

KILL TEAM VANGUARD

Core Rules

Mar 1, 2019

CONTENTS

CONTENTS	1
INTRODUCTION	3
Squad Versus Squad	3
WHAT YOU WILL NEED	4
MODELS	4
TABLE AND TERRAIN	4
TAPE MEASURE	4
DICE	5
COUNTERS	5
MODEL STAT CARDS	6
THE RULES	8
DICE ROLLS	8
ROUNDS AND TURNS	9
ACTIVATIONS	10
MOVEMENT	11
LINE OF SIGHT (LOS)	13
ATTACKS	14
NERVE	17
COMMAND	18
TERRAIN	20
PLAYING THE GAME	21
CREATING YOUR TEAM	21
SCENARIOS	22
SCENARIO - GATHER INTELLIGENCE!	23

INTRODUCTION

Kill Team - Vanguard is a fast-paced tabletop miniatures game that pits teams of elite specialists, ragtag zealots and hard-bitten veterans against one another in vicious battles to the death. Draw your blades, check your ammo, mutter a quick prayer to your gods and get ready to join the fight!

Squad Versus Squad

Games revolve around vital conflicts between small but powerful bands of warriors rather than huge armies. They are an opportunity to tell cinematic tabletop stories in which every single combatant counts, and every model you command develops their own personality and history.

Can the enemy's leader be eliminated before he can reach – and activate – the doomsday weapon? Can your scouting force sever the enemy's lines of communication and get clear before they are caught? Will the freshly deployed squad of elite specialists be taken down by the battle-hardened band of veterans, and will the eagle eyed sniper take down his tenth kill in a row? These and countless other narratives await to be uncovered!

In this book, you will find all the background information and tabletop rules required to dive headlong into the world of Kill Team. The following pages are replete with examples of the sorts of kill teams that might be assembled. You will see some of the apocalyptic war zones through which such warbands fight, and how their desperate fire fights and vicious battles can be every bit as impactful upon the fates of worlds as can the onslaught of massed regiments or super-heavy engines of war.

Reading on, you will find a wealth of narrative information and random tables for many of the major Warhammer 40,000 factions. Intended to provide collectors with a wide range of exciting inspiration, these tables present various types of kill team that each faction might field, the sorts of missions they might be sent upon, as

well as the strange personality quirks that their warriors and leaders might possess.

These rules are designed to be toolkits from which players can draw as little or much as they like – one collector may roll up every aspect of their kill team and choose to play in character upon the tabletop in order to get a truly narrative experience, while another may simply use these tables as idea-fuel for conversions or kill team designs.

WHAT YOU WILL NEED

MODELS

In order to play, both players will need a collection of models to make up their team. Many manufacturers, such as Games Workshop, create a wide range of ready-made teams so it's easy to start your collection and get playing. You don't have to paint your models to play the game, but painting is a fantastic part of the gaming hobby and we would encourage you to do so. Playing with amazing looking miniatures you have painted yourself only adds to the fun!

Model Bases

Models should be glued to the square, circular or rectangular base they are supplied with. Although you can use your own custom base to enhance the visual appeal, the base sizes should be appropriate for the model. A model, or parts of one, may extend over the base, but the base itself defines where the model is for all game purposes (such as measuring movement or range to a target).

Typically, human-sized models come on round 25mm to 32mm bases. Big brutes like ogres and trolls can be on 40mm or 50mm bases and cavalry models or similar will be on rectangular or oval bases.

TABLE AND TERRAIN

You will need a firm, level playing surface to play your games. An area 3' x 3' is the standard size of playing space required, although it's possible to play on larger or smaller surfaces too.

Many players will build a collection of detailed terrain like hills, buildings, walls and trees which all adds to the realism of the game. If you don't already have a terrain collection however, you can simply use what you have available such as books and boxes.

TAPE MEASURE

Distances and ranges are measured in inches. Pre-measuring is allowed – you can check any distance at any time during the game. When measuring to or from a model, use the model's base.







DICE

Common 6-sided dice are used for determining most actions and results in the game. You will need a handful (5-10) dice per player.



COUNTERS


Counters are used to keep track of resources and to represent the status of models during play. Status counters are placed next to the models as a reminder. Models may have more than one counter on them.

COUNTERS	
Activated	
Knocked Down	
Command Points	
Objective	

MODEL STAT CARDS

Not all warriors are created equal. They will all have different abilities, strengths and weaknesses. In the game, these are represented by each model having several statistics (stats for short), skills, special rules and other game values. Every model has a stat card, which describes the model. You will need a stat card for every model in your team.

