Vanguard: Rome

Fight for the future of the Roman Empire!

Vanguard is a Roman civil war card game. Place your battle line and fight it out for Roman military supremacy while the fate of the empire rests in your hands! Best with two (2) players but can be played with up to four (4).

Playing Vanguard

Vanguard is a complex game but can be played with varying levels of complexity. If this is your first time playing Vanguard we suggest playing with only the unit cards in the front battle line until you are comfortable with the game before adding commands or the second battle line. The instructions below are written to allow a first time user to walk through and play at the outside with all of the rules included, simply by reading the cards abilities as they are played.

The Battle Line – In Vanguard each player controls an army which they deploy in a battle line which is initially two (2) rows of five (5) representing both the front and rear battle line of the player's army. All units must always occupy a legal space at the end of your turn, but the rules for the front battle line differ from the rear battle line. See *Shifting the Battle Line* below.

The Vanguard – The vanguard is the center space in the battle line, which is static and can be denoted by placing a coin between the two opposing cards or by moving the center card forward, as shown in all examples. *The unit card that occupies the vanguard is the only unit that will attack by default*. See *Attacking* below.

The First Turn

Setup of the Initial Vanguard – On the first turn of the game both players will play what is called the Initial Vanguard, which consists of both a front and rear battle line. To begin, deal ten (10) cards to each player then each player plays the cards **face down** in two rows of five (5) cards each in any order they wish – these cards form the front and rear battle line. See example image below.

Attacking during the Initial Vanguard - The opposing center cards of the front battle lines become the first *Vanguard Units* of the game. Each player then flips all the cards in their front battle line face up and attack. *During the Initial Vanguard both Vanguard Units are considered to be attacking simultaneously, after which players will alternate turns.* See below for rules on *Attacking*.

Determining Victory and Turn Order - There are three rules to determine which player is considered victorious for the *Initial Vanguard*. The victorious player will take the next (first) turn. If these three rules cannot determine victory both player should draw cards until they have ten (10) again and should replay the Initial Vanguard.
1. Vanguard Unit – If one player's Vanguard Unit survives while the other's is killed, that player is considered victorious.
2. Total Units – If both players' Vanguard Units are killed (or both survive) then the player who has killed more units during the attack phase of the Initial Vanguard is considered victorious.
3. Total Power – If, in the case that both players' Vanguard Units are killed (or both survive) and both players have killed the same number of units, then the total power of the units killed should be compared.

Initial Vanguard　　　　　　*Victorious*

Initial Vanguard　　　　　　*Defeated*
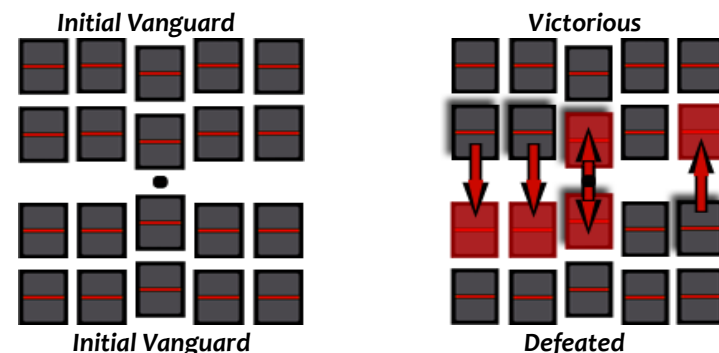
The Second Turn And Beyond

Actions During Your Turn – On each turn the player will play a unit card (required), play a command card (optional), and shift their battle line (required). _The player is allowed to perform these actions in any order they desire._

Placing Units – On his turn the player draws a Vanguard unit from the Unit deck and adds it into their Battle Line. This new unit may be added into a number of spaces; the Vanguard position (if vacant), the left flank extremity, the right flank extremity, or any vacant space in the front battle line. _Units cannot be placed into the rear battle line._ After placing the new unit, the Battle Line must shift to close any gaps remaining in the line. See _Shifting the Battle Line_ below.

Issuing a Command – On each turn the player draws a command card. The player may then play a command card (optional; limit one command per turn) but may only hold up to seven (7) in their hand. By default command cards must be played before attacking but there are certain commands (i.e. Retreat) that may be played after the attack has been completed.

Shifting the Battle Line – On his turn, before attacking, the player must shift their battle line to close any and all gaps in the front battle line. The rear battle line is allowed to maintain gaps but all units must be positioned behind a front line unit. _By default, units may only shift in towards the vanguard position and the vanguard may not shift at all unless specified by the ability of a unit or command._ When shifting units forward from the rear battle line the unit shifts as an individual but when shifting units laterally any units adjacent to one another must shift together as a battle line.

Unit Card Abilities – In Vanguard many units have abilities of their own. Some of these abilities activate automatically (i.e. Ballista attacks every turn) while others are activated by the player (i.e. Praetorian may switch positions with adjacent unit). These player activated abilities may be used once each turn before attacking.

Attacking – At the end of a player's turn, after playing his unit card and command card, and once all units occupy a legal position, his _Vanguard Unit_ will attack by default. Additionally there are command cards and unit cards that allow other opportunities to attack without being in the vanguard position, but unless specified on the card, _units will only attack when occupying the vanguard position_. Below is a list of rules for attacking.

