

The cover art depicts a chaotic battle scene in a town. A large, dark green tank is the central focus, surrounded by intense orange and yellow flames and smoke. In the background, a white tank is visible amidst the destruction. A biplane flies in the sky above, and a church with a tall steeple stands on the right. The overall style is a vibrant, painterly illustration. The text 'WORK IN PROGRESS' is written in a white, bold, sans-serif font with a black outline, slanted across the top half of the image. The title 'VANGUARD' is in a large, yellow, 3D block font with a black outline, and 'NORMANDY' is in a smaller, yellow, block font below it. The Warlord Games logo is in the bottom right corner.

WORK IN PROGRESS

VANGUARD

NORMANDY

WARLORD
GAMES

COMPONENTS

GENERAL COMPONENTS

1x Rulebook
1x Campaign Book
1x Activation Bag
15x Sector Tiles (Double sided)
5x Weather Cards,
16x Dice (12 White, 6 Black, 6 Red)
30x ID Rings (10 Black, 8 White, 8 Pink, 4 Yellow)
28x ID Trays (6 Black, 6 White, 4 Pink)

GENERAL TOKENS

9x Sector Tokens
Damage Tokens 1 / 2 (Double Sided)
Damage Tokens 3 / 5 (Double Sided)
20x Hidden / Pinning Tokens
3x Airstrike Tokens
3x VP Tokens
4x Flak 88 / Belgium Gate Tokens
9x Minefield / Sandbag Tokens

FACTION COMPONENTS (PER FACTION)

1x Army Board (Red / Blue)
1x Victory Point Dial (USA / Germany)
4x Supply Tokens (Red / Blue) (Double Sided) (6, 9, 11, 14)
12x Faction Tokens (USA / Germany)
31x Unit Cards (USA) or 31x Unit Cards (Germany)
46x Unit Figures (23 USA + 23 Germany)
3x Underdog Cards (USA / Germany)
1x Unit Reference Sheet
5x Strain Tokens
3x Command Cubes
1x Income Cube



ATTACHING THE ID RINGS + TRAYS

To enable you to distinguish between units on the table, Vanguard uses colored ID Rings and Trays. For each faction, repeat the process below. This only has to be done once, as figures can be left attached to their Rings / Trays.

Attach Black IDs to 1 Artillery (ID Tray), 1 HQ, 2 Infantry and 2 Specialist figures (Rings).

Attach White IDs to 1 Artillery (ID Tray), 2 Infantry and 2 Specialist figures (Rings).

Attach Yellow IDs to Artillery (ID Tray), 2 Infantry and 2 Specialist figures (Rings).

Attach Pink IDs to the remaining 2 Infantry figures (Rings).

Attach Black IDs to 1 of each different Vehicle figure.

Attach White IDs to the remaining 1 figure of each Vehicle.

When deploying units, place the corresponding unit type and color token on your Unit Card to represent the figure on the battlefield.

[/BOXOUT]

SETUP

DECIDE FACTIONS

Players choose to play as either the USA or Germany, select red or blue, and take the corresponding Unit Cards, Faction Tokens, Figures, and army board.

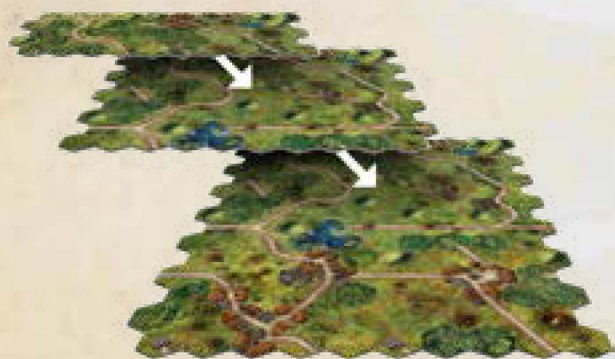
THE BATTLEFIELD

The battlefield represents the game's playable area and is formed of 9 sectors in a typical 2-player game. Each sector contains a strategic point and terrain.

First shuffle 9 sectors and place 3 end to end in a line, in the center of the playing area.

