap ability on any death in zone. Requires Sovereignty. Action will be locked to zone for as long as player retains control.	Zone	0	1	0	Common	Limited
Eldritch Blood	Grants unit ReapDamage: 1. On any unit death in zone, this unit gains +1 damage on the next attack.	Unit	0	1	0	Common	Limited
Possessed	At start of skirmish, this Action will spawn a random unlimited friendly unit from your opponent's Squad. The spawned unit will have an additional Regenerate: 1 ability. (Unit will gain +1 health at the start of each turn.)	Zone	0	0	0	Common	Unlimited



VANGUARD EXILES Zones

Definition Of Key Terms

Term	Description
VPs	Victory Points the Zones are worth on Capture.
Gold	Gold gained upon capturing this Zone.
Capture Time	Capture time is the number of beats needed to capture the zone.
Deployable	If False, you cannot deploy your Units or Actions to this zone.
Capacity Per side	The max number of Units or Actions you can deploy to this zone.
Zone Modifier	The modifier that is attached to the zone giving it special abilities.

Name	Description	Zone Modifier(s)	VPs	Gold	Capture Time	Deployable	Capacity Per Side
Trench	Basic Trench room		1	0	2	True	6
Trench	Basic Trench room		2	0	2	True	6
Trench	Basic Trench room		3	0	2	True	6
Trench	Basic Trench room		4	0	2	True	6
Trench	Basic Trench room		2	1	3	True	6
Trench	Basic Trench corridor - Straight		0	0	Not Capturable	True	2
Trench	Basic Trench corridor - Curved		0	0	Not Capturable	True	2
Trench	Basic Trench corridor - Forked		0	0	Not Capturable	True	2
Wee Cairn	On capture a random local unit gains permanent +1 attack / +2 health.	Wee Cairn	1	0	3	True	6
Minefield	At the end of each turn, each unit in zone has a 50% chance of taking 5 damage.	Minefield	4	0	2	True	6
Ruins	Basic Ruins room		4	1	2	True	6
Ruins	Basic Ruins room		5	0	2	False	6
Rubble-Strewn Streets	At the end of each turn, each unit in zone takes 1 piercing damage.	Toxic	3	0	2	True	6
Ruins	Basic Ruins room		2	1	2	True	6
Ruins	Basic Ruins corridor - Straight		0	0	Not Capturable	True	2
Ruins	Basic Ruins corridor - Curved		0	0	Not Capturable	True	2
Ruins	Basic Ruins corridor - Forked		0	0	Not Capturable	True	2
Bear Den	This zone contains a neutral Bear which will randomly attack any unit in zone. Capturing this zone will cause the bear to join your side at the start of the next skirmish.	Bear Den	2	0	2	True	6
Elgin Library	For each consecutive skirmish, that you control this zone, it is worth an extra 2 VPs for your side.	Elgin Library	1	0	2	True	6
Labyrinth	When units try to leave this zone, there is a 50% chance that they will stay instead.	Labyrinth	3	1	2	True	6
Deep Ruins	Basic Deep Ruins room		6	1	2	False	6
Deep Ruins	Basic Deep Ruins room		2	2	2	True	6
Deep Ruins	Basic Deep Ruins room		8	0	3	True	6
Menhir Passage	At the end of each turn, each unit in zone takes 1 piercing damage.	Toxic	0	0	Not Capturable	True	2
Crystal Mines	At the end of each turn, each unit in zone takes 1 piercing damage.	Toxic	0	0	Not Capturable	True	2
Delver's Passage	At the end of each turn, each unit in zone takes 1 piercing damage.	Toxic	0	0	Not Capturable	True	2
Boggin Temple	Player that captures this zone will be granted a bonus Action: Smelly Blessing. At the end of each turn, each unit in zone takes 1 piercing damage.	Boggin Temple, Smelly Blessing	1	0	2	True	6
Bigyin Cairn	On capture, two random local units in zone gain a permanent +1 attack / +2 health.	Bigyin Cairn	2	0	3	True	6
Torture Chamber	Units killed in this zone have a +1 cooldown penalty, and cannot be played on the next skirmish.	Torture Chamber	4	0	2	True	6
Nexus	On capture, adjacent allied captured zones are worth double their VP.	Nexus	1	0	2	True	6



Definition Of Key Terms

Term	Description
Charges	Maximum number of times ability can be used in a Skirmish.
Reap	Ability which is triggered whenever any unit dies in zone.
Stack Method	If a unit or action has mutiple copies of an ability applied to it, Stack Method explains how they will be combined and evaluated.

Stack Methods

Type	Description
Additive	Ability values added together and evaluated once.
Consecutive	Abilities will be evaluated individually in sequence.
Largest	Only the ability with the largest value will be evaluated.

