

# Vanguard

Seeking Sanctuary



A solitaire miniature skirmish adventure  
By CatZeyeS Entertainment

Tabletop Gamers: Having more disposable income than you since 1990!

- *unknown*

Let's face it: Miniature gaming is the coolest hobby of them all! You get to play with cool miniatures you can paint however you like. You get to craft the coolest terrain and only your skill is the limit. Yet, a limit you can practice and improve upon! If this hobby doesn't get your creative juices flowing, then what else does?

But all pseudo-elitist chitchat aside:  
Even if you don't have lots of crafted terrain and uncountable numbers of miniatures at your disposal, there are still games like this, where your imagination is the limit!  
There is a reason after all, why the now most successful company in the business of selling miniatures initially recommended throwing a blanket over some books to create hills: You are here to play a game in the very first place!

In the past couple of years, miniature games have experienced a boom. After many iterations of more and more complex competitive games, cooperative as well as solitaire games are on the rise.

Vanguard is such a solitaire miniature skirmish adventure game throwing all the bookkeeping you might know from other games aside by putting the focus there where it belongs: on the table, on the miniatures.

Enjoy!

Thanks for playing and kind regards,

*Kai*

## Index

|                         |    |
|-------------------------|----|
| Introduction            | 2  |
| Requirements            | 3  |
| Setup, Random Placement | 4  |
| Mercenaries             | 5  |
| Armory                  | 7  |
| Professions             | 8  |
| Civilians               | 10 |
| Monsters                | 11 |
| Turn Sequence           | 12 |
| Scenarios               | 17 |

## 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.

As the source of the finest jewels the kingdom has to offer, Middledale has become the target of many assaults from all kinds of enemies.

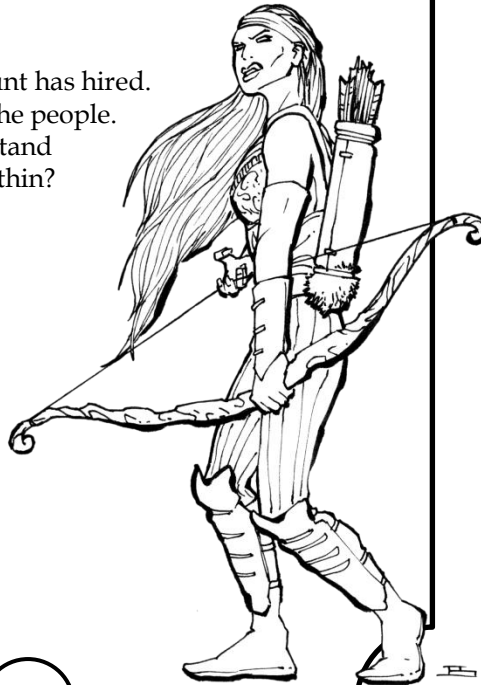
For centuries, Middledale has been able to stand its ground - as all attacks came from outside.

This time, however, a peril threatens the county, noone is prepared for:

From the depths of the underdark vile monsters have dug their ways to the places below - right into Middledale's heart.

With his military defending the frontier, Count von Tannenfels has taken to desperate measures: He hired mercenaries in order to rescue the population.

You are a Commander the count has hired.  
Your order is simple: Rescue the people.  
Do you have what it takes to stand  
against the onslaught from within?



## Requirements

Miniatures:

6 Mercenaries

10 - 20 Monsters with ranged as well as with melee weapons.

Terrain:

Lots.

Also, terrain depends on the scenario played. Houses, ruins, trees, rocks and hills are a good choice of terrain.

Recommended, but not necessarily required are battlemats, 3'x3'.

Feel free to play without, though!

You will need 6 so called "spawn markers". These can be anything you deem appropriate: Gutters, pentagrams, holes in the ground, hellgates - it's up to you to determine their look! Just make sure you have numbered them with the numbers 1-6.

Dice:

3 6sided dice at least - 6 dice are good, if you require more dice, chances are you already have them anyway, haven't you?

## Setup

You will need a playing field of 3'x3' (hence the recommended battlemats above).

Also, you will need terrain.

Refer to a scenario's description to find the details for the setup.

Place the spawn markers randomly, restricted only by a scenario's description.

## Random Placement

Sometimes the rules will ask you to place stuff randomly.

As the playing field is 36" x 36", you start out by dividing the playing field into 36 equal squares (more or less is ok, too), each one measuring 6".

Now you've got 6 rows and 6 columns.

Roll one die for the number of the column and another die for the number of the row.

Whatever you are placing, place it in the square determined there where it makes most sense to you.

If you are unsure, feel free to divide the square again into a grid of 6 rows and 6 columns à 1" each and roll dice again.

Also, whatever you are placing may not be within 6" of any other placement of the same kind.

## Mercenaries

Your warband of mercenaries consists of:

1 Commander

5 Specialists

Each mercenary is represented by 1 miniature on the playing field.

Each mercenary has the same basic stats:

*Actions per turn:* 2

A miniature may perform 2 actions and has to perform both of them in consecution. You may opt to perform only 1 action for a miniature. In that case, it loses the 2nd action.

*Basic Movement:* 6"

For 1 action, a miniature may be moved 6" (modified by a movement modifier - see below) into any direction. It may change direction any number of times during that action.

A mercenary in no or in light armour may spend 2" of movement to climb 1" on a steep surface. Climbing has to end on a solid surface! If your miniature doesn't end movement on a solid surface, it falls down!

A miniature may fall 1" without consequences. If the drop is from a higher level, roll 2 dice, adding +1 on each die's result for each full inch fallen down. On a result of 5 or more, the miniature takes 1 hit, no defense roll permitted!

*Skill:* 2 (dice)

When attacking or casting a spell, you get to roll 2 dice for the acting miniature.

