

# Vanguard

Quarantine



A solitaire miniature skirmish adventure  
By CatZeyeS Entertainment



In the year 2020 an epidemic ravaged the world.

The very fabric of reality was torn apart by a virus.

The whole world went into a lockdown and not even the world's leaders were sure about the consequences.

One thing, however, *was* sure:

People had to stay inside and try to avoid contact with other people.

In the world of gaming this led to an increase in demand for family friendly games as well as for solitaire games.

This booklet you are holding in your hands now is one of the products created during that time.

As always:  
Thanks for playing and kind regards,

*Kai*

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## Introduction

Within the dark trees of the Svartvalt forest at the foothold of a lonely mountain lies next to an abandoned dwarven mine the small county of Middledale.

Once again, Middledale has fallen under an attack.

This time, however, the enemy is invisible:

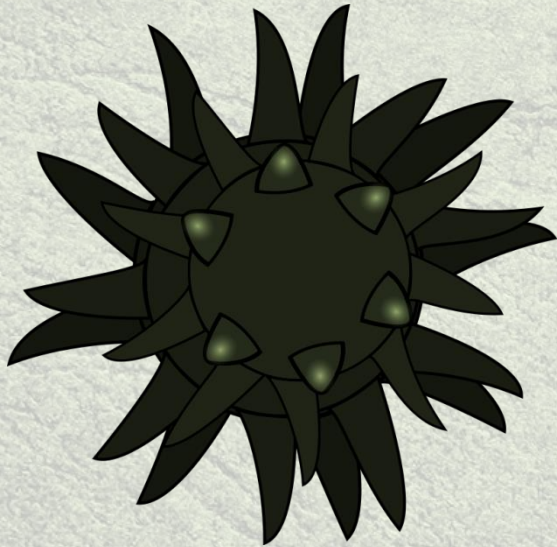
A Virus is contaminating the people, turning them slowly into zombies.

You are a Commander the count has hired.

Your order is simple: Rescue as many of his people as possible.

Can you stop the spreading of the plague?

Do you have what it takes to stand against the invisible enemy?



## Requirements

Components:

1d20 or any other method to generate a number between 1 and 20 (take the numbers 1-10 from a card deck twice and shuffle them).

20 token "infected" + 20 token "immune" - those can be 2sided counters, but you need to craft them by yourself.

20 additional D6. Chances are, you won't need all of them.

Miniatures:

Your selection of mercenaries according to the core rules.

1 additional mercenary miniature, the "Medic".

20 villagers.

20 zombies. (Let's hope, you won't need all of them ...)

Urban Terrain:

5 houses as well as scatter terrain: Ruined walls, barrels, crates, banks, a fountain, lanterns, trees - whatever you have got to make Middledale look alive.



## Setup

On a 3'x3' map place your village of Middledale:  
5 houses + scatter terrain.

Pick 20 miniatures as your villagers. Assign the numbers from 1-20 to those villagers.

Also, make sure you can tell all of them apart: Those 20 villagers are 5 families with 4 villagers each.

Designate one of the houses to each family.

Now place the 20 villagers randomly (use the rules for random placement from the core rules as described under placing spawn points).

Make sure, all villagers are placed outside the houses.

Designate an area of 5" around a corner as the sick bay. This is, where your mercenaries start.



*The Wishing Well next to the statue of Count von Tannenfels*

## Gameplay

A turn is divided into three phases which are played in the following order:

- Virus Phase
- Villager Phase
- Zombie Phase
- Mercenary Phase

### The Virus Phase

The Virus strikes: Use your number generator of choice to determine a target for the Virus. The target raises infection (see below).

If the Virus would strike a villager that already is within his house or a villager with a token "immune", ignore the result of the strike: The villager does not get infected!

For each other infected villager turn the infection die to the next higher face.

Now roll 1d6 for each infected villager. Distribute the dice to the infected villagers starting with the lowest results for the villagers with the lowest infection die faces up to the highest results for the villagers with the highest infection die faces.

Each die rolled that is matching or below the face value of the infection die of the designated villager turns the villager into a zombie!

Example:

You've got 5 infected villagers with the infection die faces at 1,2,3,4,5. For simplicity reasons let's call those villagers "villager 1" through "villager 5".

Now you roll dice: 1,3,3,5,6

You place the 1 at villager 1, one of the 3s at villager 2, the other one at villager 3, the 5 at villager 4 and the 6 at villager 5.

Villager 1 and villager 3 get turned into zombies, as the dice rolled meet the condition: "match or are below the face value of their infection die".

All other villagers get away - for now: Their rolled dice are above the face value of their infection die.