Take 3 more sectors and lay them end to end, running in the opposite direction, connecting as many hexes as possible to the 3 sectors already placed.

Repeat this action to create a battlefield of 9 sectors.



WEATHER CARDS

Weather cards introduce battlefield spanning effects to the battlefield, that change as players proceed through the game. Weather Cards are revealed at specific victory point intervals, tracked using Victory Point Tokens placed on the Weather Card.

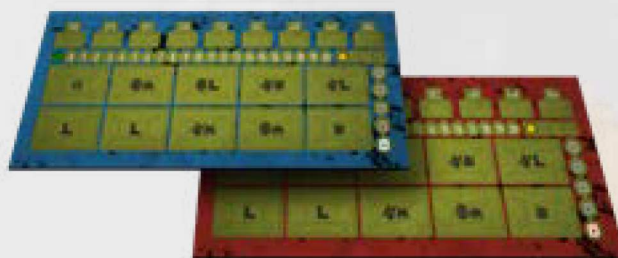
In setup, reveal the 'All Clear' starting Weather Card. Shuffle the remaining cards and place them facedown.

Players place their 3 Underdog Cards face up next to their Army Board.

TOKENS AND DICE

Form all non-faction-specific tokens and attack dice into a shared pool.

Player Area



ARMY BOARD

Your army board tracks Sector Control, Requisition total, Supply, Command and recruited units.

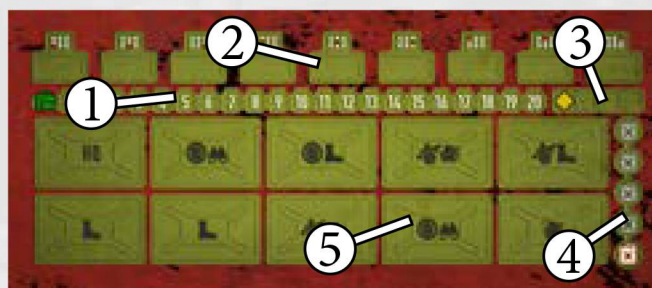
1: Income Track: Shows how much requisition is available

2: Sector Control Track: Shows which sectors you control

3: Command Track: Tracks how many command cubes you have remaining.

4: Supply Track: Shows your current Supply Level

5: Unit Card Spaces: Recruited unit cards are placed here



SETTING UP THE ARMY BOARD

Set your Requisition Total to 0.

Place the HQ Unit Card onto the HQ space of the army board along with its figure and a Black ID Token.

Place Sector Tiles for your home left, home center and home right on the first 3 sector spaces.

Place the locked Supply Level Tokens on the indicated Unit Card spaces.

UNITS

Units are abstracted collections of soldiers and their fighting equipment. Each unit is represented by a Unit Card, containing all of its rules and abilities.

On the battlefield, units are represented by figures. The number of figures used is determined by the unit's 'size'. Riflemen, a size 2 unit is represented by 2 figures.

Colored ID Rings / Trays are placed on figures to distinguish them. Figures of the same type, e.g. Infantry figures, are given the same color ID ring to group them into units.

HQ (single figure)



Specialist (2 figures)



Infantry (2 figures)

Artillery (1 figure)



Light Vehicle (1 figure)

Heavy Vehicle (1 figure)



VETERAN UNITS

Units can be promoted to a Veteran Unit (pXXX). Veteran Units have increased stats and / or new abilities, found on the reverse of the unit card, indicated with a laurel wreath and art border.

Playing The Game

RESOURCES

There are 2 types of resource in Vanguard: Normandy.

Requisition

Requisition represents the raw materiel your Commanding Officer has assigned to your army.

Requisition is cumulative and persists round by round. You cannot have more than 20 Requisition at any time.

Available Requisition is tracked on the Requisition Track. Players receive requisition matching the value shown on the sector control tokens on their army board.

Requisition is spent on new units, promotions and unlocking new levels of supply.

Supply

Supply represents the complexity of your battlegroup's logistical system.