NECRON LORD

Necron Overlord , Leader 

25 Points

CP

4

SP

4"

AR

3+


WN


4

NE

3+

ATTACKS

 **Staff of Light [MELEE]** (3D6, 2+, AP2, D1)

 **Staff of Light [RANGED]** (12", 3D6, 2+, AP2, D1)

ACTIONS

Reanimation Protocol (long) - Pick a friendly Necron Warrior or Flayed One model that was previously removed from play. Return that model to play with 1 wound within 3" of this model and more than 1" from enemy models. Mark the returned model as activated.

Prime Reanimation Protocol (long) - Pick a friendly Immortal or Deathmark model that was previously removed from play. Return that model to play with 1 wound within 3" of this model and more than 1" from enemy models. Mark the returned model as activated.

ABILITIES

Phase Shifter - This model has a 4+ invulnerable save

Each model in your team will have the following stats:

Command Points (CP)

This value shows how many Command Points the model will generate each turn.

Speed (SP)

This value shows the distance the model can move in inches.

Armor (AR)

This value is the target number a model needs to roll to avoid taking damage and suffering wounds.

Wounds (WN)

This value shows the number of wounds the model can suffer before it is removed from play as a casualty. The larger the number, the more resilient the model is.

Red dice are used to track how many wounds a model has suffered. They are placed next to the model as each wound is suffered. When a model reaches 0 wounds (or fewer!), it is usually removed from the game as a casualty (too injured to continue...or possibly dead!).

Nerve (NE)

This value is the target number for any Nerve tests the model needs to take. This will come into play if the team is broken or if something unnerving happens!

Actions

Some models have a list of special actions that they can make. These special actions are in addition to the list of universal actions that all models can make. Some special actions require command points to activate.

ACTIONS
Reanimation Protocol (long) - Pick a friendly Necron Warrior or Flayed One model that was previously removed from play. Return that model to play with 1 wound within 3" of this model and more than 1" from enemy models. Mark the returned model as activated.

Abilities

Some models have a list of special abilities. These special abilities will indicate when and how they can be used. Some special abilities require command points to activate.

ABILITIES
Targeting Routines (1 CP) - Use when performing a ranged attack before rolling to hit. The attack gets +1 to hit.

Attacks

Each model in the game has a list of attacks that it can make. These attacks could represent weapons, magical abilities, psychic powers, anything!

ATTACKS
<div> <div>ATTACK DICE</div> <div>HIT</div> <div>ARMOR PIERCE (AP)</div> <div>DAMAGE (D)</div> </div> <div> <div>ATTACK TYPE</div> <div>RANGE</div> <div>SPECIAL RULE</div> </div> <div> <div>Melee Weapon (1D6, 3+, AP0, D1)</div> <div>Gauss Blaster (24", 2D6, 3+, AP2, D1)</div> <div>BLAST (2") - If this attack hits, make a (2D6, 4+, AP0, D1) attack against every other model within 2" of the hit model. These attacks are not affected by any modifiers.</div> </div>

Every attack will have the following stats:

Attack Type

This symbol indicates whether it is a melee attack, or a ranged attack.

Range

This value shows how far away the weapon can reach. Both melee attacks and ranged attacks have a range, although melee attack ranges are normally much shorter. A range of 0" means that the target must be in base to base contact with the attacking model.

Attack Dice

This value is the number of dice that will be rolled to hit the target.

Hit

This value is the target number the attack needs to score a hit against the target.

Armor Piercing (AP)

This value is a modifier that will reduce the target's Armor (AR).

Damage (D)

This value indicates how many wounds are caused for each unsaved hit.

Special Rules

These are any special rules that apply to the attack.

THE RULES

During the game, both you and your opponent take control of a team that you will be using to play an exciting skirmish encounter using your models. In each game, you will play a scenario that describes what each player needs to do to win. Maybe one side must defend their army's supplies from the enemy force, or perhaps both are fighting over control of a vital river crossing.

Each scenario will tell you how to setup the battlefield with terrain and objectives, how to deploy your models, and how to win. Details on how to set up the table ready for play are found in [Scenarios](#).

DICE ROLLS

Whenever a test of skill or chance is required, the players will need to roll one or more 6-sided dice. Vanguard uses the shorthand D6 to tell you how many dice to roll. For example, 2D6 means roll 2 6-sided dice and check each score.

During these tests, there is always a target number that you are trying to equal or exceed. Target numbers are written using the shorthand n+, and the lower the number, the easier the test. For example, 4+ means that you must roll a 4 or higher (ie. 4, 5 or 6).

The player rolls the dice, and for each dice that gets the target number, they will score 1 success.