Now you check distances:

Each living being within 1.5" of an infected raises infection, no matter whether villager or mercenary.

Raising infection:

A living being either is not infected yet. In that case it becomes infected: Place a token "infected" next to the living being along with an infection die showing the 1 face.

Or it already is infected. In that case the infection intensifies:

Raises the infection die by 1.

Maximum infection:

Once the infection die hits the 6 face, the infected becomes a Zombie.

If it had been a mercenary before, it no longer is under the player's control but acts on the Zombie Phase instead.



*Cpt. Aurik and his band of mercenaries heeding the call for aid.  
How helpful are weapons and armour are going to be?  
You never know ...*

Villager Phase:

A villager inside his family house does not act any more.

For each villager outside, the following counts:

A villager only has 1 action per turn which is used for a random movement:

Roll 2d6.

Draw an imaginary line from the lower result to the higher result. This is the rough direction into which the villager moves. The combined result of both dice is the amount of inches, the villager moves.

If the villager moves within 1.5" of an infected during his movement, he immediately raises infection.

If a villager moves would move off the map, he moves into the opposing direction instead. If this would move him off the map as well, he just remains where he stands.

A roll of doubles also keeps a villager in position, no matter the numbers rolled.

If an infected villager happens to move into the sick bay, he immediately receives a counter "immune". The token "infected" as well as the according die is removed.

If an infected moves into a house, each and every other living being inside immediately raises infection.

For all combat purposes, a villager may defend with 1 die but does not attack. A villager has 1 health only.



#### Zombie Phase:

A Zombie only has 1 action per turn which is used either for attacking or for moving.

If the Zombie is in base to base contact with a living being, it attacks. If it kills the target, the target is replaced by a Zombie. If it "only" wounds a target, the target raises infection.

A Zombie not in base to base contact moves towards the nearest living being, not differentiating between villager or mercenary. If there are multiple targets available, let the dice decide where the zombie moves to.

A Zombie always moves up to 5" or up to the nearest living being.

A Zombie is NOT considered a living being!

A Zombie always counts as Maximum infected. So as soon as a Zombie is within 1.5" to a living being during or at the end of its movement, that being raises infection.

A Zombie cannot be cured - only slain.

For combat purposes a Zombie is considered an elite fighter that is unable to climb steep surfaces (refer to the core rules for details).



*Foul creature! Stay away!*

#### Mercenary Phase:

The mercenaries may act as stated in the core rules.

There are a couple of additional rules and tactical advice to be considered:

The commander is still able to command villagers as well as mercenaries around as stated in the core rules.

You might want to use his skills to navigate the not infected villagers into the houses of their families or infected villagers into the sick bay.

The Medic is a new specialist exclusively available for this scenario (also, he is only useful in this scenario).

The Medic begins the game already "immune" to the virus, but can still be killed by a Zombie and thus turned into a Zombie, too.

The Medic has two special skills, an active and a passive one: His active skill is "cure": For 1 success he either can reduce an infection die to the 1 face or remove an infection die along with the token "infected" and place a token "immune" at a previously infected being.

His passive skill is "expertise": He receives a bonus of +1 per die on all of his skill rolls. (So a result of 4-6 is considered a success!) Before the mission starts, the Medic has instructed the mercenaries how to handle the sick bay. As long as there is a Mercenary within the sick bay, each infected living being moving into the sick bay removes his token "infected" as well as his infection die and receives a token "immune".

Token "immune": Living beings with the token "immune" cannot raise infection anymore.



While the mercenaries with ranged attacks can take care of the Zombies and the infected doomed to die anyway, you may want to use your melee oriented mercenaries to guide not infected villagers into their individual family house. Once a villager is there and not infected, he is "safe" and cannot be targeted by the virus during the virus phase.

However, if an infected villager happens to walk into a house, all villagers inside immediately raise infection! Each and every single one of them!

It is tempting to gather a bunch of villagers before leading them to their family house. However, when the Virus strikes such a coterie, all villagers are within proximity of 1.5" to at least one other - and thus all of them raise infection.

So you better pick them up one by one. Then again, this way you lose valuable time and give the Virus more chances to strike...

## Victory

It's simple:

Get as many villagers into safety as you can!

A villager is safe if

- He has got a token „immune“
- He is inside his family house with no infected able to come in from the outside.

If you can safe 11 or more villagers, you have won this scenario. The more villagers safed, the better.

Your next steps will be making sure the supply of pasta and toilet paper does not run out, but that's a different story ..

## Credits

Cover art by an unknown artist.

Miniatures shown by Freebooter's, and Reaper

Buildings shown by 4ground

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Kai Bettzieche

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