Supply governs how many units and what units you can have on your army board. The higher the supply, the more Unit Card spaces are unlocked on your army board and more advanced units can be recruited.

Supply is not spent like requisition. Instead, there are 5 levels of supply, tracked on the right of your army board. Each level of supply is bought by spending the appropriate requisition on it.

Supply And Unit Quantity / Quality

Each time Supply is gained past your previous maximum, a new portion of the army board is unlocked. Flip the corresponding Supply Token when the new supply level is reached and place it on the Supply Track.

Any Unit Card spaces previously covered by the token can now be used for Unit Cards. Unit Cards at the new Supply level can be recruited.

Supply cannot be removed from the track for any reason.

Command

You have 3 Command available to spend each round, represented by yellow Command Cubes.

Command can be spent on complex unit actions and access to transport, whilst the HQ unit is deployed on the battlefield.

Strain

You begin the game with 5 Strain, represented by Strain Tokens. Strain can be spent the powerful abilities found on Underdog Cards.

Phases Of The Game


Vanguard is divided into rounds, consisting of 3 phases.

- The Planning Phase - where resource income is gained and spent on units.
- The Activation Phase- where units activate and perform actions.
- The Scoring Phase- where the game is scored.

The Planning Phase

Play Underdog Card

If a player has drawn an Underdog Card, they must play or discard this card now.

To play an Underdog Card, perform 1 ability on the card, paying the corresponding amount of strain .

Abilities can only be chosen if the player is behind by the appropriate amount of VP, shown on the card. These abilities are immediately active, but only during the round they are played.

Gain Income

Players gain requisition equal to the total amount shown on their Sector Tokens, and 3 Command.

Recruit Units

Players spend requisition to recruit units and/or unlock supply levels.

To recruit a unit, you must have;

- Enough requisition to spend on the unit.
- Supply equal or above the unit's supply level.
- A space on the army board for the unit's card, matching the unit's type. Note: This applies to free units from underdog cards too.

Recruited units are kept secret until both players complete their selection.

After all selections are made, reveal recruited units, placing the cards on your army board and adjust requisition totals.

Promote Units

After recruiting units, any unit may be promoted to veteran.

The current Weather Card provides the amount of units you may promote per round.

To promote a unit, spend 1 command plus requisition equal to twice the unit's supply level. Flip the promoted unit's card to its veteran side.

The Activation Phase

Both players place a number of faction tokens in the activation bag equal to the number of unit cards on their army board, factoring in any penalties or bonuses from weather cards / underdog cards.

Activate Units

Draw 1 Faction Token from the bag.

The owner of this faction token must activate 1 of their units if possible. Carry out the unit's activation and place the Faction Token by the unit's figure/s.


Units not on the battlefield must be deployed as its first action, i.e. brought on to the battlefield (pXXX).

Repeat the above until the bag is empty.

Note: If a Faction Token is drawn, but there is no unit left to activate, discard the token.

Unit Actions And Action Points

Activated units spend action points to perform actions. Except for command actions, actions can be repeated if the unit has enough action points remaining.

A unit's action point total is shown by this symbol on its unit card . It can spend none, some or all of its action points during its activation.

A unit's activation ends when it has no action points left or the player passes. It cannot be activated again this round.

Activating Pinned Units

Units with 1 or more Pin tokens are 'pinned'. Their Action Point total is 1 less whilst pinned.



When a pinned unit tries to activate, before spending any AP the controlling player must make a Pinning Test. Roll 1 WHITE per Pin token.

If any of those dice show a "+" the unit ends its activation immediately, without spending any action points.

The Scoring Phase

- Check Sector Control
- Gain Victory Points
- Check Weather

Check Sector Control

Controlling a sector rewards players with Victory Points  and Requisition Income .

A player's controlled sectors are indicated by corresponding sector tokens arrayed across the top of their army board. Neutral sectors, not controlled by any player, are placed beside the battlefield.

During this step, if any of your non-mechanized units occupies the sector's Strategic Point, gain control of that sector and its corresponding token.

If the unit that occupies the Strategic Point hex has any Pin Tokens, make a pinning test. Failing that test means the sector does not fall under your control.