For example, a trooper makes an attack and needs to roll 3D6 at 5+. The player rolls 3 dice and scores a 2, 3 and 5. Since the player needs a 5+, they score 1 success.

Modifiers

Dice results may be modified. For example, a modifier of -1 means subtract 1 from each of your results. Unless specified otherwise, these are cumulative (e.g. two different +1 modifiers result in a +2 modifier for the roll).

Sometimes rolls may benefit from bonus dice (or even lose dice). Add or remove the number of dice specified before making the roll.

Re-rolls

Sometimes you will get the opportunity to re-roll one or more dice. You must accept the second result, even if it is worse than the first. You cannot reroll an already re-rolled die!

Exploding 6s! and Auto Failures

Unless the rule says otherwise, every dice roll uses a mechanism called "Exploding 6s". This means that for each natural dice result of 6 (regardless of any modifiers), an automatic success is achieved, and another bonus die can be rolled to see if a further success is achieved. It's possible to keep rolling 6s and to keep getting bonus dice!

Conversely, a natural die result of 1 (regardless of any modifiers) is an automatic failure.

Scoring a 1 or an 6 after the application of any modifiers is not an automatic result.

ROUNDS AND TURNS

A game is played across several Rounds. Within each Round, players alternate taking Turns, activating their models, until both players have completed activating their whole team. A game might last a set number of Rounds or be determined by a victory (or defeat!) condition. The scenario being played will tell you how long to play for. Typically, games last 5 or 6 Rounds.

Game Sequence

1. Game Setup
 - a. Setup the board
 - b. Deploy your models
 - c. Determine who goes first
2. Play Rounds
 - a. Start phase (CP, Pass Tokens)
 - b. Determine first player
 - c. Take alternating turns activating models
 - d. End phase
3. Determine the winner

Start Phase

During the start phase, both players gather resources and prepare for the upcoming turn.

First, each player gets TWO Command Points (CP) plus the CP generated by every friendly model still in play.

Second, the player with fewer models in play gets Pass Tokens. A player gets a number of pass tokens equal to the difference between the two team's model counts. For example, if one player has 10 models left in play while the other player has only 6, the player with fewer models will get 4 pass tokens.

Determine First Player

At the beginning of each round, both players roll 1D6 and add any relevant modifiers. Reroll any ties. Whoever rolls highest can choose to go first or second.

Take Alternating Turns

Players then alternate taking Turns. During each of their Turns, a player must either activate one of their models, or spend one of their pass tokens. Every model in a team must activate once in each Round and cannot activate more than once (other than the Re-Activate option, mentioned later). During the Turn in which it is acting, a model is known as the active model. Once it has finished acting, the model is marked as Activated by placing an Activation counter next to it.

Once a player has finished activating all their models and declares they are finished, the player with models yet to activate continues playing Turns until all their models have also Activated. Once a player has declared they are finished for the Round, they cannot then change their mind!

Once all models on both sides have Activated, the Round concludes with the End Phase.

The End Phase

Once both players have finished activating all their models, the Round concludes with the End Phase. During the End Phase, both players now perform the following steps in order:

1. Resolve all effects and abilities that state they take place in the End Phase.
2. In readiness for the next Round, clear away all activation counters from the table and any other counters (e.g. some spell effects) that are no longer required.
3. Any Command Points still unused at the end of this phase are discarded – they are not carried over to the next Round.

ACTIVATIONS

When a model is activated during a player's Turn, it may perform either one long action or up to two different short actions. An action must be completed fully before another can be taken.

There are standard actions available to all models, and there are special actions listed on a model's stat card. Every action indicates whether it is (short) or (long) duration.

A model may only perform each action once per activation. For example, a model may only perform the Attack action once per activation.

Free Actions

Some actions are considered "free" actions. Free actions do not count towards the limit of two short actions or one long action per activation. A model can perform multiple free actions per activation.

However, the restriction that each action can only be performed once per turn still applies.

Even if an action is free, it cannot be performed a second time in the turn.

Standard Actions

These are the standard actions available to all models:

STANDARD ACTIONS
Attack (short) – Perform a single attack listed on the model's stat card, either a melee attack or a ranged attack (see Attacks)
Walk (short) – Move the model up to its SP in any direction (See Movement). A model cannot perform a Run or Charge action in the same turn that it performs a Walk action.
Run (long) – Move the model up to twice its SP in any direction.
Charge (long) – Declare a visible enemy model as a charge target, then move the charging model up to its SP + 3". After moving, the charging model may immediately perform a free melee attack against the target (See Movement)
Aim (short) – The next time this model performs a ranged attack this activation, it will get +1 to hit.
Focus (short) - The next time this model performs a melee attack this activation, it can choose to get either +1 to hit or +1 AP.
Stand Up (short) – A model that is knocked down must perform a Stand Up action before it can take any other actions

MOVEMENT

Moving your models around the battlefield is a vitally important part of the game if you want to ensure you have the right models in the right places and doing the job you need!