Name	Description	Charges	Stack Method
Attack All	Attacks all enemies in zone at once	-	-
Taunt: X	Taunts enemies so they will attack this unit first. Highest X value will be targeted first.	-	Additive
Heal All Allies: X	At the start of the Attack phase, this unit heals all allies in zone for X health.	-	Consecutive
Round Survive Buff: X/Y	Unit gains X attack / Y health, permanently, for each skirmish it survives.	-	Consecutive
WindUp: X	Won't attack on first turn in a zone.	-	Largest
Berserk	Gain an additional attack on Kill.	-	Consecutive
Cleave: X%	Has a X% chance to attack 2 different enemies per turn.	-	-
Prospect: X%	Has a X% chance to gain a gold if no enemies are in the zone.	5	Consecutive
Upgrade Armor: X	Attempts to buff the Armor of a random ally in the room by +X. The likelihood of success hinges on the target's current armor value, with lower armor values resulting in a higher chance of success.	-	Consecutive
Inspire: X	All other local dwarf units have +X attack.	-	Consecutive
Charge: X	Grants +X damage on first attack in a zone.	-	Consecutive
Explode: X	On death deals X piercing damage to a random enemy in zone.	-	Consecutive
Create Boombot: X%	Has a X% chance of spawning a Boombot at the start of the attack phase.	-	Consecutive
Regenerate: X	Heals X health at the start of every turn.	-	Consecutive
Repair: X	At the start of the Attack phase, repairs an ally mechanical unit for X health.	-	Consecutive
Stealth: X	Enemies will target this unit last. Highest X value will be targeted last. Stealth values stack.	-	Additive
Grow: +X/+Y	At the start of the Attack phase, gains +X attack / +Y health for the rest of the skirmish.	-	Consecutive
Infuse: +X/+Y	At the start of the Attack phase, has a 20% chance of giving a random ally in zone +X attack and +Y health, permanently.	5	Consecutive
Unstable: X	At the start of the Attack phase, unit gains a stack of Explode: X. On death, for each stack of Explode, unit deals X piercing damage to a random enemy in zone.	-	Consecutive

Name	Description	Charges	Stack Method
Radiate: X%, Y	At the start of the Attack phase, every enemy in zone has a X% chance to take Y piercing damage.	-	Consecutive
Weaken: -X/-Y	On each attack, a random enemy in zone gets -X attack / -Y health permanently.	5	Consecutive
Secure: X%	Has a X% chance to get an additional zone capture point per turn.	-	Consecutive
Focused	Will chase down all enemies, and will not capture zones unless there are no enemies left. (Will not chase down other Focused units).	-	-
Regenerate: X	Heals itself for X health at the start of each turn.	-	Consecutive
Move Random	Moves randomly, regardless of units being present.	-	-
Wild	Will attack both enemies and allies.	-	-
Panic Attack: X	Attacked units will Panic for X turns. Panic causes units to flee to another zone.	-	Largest
Reap TempBuff: +X/+Y	Whenever a unit in zone dies, this unit gains +X attack / +Y health until end of skirmish.		Consecutive
Reap BuffAlly: +X/+Y	Whenever a unit in zone dies, this unit buffs a random local ally for +X attack / +Y health permanently.	5	Consecutive
Death Spawn: X%, Y	On death has a X% chance to spawn Y Alien Locusts.	-	Consecutive
Create Winged Horror: X%	Has a X% chance to spawn a Winged Horror at the start of the Attack phase.	-	Consecutive
Cultist Reap	Whenever a unit in zone dies, this unit triggers a random non-cultist Reap ability on a random ally in zone.	-	Consecutive
Reap Damage: X	Whenever a unit in zone dies, this unit gains +X damage on next attack.	-	Consecutive
Reap Gold: X%	Whenever a unit in zone dies, this unit has a X% chance to gain 1 gold.	5	Consecutive
Trigger Reap	Each time this unit attacks, a random reap ability on a random ally in zone will be triggered.	-	Consecutive
Reap Regenerate: X	Whenever a unit dies in zone, heals itself for X health.	-	Consecutive
Ruinwalker	Can be deployed to and move through decayed zones.	-	-
Killing Blow: -X/-Y	Upon killing an enemy unit, permanently weakens killed unit with -X attack / -Y health.	5	Consecutive

VANGUARD EXILES Modifiers

Definition Of Key Terms

Term	Description
Capture	Claiming a zone for your team by occupying a zone for the required Capture Time.
Deploy	The act of placing a unit or action in a zone during the deploy phase.
Cooldown	Number of Skirmishes that a unit or action cannot be deployed for.
VPs	Victory Points the Zones are worth on Capture.

Name	Description
Minefield	At the end of each turn, each unit in zone has a 50% chance of taking 5 damage.
WeeCairn	On capture, a random local unit gains permanent +1 attack / +2 health.
Undeployable	Units cannot be deployed to this zone.
Toxic	At the end of each turn, each unit in zone takes 1 piercing damage.
Bigyin Cairn	On capture, two random local units in zone gain a permanent +1 attack / +2 health.
Labyrinth	When units try to leave this zone, there is a 50% chance that they will stay instead.
Elgin Library	For each consecutive skirmish that you control this zone, it is worth an extra 2 VPs for your side.
Nexus	On capture, adjacent allied captured zones are worth double their VP.
Boggin Temple	At the end of each turn, each unit in zone takes 1 piercing damage.
Smelly Blessing	Unit gains Protection: 1. Absorbs the first attack dealt to the creature during this battle, preventing damage.
Torture Chamber	Units killed in this zone have a +1 cooldown penalty, and cannot be played on the next skirmish.
Bear Den	This zone contains a neutral Bear which will randomly attack any unit in zone. Capturing this zone will cause the bear to join your side at the start of the next skirmish.