Gain Victory Points

Players scores victory points according to their sector tokens. Track your victory point total on your dial.

Check Weather

If the victory point total of the active weather card's token is met or exceeded by at least 1 player, reveal the next weather card and token. Remove the previous Weather Card.

Any battlefield-wide special rules are in effect until the card is removed.

If your opponent has more than 5VP than you and a new weather card has been revealed, choose and draw 1 Underdog Card. This card is played in the next round's Planning Phase.

Underdog Cards offer a range of abilities and bonuses to the losing player.


Each ability has a VP requirement, you must be behind by that many VP to use the ability and can only use 1 ability from the underdog card before the card is discarded.

Remove any played underdog cards.

Unit Actions

IMPORTANT: Move, Rally, and Withdraw actions are available to all units and not listed on unit cards


Move

Spend 1 AP to move a number of hexes up-to or equal-to the unit's move value .

Units may move through, but cannot stop on, hexes occupied by friendly figures. Units cannot move through hexes occupied by enemy figures.

Rally

The unit does not activate as normal. Pinning tests do not need to be rolled.

Instead, a unit performing Rally rolls 1 WHITE for each Pin Token  the unit has. For every non-blank result, remove 1 Pin token plus 1 additional Pin token. The unit's activation ends immediately.

Withdraw

Remove the unit from the Battlefield before spending any of its Action Points. The unit is destroyed.

Attack

Attack actions are your primary method of destroying enemy units. See pXXX for more detail.


Attack actions are specific to the activated unit and contained on their Unit Card.

Ability Actions

Perform the action as given on the card, spending resources as needed. Abilities only effect friendly units, unless the ability text states otherwise.

Ability actions are specific to the activated unit and contained on their Unit Card.

Innate Abilities

Ability actions with this symbol  are always considered to be actively effecting the unit, even if the unit has not yet activated this phase or the ability would have ordinarily been lost through the unit's actions.

Command Actions

Command actions cost command. Perform the action as given on the card, spending 1 command for each symbol shown, along with any other resources shown.

A unit can only use or be affected by each command action once per activation.

IMPORTANT: Your HQ Unit must be on the battlefield to perform command actions.


Deploying Units

Units not yet on the battlefield (not deployed) must be moved on to the battlefield the round they are recruited or be destroyed at the end of the Activation Phase.

To deploy a unit, activate the unit as normal and use a move action. Units use 1 hex of their unit's move value to be placed anywhere on your backline (unless using an ability).

Deploying Units with a Transport

Before being deployed, a non-mechanized unit (HQ, Specialist, Infantry, Artillery) can be given a transport for 1 Command.

Ignoring the unit's move value , the unit makes a single movement of 6 hexes when deploying then immediately ends its activation, performing no further actions this round.

Note: Airborne cannot be given transport if using their Paratroop ability.

Attack Actions In Detail

Here is an example profile of an attack action.

AP Cost: Spend this AP amount to perform the action.

Keyword Icons: Shows any special rules that apply to the action (pXXX).

Range: The minimum and maximum range of the attack needed to roll the Attack Dice shown. If only 1 number and hex is shown, this is the only range for the attack.

Attack Dice: The dice rolled per figure of the attacking unit.



Making An Attack

Declaring Target And Counting Range

After choosing to use an attack action, declare which enemy unit is the target of the attack.

Count attack range by counting hexes from your unit figure/s to the closest hex occupied by the enemy unit along the shortest possible path. Range is measured for each figure in an attacking unit, so it may be the case that one figure is in range and the other is not (or uses a different range bracket).

Count the hex occupied by the target. Do not count your unit's occupied hex/es.

If there is a tie for closest enemy figure in a single unit, the attacker chooses which enemy unit to use for calculating range and cover.