How far a model can move, in inches, is normally related to their Speed (SP). Unless stated otherwise, models can move in any direction and turn as many times as they wish. Use a tape measure along the path the model is taking to determine how far it has moved.

A model cannot move through any other models, including friendly ones.

Terrain on the table can affect the way models move (see [Terrain](#)).

Unless specified otherwise, models cannot leave the playing surface (treat the edges of the table as Impassable terrain).

Engagements

Every model has an "engagement range" equal to the distance of its longest range melee attack. Models are engaged with each other if either model is within the engagement range of the other and at least one of the models has line of sight to the other.

Engagement goes both ways; if an enemy model is within a model's engagement range, both the enemy and the model are engaged with each other. Models are never engaged with models that are friendly to them.

Engagements have four primary effects on models:

- Moving out of an enemy model's engagement range is called disengaging, and will provoke disengaging attacks.
- Models may not charge while engaged.
- Engaged models cannot be targeted by ranged attacks

- Engaged models may not make ranged attacks

Charging

Charging allows a model to rush into melee and take advantage of its momentum to make a vicious first strike.

Charging is a universally available long action. To perform a charge action the active model must not be engaged, and it must select a target model within line of sight.

The charging model then moves up to its Speed (SP) + 3". As always, the model cannot move through other models, is affected by terrain, and will provoke disengaging attacks if it leaves an enemy model's engagement range.

After making the charge move, if the charging model is engaging its target, it may immediately perform a free melee attack against the target model. This melee attack is known as a charge attack. If the charging model is not engaging its target, then it does not get the free melee attack (see [Attacks](#)).

Disengaging Attack

If a model moves out of an enemy model's engagement range, it will provoke a disengaging attack from the enemy model. This occurs even if the model moves into engagement range and then back out of engagement range in the same move.

To perform a disengaging attack, the enemy model performs a free melee attack which the disengaging model is within range of. This attack will receive a bonus (see [Attacks](#)).

The disengage attack will take place at the point where the model leaves the enemy model's engagement range.

Knocked-down

Models can be knocked down for many reasons, and being knocked down usually isn't good! Models that have been knocked down, are marked with a knock-down counter.

When it activates, a knocked down model must perform a Stand Up action as its first action.

Knocked down models do not prevent other models from making ranged attacks.

Knocked down models cannot perform attacks, including disengage and retaliation attacks.

Knocked down models are considered to be half their normal height (rounding down) for LOS purposes.

All attacks against knocked down models receive +1 AP, and melee attacks also receive +1 to hit.

If a knocked down model's wounds are reduced below 0, it is always removed from play and will not get a recovery roll (see [Attacks](#)).

Vertical Movement

Moving up and down stairs has no penalty.

Models can climb up or down ladders, counting the height of the ladder in inches as part of their movement.

Models can climb up or down surfaces that the players have agreed require it, counting the height in inches of the surface being scaled as difficult terrain and part of their movement.

In both cases, they must reach the top (or bottom) by the end of their activation. Models cannot stop part-way up a wall, ladder or other surface during a climb.

Dropping Down and Falling

On vertical surfaces, models can safely drop down 2" without taking any injury (instead of a controlled Climb). This movement can be voluntary (e.g. dropping to a lower level) or involuntary (e.g. pushed off a cliff!). The vertical distance is not counted as part of the model's movement.

Models dropping further than 2" are falling and take (n) hits with AP (n), where n is the distance to the ground minus 2", rounding down (see [Attacks](#)).

Example: a model pushed down a 4.5" high wall will take 2 hits from falling, each with AP2.

A model that takes any wounds from Falling ends its action and is Knocked-down.

LINE OF SIGHT (LOS)

In the rubble strewn battlefields of the far future, being able to find your target is no simple feat! The line of sight rules clearly describe when one model can see another.

There are many times when determining whether one model can “see” another becomes important: attacking, using abilities, etc. In game mechanics, this is referred to as line of sight or LOS for short.

Models do not have a facing, and can see in a 360° arc.

When determining if two models have line of sight to each other, stoop down and get a look from behind any part of the originating model and see if any part of the target model is visible. When checking to see LOS, consider the main body of the originating and target models – do not include a model’s base or parts that are ‘sticking out’ like aerials or weapons, but do include all limbs and a model’s head.