- A unit is killed when it receives damage equal to its power
- Unit in the Vanguard position attacks every turn
- Units always attack directly across the battle line, unless specified
- All attacking units deal damage simultaneously
- Units only attack once space in front unless specified
- Two units may attack the same unit for combined damage
- Units always attack with their power but a unit's power may be increased by multiple Slingers simultaneously
- Units do not take damage when attacking (_i.e._ if a unit attacks and is unable to kill his enemy he does not die as a result)

Shift, Shift, Attack, Place   _Defending_

Defending   _Shift, Place, Shift, Attack_
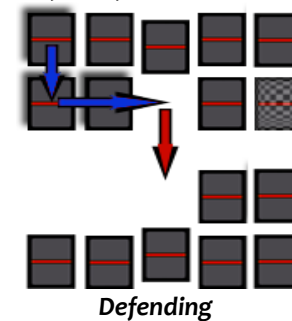
Winning

Once one player's battle line is completely destroyed the game is over. If necessary, reshuffle the discarded unit cards and command cards and continue re-shuffling until the entire battle line of a player is defeated!

The Units

Each of the Unit Cards in Vanguard has additional abilities printed on it. Each of these abilities is explained below. The Power of a Unit Card is printed along the outside of the center bar in Roman Numerals and below in brackets [] while the total card count is displayed in parenthesis ().

Only the Vanguard unit attacks every turn, unless specified by a unit or a command.

Archer (6x) – **[1]** The Archer is always victorious when attacking. Archers cannot kill Infantry, or those protected by infantry. When used in conjunction with a *Volley* command, the archer can shoot up to two (2) spaces (over a unit).

Ballista (4x) – **[1]** The Ballista attacks every turn, even when it does not occupy the Vanguard position in the battle line. The ballista attacks only one (1) space, directly in front, but does not attack friendly units if placed in the rear battle line. Ballista is considered a mounted unit.

Catapult (x4) – **[1]** The Catapult may attack every turn, even when it does not occupy the Vanguard position in the battle line. Catapult always attacks exactly two (2) spaces (over one unit, enemy or friendly). Catapult is considered a mounted unit.

Cavalry (x4) – **[3]** Unguarded cavalry (when there is no enemy unit directly in front/opposing) will flank attack the unit on the end of the enemy front battle line every turn. Cannot attack the Vanguard or attack across the Vanguard position. Cavalry is a mounted unit.

Centurion (x6) – **[2+2]** Gains +2 when occupying flank extremity or Vanguard position, making it a power of 4 on both attack and defense. Centurion may switch position with any adjacent unit once per turn, including between the front and rear battle lines. Cannot switch out into an empty space.

Chariot(x4) – **[2]** Chariots exist as a unit but can move onto any un-mounted unit. This grants the unit a +1 under all circumstances, instead of being a chariot. Newly Mounted unit and Chariot are considered mounted. May move from one unit directly onto another, or into an empty space.

Consul (x4) – **[2]** Grants adjacent units +1 when *defending* only. The Consul may also switch position with an adjacent unit, including between the front and rear battle lines.

Elephant (x4) – **[5]** The Elephant is the most powerful military unit available. Must reveal this unit if it occupies the rear battle line. Elephant is a considered mounted unit. Elephant may be affected by opponent's Stampede command cards. When affected by the owner's stampede Elephants stampede directly in front, attacking both the front and rear battle line. If affected by the enemy's Stampede command they will attack in reverse (towards the owner) attack any units between them and the unit's owner.

Infantry (x8) – **[2]** Infantry is immune to archers and grants immune to archers to all adjacent units that are un-mounted.

Praetorian (x4) – **[4]** The Praetorian may switch position with an adjacent unit once per turn, including between the front and rear battle lines. Praetorian may also switch position with any Consul, regardless of its position in the battle line.

Slinger (x8) – **[1]** The Slinger gives +1 to all adjacent *attacking* units, not adding to defense. Slinger bonus may stack with additional Slingers.

Standard(x4) – **[2]** When the Standard attacks (either from vanguard or from a command) one additional adjacent unit may also attack. Multiple Standards can attack together.

The Commands

Commands are generally played on your turn before attacking but certain commands (i.e. Retreat) are played after attacking. The commands are explained below with the total card count displayed in parenthesis ().

Only one Command can be played per turn.

Flank(x4) – Move any one non-vanguard card from its position in the battle line to the end of the opposite flank. Shift the battle line accordingly.

Javelin(x6) – Attack with one Infantry, Centurion or Praetorian this turn in addition to the vanguard.

Nightfall(x4) – All players may reorganize their units face down in any order they desire. Units must be organized into two battle lines, as symmetrical and equal as possible, allowing one additional card on either side of the front battle line. *See diagram on the card.* Player then attacks as normal.

Reinforcements(x6) – Draw and play an addition unit card this turn.

Retreat(x6) – Retreat the vanguard unit to one of the flank extremities or any legal position in the rear battle line. Shift to fill the vanguard position. Play after attack has been completed.

Stampede(x4) – Attack with one Elephant this turn in addition to the vanguard. Elephant attacks both front and rear battle line units simultaneously. Stampede may also be played on enemy elephants causing the unit to stampede towards the enemy (killing his own unit if possible).

Surprise(x4) – Attack with any one unit this turn in addition to the vanguard. Can affect any unit, but they still attack normally (directly in front).

Volley(x6) – Attack with one addition Archer or Slinger this turn in addition to the vanguard. May attack up to two spaces, over opponent.

Additional and Alternate Rules

In Vanguard, if the rules seem contradictory, always follow the ability printed on the card. In other words, card abilities may frequently override standard rules, or even rules on other cards. For example, normally Archers are always victorious when attacking however Infantry is immune to Archers.

Divide and Conquer – While normal players draw from the same unit and command cards you can choose to divide the units and commands up equally before the game begins. Only playable 1v1.

Three and Four player – When playing with more than two players, angle the battle line accordingly so that each flank faces the opponent sitting to that side. All vanguards are able to attack each other but units on the flanks can only attack the opponent on that side.

Credits

The following people made this game possible.

Game Concept:	Tyler Robertson
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Game Design:	Tyler Robertson
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Card Design:	Tyler Robertson
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Legal