Attack Dice

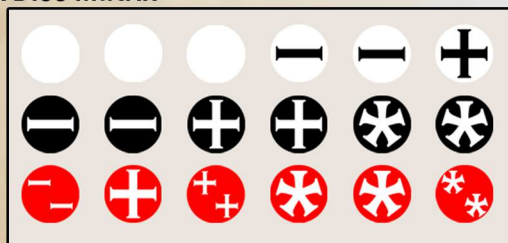
Factoring in range, collect the Attack Dice for each attacking figure in your unit. This is your Attack Dice pool.

Note: It can be the case that 1 figure in the attacking unit is in range and 1 figure isn't in range. Only collect dice for the figure in range.

Roll these attack dice and check the target's armor and/or cover and your attack's armor penetration value (if it has one).

Inflict 1 damage on the target for each remaining dice symbol. Some dice faces have multiple symbols.

Attack Dice Matrix



Armor And Cover

Armor and cover reduce the effectiveness of attack dice, by removing rolled dice results before damage is applied to the target unit.

Armor and cover is not cumulative. Instead, a target unit uses whichever value is higher after factoring in the attack's special rules, range etc.

Armor and Cover and Dice Symbol Matrix

| Result | Ignored by |
|--------|--------------------------------|
| | Hidden, Armor 1+ & Cover 1+ |
| | Armor 2+ & Cover 2+ |
| | Armor 3+ & Cover 3+ |

Armor

Vehicles and Artillery have Armor (X) instead of a size, found on their Unit Card.

A target unit's Armor is applied to any rolled Attack Dice before calculating damage.

An attack's armor penetration (AP) reduces the target's armor by the given amount before checking rolled Attack Dice.

Cover

A targeted unit gains cover by being in a hex with cover-providing terrain and/or having hexes with cover-providing terrain between them and the attacking unit.

Cover-providing hexes are bordered by a solid line on the battlefield.

Intervening terrain is only counted between the closest targeted figure and the closest attacking figure.

Each hex of cover-providing terrain adds 1 to the target's cover. There is no maximum cover a unit may have.

A target unit's cover is applied to any rolled Attack Dice before calculating damage.

Attacks from Range 1

Range 1 (adjacent) attacks reduce the target's armor by 1 and ignore cover.

Hidden

Units gain hidden from abilities like Smoke or Sandbags, place the corresponding token on their unit card.

While hidden, units ignore "--" results from attacks made at any range.

Remove hidden from the unit if the unit uses a move action. (Bonuses from innate actions are not removed).

Damage And Unit Health

All units have a starting health total . This is the health of 1 figure in the unit.

When the unit takes an amount of damage equal to this total, the controlling player chooses a figure to remove from their unit.

Apply any damage over the total to the next figure, and so on, until there is not enough damage remaining to destroy a figure.

Place damage tokens on the unit card for any damage that has not destroyed a figure, apply this damage whenever the unit takes damage.

A unit is destroyed when it has no figures remaining. Remove its unit card from the army board.

Attack Special Rules

Blast : Attacks with blast roll the attack dice shown for each figure in the enemy unit.

Indirect : Indirect attacks ignore cover completely.

Armor Penetration (AP) : Reduce the target's armor by this amount when performing an attack.

Pinning : After performing an attack with Pinning, give the target unit 1 Pin token even if no damage is dealt.

Precise : Precise weapons only remove a maximum of 1 figure from the target unit regardless of damage inflicted.

Reroll X : After rolling attack dice, choose and reroll a number of dice (of any color) equal to the reroll value.

Ignores Hidden : Ignores target's Hidden.

Battlefield Terrain And Features

The battlefield is comprised of hexes containing different types of terrain. Each hex is bordered with an edge that indicates whether it provides cover.


Battlefield hexes may also contain a feature, indicated by an icon tag.

Dashed: No cover.


Solid Line: Provides cover.

Features

 : Star. This marks the Sector's Strategic Point.

 : Water: Units cannot move through or end their activation on water.

 : Hills. Attack actions from Units on Hills -1 from targeted unit's cover.

 : Fortification: Non-mechanized units gain hidden while at least one of its figures is in this hex.

Road: Once per activation, if a mechanized unit moves entirely on a road during their move action, they may move 1 additional hex for free at the end of that action.

This extra move can be used to enter a hex that does not contain a road.