Obscured

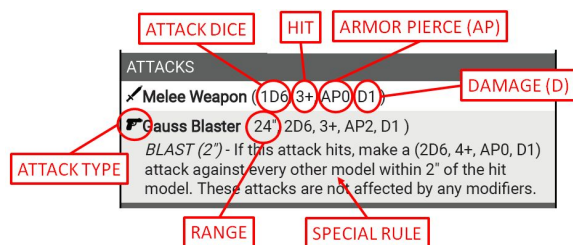
All other models (even friendly models) and terrain may hide a target from view. If the target is even partially obscured from the best point of view of the firing model (that is, the point of view from a part of the firing model that gives the clearest line of sight), then it is said to be obscured.

As with LOS, consider the main body of the originating and target models – do not include a model’s base or parts that are ‘sticking out’ like aerials or weapons, but do include all limbs and a model’s head.

ATTACKS

Whether your models are firing guns, slashing with chainswords, or hurling arcane spells, the following rules will explain how to resolve such attacks.

Attacks are made when a model performs an attack action. When declaring an attack action, you must choose which weapon will be used. If a model has more than one type of attack on its stat card, the player must choose which attack is being used before any dice are rolled.



Every attack uses the following sequence:

1. Choose target(s) and split dice
2. Make hit roll
3. Target make armor roll
4. Target take wounds
5. Target make recovery roll

1 - Choose Target

Choose the target of the attack. The target must be in range and LOS of the attacking model. Measure the distance from the base of the attacking model to the base of the target model between the closest points. If the distance is equal to or less than the range value of the weapon, the target is in range. If LOS is blocked, the attack cannot be made.

Every weapon has a number of attack dice listed on its profile. If a weapon has more than one attack dice, you can choose to roll all dice against the same target, or to split the dice between multiple targets. See ranged attacks and melee attacks for more details on how to

split attacks. Declare how you will split the attacking model's dice before making any hit rolls, and resolve all the attacks against one target before moving on to the next.

2 - Make Hit Roll

The attacking model rolls the number of dice listed on the weapon profile. This is known as the hit roll. Each dice that equals or betters the weapon's hit stat scores 1 hit on the target.

3 - Make Armor Roll

The target model then rolls 1 die for each hit scored. For each die that equals or betters the target's Armor (AR) value, 1 hit is saved (ignored).

The target's AR is modified by the Armor Penetration (AP) of the attack. For example, if the target has an armor of 4+, and the attack has an AP2, then the target will get a -2 to their armor roll and will need to roll a 6+ to get a save.

4 - Take Wounds

Look at the Damage (D) characteristic of the attack. The target model suffers D wounds for each unsaved hit. For example, if the target has 3 wounds remaining, and is wounded by an attack with D2, then they will suffer 2 wounds and end up with 1 wound remaining.

5 - Recovery Roll

If the target is reduced to zero or less wounds, the owner of the target model must make a recovery roll. A recovery roll is 1D6 with a target number of 4+. As with any dice roll, a roll of 1 is always a failure and a roll of 6 is always a success. However, do not roll an additional die on a roll of 6 (ie. no exploding 6).

If the model has taken more wounds than it had remaining, the difference is used to modify the

recovery roll. For example, if a model with 1 wound remaining suffers 3 wounds, the recovery roll has a -2 modifier.

If the recovery roll is passed, the model is down but not out. The model survives with 1 wound remaining but is marked as knocked down.

If the recovery roll is failed, the model is removed from the table as a casualty and plays no further part in the game.

A model that was already knocked down before the attack began does not get a recovery roll. No dice are rolled and the model is immediately removed from play as a casualty.

Ranged Attacks

Ranged attacks follow the normal sequence for an attack. However, a model that is engaged cannot make a ranged attack, and you cannot target a model that is engaged.

If you choose to split the dice from a ranged attack, you must split them between an initial target model, and any number of enemy models within 2" of that target that are also eligible targets.

Ranged attacks have the following modifiers:

RANGED ATTACK MODIFIERS
Obscured: -1 to hit if the target is obscured from the attacker (see Line of Sight)
Long Range: -1 to hit if the target is more than 12" away from the attacker
Aim: +1 to hit if the attacking model took the Aim action this activation
Cover: +1 to target's armor if it is on the other side of an obstacle which is obscuring line of sight, and the target model's base is touching the obstacle.

Target Knocked Down: +1 AP if target is knocked down.

Melee Attacks

A model that is engaged with one or more enemy models may make a melee attack. Melee attacks follow the normal sequence for an attack.

If this is a charge attack, then you cannot split the dice; all dice must be rolled against your charge target. If this is not a charge attack, then you can choose to split the dice between any models engaged with this model and within range of the attack.

Melee attacks have the following modifiers:

MELEE ATTACK MODIFIERS
Charge: free Focus bonus (see below) if this is a charge attack
Outnumbering: +1D6 attack dice if one or more friendly models are also engaging the target model. Those models cannot be engaged with anyone other than the target model.
Focus: +1 to hit or +1 AP if the attacking model took the Focus action this activation
Cover: +1 to target's armor if it is on the other side of an obstacle which is obscuring line of sight, and the target model's base is touching the obstacle.
Target Knocked Down: +1 to hit and +1 AP if target is knocked down.
Disengaging Attack: +1 to hit and +1 AP if this is a disengaging attack.

Invulnerable Armor

Some models possess abilities or wargear, such as supernatural reflexes or force fields, that grant them an Invulnerable Armor value. Each time you are required to make an armor roll for a model with an Invulnerable Armor value, you can choose to use either its normal Armor characteristic or its Invulnerable Armor characteristic, but not both. If you use a model's invulnerable armor, it is not modified by anything, including melee attack modifiers or the attack's Armor Penetration (AP) value. If a model has more than one invulnerable save, it can only use one of them – choose which it will use.

Mortal Wounds

Some attacks inflict mortal wounds. These are so powerful that no armour or force field can withstand their fury. Each mortal wound inflicts one point of damage on the target model. Do not make an armor roll (including invulnerable armor rolls) against a mortal wound, just inflict the damage directly on the model. If a mortal wound reduces a model to 0 wounds or lower, make a recovery roll for that model as normal.

Wounding Outside Of Combat

Sometimes a model will get hurt by something other than an attack: falling off a ledge, lingering poisons, burning buildings, etc.

In these situations, the model will either suffer a number of hits or a number of mortal wounds. If a model suffers hits, then they may make an armor roll to prevent the damage. If they suffer mortal wounds, then no armor roll is made.

In either case, the model takes damage as normal, and if the model's wounds are reduced to 0 or lower, it makes a recovery roll as normal.

NERVE

A model's Nerve (NE) value is a representation of its morale, willpower and self-control. If things start to go wrong, or an individual is required to do something they aren't comfortable with, it might take a test of nerve to overcome it.

Nerve Tests

If the rules say a model must make a Nerve test, roll a single D6 and apply any modifiers given. If the result is equal or better than the model's NE stat, the test is passed. If it is under the model's NE stat, the test is failed.

As with any dice roll, a roll of 1 is always a failure and a roll of 6 is always a success. However, do not roll an additional die on a roll of 6 (ie. no exploding 6).

Broken Teams

A team is broken if it has less than half the number of starting models remaining (by model count). Determine if a team is broken at the start of each round.

Once a team is broken, each unengaged model in the team must make a nerve test the first time it activates in a Round. You do not need to make this nerve test when a model re-activates.

If the test is passed, the model may be activated as normal.

If the test is failed, the model must make a special Fallback! action this Turn (see below).

Fallback! Action

A model making a Fallback! action must move towards its own table edge, as defined by the scenario being played, along as direct a path as possible and as far as possible up to twice its Speed (SP), like a Run action. If there is more than one fallback edge defined for a team, use the closest. A retreating model cannot engage enemy models and normal movement rules apply. Its activation is then complete (mark it as activated).

A model that performs a Fallback! action may be re-activated later that round without having to make another fallback check.

If a model that is falling back reaches the edge of the table (or started its fallback there), it must make another fallback check immediately. If the test is passed, the model stops and is marked as activated. If it fails, it is removed from the board as a casualty.

If a model that is knocked-down must perform a Fallback! action, it will first stand up and then move its Speed (SP) towards its own table edge, like a walk action.

COMMAND

Command Points are a representation of the training, coordination and cunning of a well led and experienced fighting team. They are a limited resource that can be spent on accessing certain abilities or even boosting spells and attacks. Learning to manage your command points and when to spend them is a skill you will have to master!

During the start phase of every round, each player gets TWO Command Points (CP) plus the CP generated by every friendly model still in play.



During the end phase of the round, any unused command points are discarded, they are not carried over to the next round.

Players may spend their command points to “purchase” various options or activate special abilities. These might be specific to a model or faction, or one of the standard uses from the following list.

Extra Action (1 CP)

Solid leadership and a well executed plan allow individuals to push themselves to make an extra yard of ground or fight that little bit harder

During a model’s activation, it can spend 1 command point get an additional short action. This extra action may be taken at any point during the model’s activation. As normal, you still cannot repeat the same action twice in the same turn. In particular, you cannot get the free melee attack action from a charge and perform another attack as an extra action.

Follow Up Activation (1 CP)

Good command and coordination allows two team members to act in concert and work together as one.

You can spend 1 command point to activate two models in a row, without giving your opponent a chance to activate a model in between.

After activating a model, instead of giving your opponent a turn, you may activate a second model. This can be either a normal activation or a re-activation.

You cannot activate more than two models in a row with this ability.

Hit/Armor Reroll (1 CP)

Clear leadership and sharing of vital information can improve a warrior’s ability to strike a blow at his enemies or avoid incoming attacks.

You can spend 1 command point to reroll a single dice in a hit roll or armor roll.

Re-Activation (2 CP)

A well organized team can respond to changes in the battlefield, and make adjustments to deal with unexpected threats. Command can be used to allow a model to activate a second time in the same round!

Whenever it is a player’s turn to activate a model, instead of choosing a model that has not yet activated, they may spend 2 command points and choose a previously activated model. This is called a re-activation.

The re-activated model may perform a single short action. Since this is a new activation, it can be a repeat of an action that was performed previously this round. The model remains marked as Activated.

Retaliate (1 CP)

A well disciplined trooper can prepare for an incoming attack, and retaliate in response.

A model that has been attacked in a melee and has survived can spend 1 command point to retaliate and attack back.

The intention to retaliate is declared immediately after the incoming attack is resolved. To retaliate, the model makes a normal melee attack against its opponent (see [Attacks](#))

Models can't retaliate against a retaliation. Once both models have struck blows, the melee attack action is over.

Knocked down models cannot make any attacks, and cannot retaliate.

Seize The Initiative (X CP)

A good commander can read the battlefield, and execute their master plan at exactly the right moment.

During the end phase, a player may spend any number of command points, often all remaining command points, to give themselves a bonus on next turn's roll for first player (see [Determine First Player](#)). The player will receive +1 to the roll per command point spent.

TERRAIN

An empty battlefield might make moving models around simple but it's not very exciting! Adding scenery to your games makes for a dynamic and tactical experience that will help immerse you in the action. While you can use books to represent hills or a piece of card to mark the boundary of a small wood, having some great looking model terrain will really bring your games to life.

The different types of scenery and terrain used are classified into the following categories:

Open Ground

Areas of flat open grass, road, or any other clear swathe of land is considered to be open ground. Open ground doesn't impede a model's movement in any way.

Obstacles

Obstacles are linear barriers that may lie in a model's path as it moves. Examples are ruined walls, hedges and fences. Obstacles up to 2" high cost 2" of movement to cross over, regardless of how fast the model is moving.

Anything taller than 2" will need to be climbed up and over.

Obstacles will often provide cover for targets behind them as they can cause LOS to be obscured.

Models standing at windows treat them as obstacles for all purposes.

Difficult Terrain

Areas of broken ground, wooded areas, ruins, steep scree slopes and marshy ground are all examples of difficult terrain. Models count every inch moved in difficult terrain as 2".

Thus, a model moving 3" through difficult terrain counts as having moved 6".

Areas of difficult terrain should be clearly defined with an obvious boundary. Unless the players agree, or a scenario specifies an exact configuration of the elements within the area, they are simply representations and can be moved to make model placement easier if required (e.g. you may need to move a tree to one side to make room for a model that has moved).

Impassable Terrain

Some terrain simply blocks movement. Solid buildings, lava pools, large rock pillars are all good examples. Models cannot move into or on top of impassable terrain and must move around it.

PLAYING THE GAME

CREATING YOUR TEAM

No two teams are alike – each is assembled to accomplish a specific vital mission, regardless of the odds or the enemy forces stacked against them, and each contains individuals of exceptional and unique talents that can mean the difference between defeat and victory.

You and your opponent must create your teams before the game begins.

Teams are created by spending a number of 'points'. Normally, both players have 100 points to spend on their team. However, once players are familiar with the game, they may wish to experiment and play larger or smaller games with different points values.

The easiest way to create a team is to use the Vanguard app. You can find it here

<https://limitless-bayou-18915.herokuapp.com>

Choose Models And Options

Each player chooses a faction, and then picks models from the list for that faction. Each model costs a certain amount of points, and there is a maximum number of each model that can be chosen, as shown in its entry.

Many models allow you to choose their weapons and additional options from a list described in its entry.

As you pick models, weapons and options and include them in your team, keep adding their cost until you have reached the total you agreed. You can spend less than the agreed total, but you cannot spend even a single point more. Even if you do not spend every point, a team is still considered to be the size of the maximum total the players agreed on (e.g. a

team which comes to 97 points would still be considered a 100 point team).

Choose A Leader

One model in your team must be chosen as the leader. The leader will have certain advantages. This is usually +1 CP and +1 WN, and each faction may have other advantages.

Some scenarios also have special rules or objectives for the leader.

Faction Abilities

Some factions have common attacks and/or abilities. These are listed at the top of the faction list. These attacks and abilities are available to all models in the team.

SCENARIOS

Games of are normally played on a space 3' x 3' square. Experienced players may choose to play on larger or smaller areas once they are more familiar with the rules and want to try something different.

Although some scenarios may differ, the standard steps for preparing for a game of Vanguard are as follows:

1) Prepare your team

You and your opponent must create your team (see [Creating Your Team](#)).

2) Choose Scenario

The players must now agree on a scenario to play. There are countless scenarios that can be played: you can use scenarios from other skirmish games or invent your own.

The Gather Intelligence! scenario included below is a simple, balanced scenario, and is a great candidate for a quick pick-up game that requires little preparation.

3) Setup

Before the game, it's a good idea for you and your opponent to have some terrain ready to put on the battlefield. Take it in turns to place the terrain, or ask a third-party to place it for you. Arrange it in a sensible manner, aiming to recreate a plausible landscape of the fantastic and dangerous world your teams are operating in and at least 25% coverage on the table. Some scenarios may dictate some terrain elements for you.

During this stage it is vital that you agree with your opponent what each piece of terrain is going to be during the game – Difficult, Blocking etc.

Finally, any scenario-specific objectives or items should be placed as described in the scenario.

4) Deployment

Every scenario will show a scenario map that outlines where the player's deployment zones are.

Both players now roll a die. Reroll any ties. The player scoring highest now chooses which side of the table will be theirs, and then places (deploys) one of their models into their deployment zone.

Their opponent then places one of their models into their deployment zone. The players keep alternating deployments until they have placed all of their models onto the table. The Fallback table edges for each player will be highlighted on the scenario map.

5) Duration

Play the game for 5 Rounds.

At the end of Round 5, the player that finished activating their models first rolls a D6. On a roll of 1-3, the game ends. On a roll of 4 or more, one more round is played and then the game ends.

If one side wipes out the other before the last round ends, the remaining player still plays out the rest of the game. This may allow them to capture more objectives and score more points.

6) The Winner

The scenario being played will tell you what the victory conditions are to determine the winner.

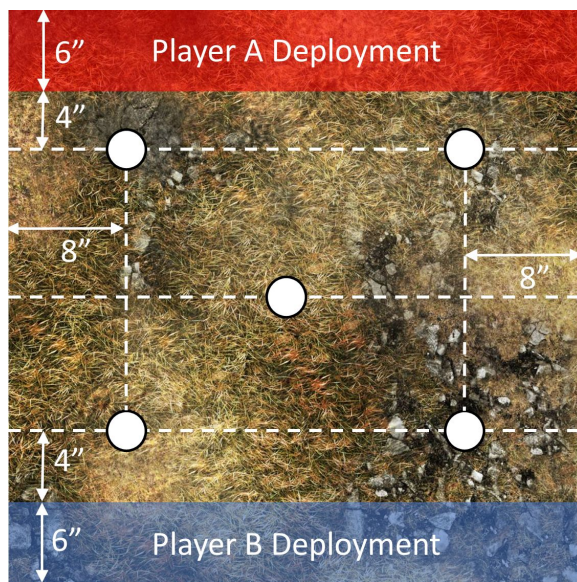
Game on!

SCENARIO - GATHER INTELLIGENCE!

Strategic intelligence is a weapon more deadly than any amount of plasma warheads or bolt rifles. It often falls to fast-moving, hard-hitting kill teams to seize the data-augurs, orbital uplinks and the like that contain such data and swiftly exload it so that their commanders can outmanoeuvre the enemy.

Setup

Place 5 objective counters on the table to represent the various data-augurs, orbital uplinks or other valuable targets. See the diagram for where they are placed.



A player scores 1 victory point per objective closest to their deployment zone, 3 victory points for the center objective, and 2 victory points per objective closest to the enemy's deployment zone.

The player with the most victory points is the winner.

Scenario Rules

Objectives - Both players are aiming to capture the objectives. To capture an objective, a model must be in base contact with it, with no enemy models in base contact with the same objective, cannot be knocked-down, and cannot be engaged. If any of these conditions are not met, the objective cannot be claimed. Objective counters are static, don't block movement or LOS and cannot be picked up or moved.

The Winner

At the end of each round, player's score victory points for the objectives they have captured.