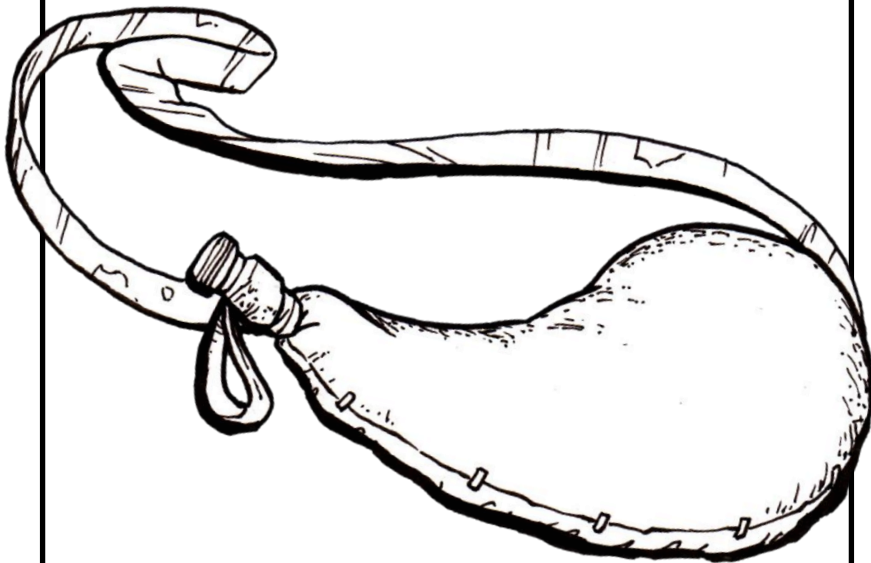
Results of 1-4 are ignored, a result of 5 or more is called a "success"!

### *Basic Health: "In Action"*

Each miniature knows 3 levels of health, starting out with "In Action".

A miniature "In Action" is standing on its base and may act freely (according to the rules).

As soon as a miniature receives 1 hit, it is "Knocked Down". Place the miniature prone. A miniature that is "Knocked Down" has to spend the next action to get back up to be again "In Action". Also, when you attack a "Knocked Down" miniature, you receive a bonus of +1 on each die rolled during the attack. If a miniature "In Action" receives 2 hits (or more) or if a "Knocked Down" miniature receives 1 hit (or more) it is considered "Out of Game". Remove the miniature from the playing field.



## *Armory*

Usually a mercenary comes with armour as well as weapons.

Look at the miniature representing the mercenary and decide, whether it has no armour, light, medium or heavy armour.

Each selection of armour allows for a certain number of dice rolled during defense and it modifies the basic movement:

| Armour | Defense Dice | Movement modifier |
|--------|--------------|-------------------|
| None   | 0            | +1"               |
| Light  | 1            | 0                 |
| Medium | 2            | -1"               |
| Heavy  | 3            | -2"               |

### *Cover:*

Cover is "natural armour" - or rather the art of using everything standing or lying around for defensive purposes.

Whenever a miniature disappears more than 50% behind cover, it is regarded as "in cover" and receives +1 die for defense rolls.

Now look again, what the miniature is holding in its hands:

No weapons: attack with -1 per die.

One Handweapon: No modifier for whatsoever

Two Handweapons: May reroll any 1 die during an attack.

Handweapon + Shield: May reroll any 1 die during defense.

Twohanded Weapon: Receive a bonus of +1 per die during an attack.

Ranged Weapon: May target any miniature within 15" for an attack, may only attack once per turn, though. Cannot fire at targets closer than 2".

To be able to attack in melee a mercenary needs a melee weapon additionally to a ranged weapon!

Magical Stuff (Wand, Staff, Spell Effect, Holy Symbol, ..): May target any miniature within 20" for a spell. Attack with -1 die!

## Professions

Each mercenary comes with a profession, allowing him to trigger special skills during gameplay.

In your warband, each profession may appear only once.

### Commander

You must have one commander and one commander only, as the commander represents you on the playing field. As soon as the commander is "Out of Game", you lose the scenario!

*Coordinate:* The commander may forfeit 1 and only 1 action per turn to have up to 2 other mercenaries or civilians within 5" of the commander immediately perform a Movement action.

*Battle Prowess:* Just for being the commander, he receives +1 on each die for all attack as well as all defense rolls.

### Ranger

Must be equipped with a bow.

*Dual Shot:* You may split your skill dice to attack up to 2 targets within range.

*Aimed Shot:* The Ranger may forfeit 1 and only 1 action per turn to attack with a bonus of +1 per die.

### Barbarian

*Charge:* If used a 2nd Movement action and both Movement actions have been in a straight line without crossing obstacles and end up in base to base contact to an opponent, receive 1 free Attack action with a modifier of +1 per die.

### Crossbowman

Must be equipped with a crossbow (just saying..)

*Armor piercing ammunition:* Opponents receive -1 per die when defending against the crossbow's attack.

### Knight

Must be equipped with a shield and a handweapon.

*Shield Up:* The Knight may forfeit 1 and only 1 action per turn to allow each miniature in base to base contact to the Knight to roll +1 die against all attacks as long as the miniature remains in base to base contact.

### Priest

May not wear any armour. May use both of his spells any number of times during a game:

*Protect:* Prevent next X hits from target.

*Enchant Armour:* 1 target receives +1 as well as an additional +X for next Defense roll.

X = number of successes rolled.

### Rogue

May not wear medium or heavy armour or a shield.

*Backstab:* When the 1st action on a turn has been a Movement action ending up in base to base contact to an opponent, immediately perform a free Attack action adding 1 die to the attack.

*Wallclimb:* When climbing, the rogue only spends 1" of movement to climb 1" on a steep surface.

### Wizard

May not wear any armour. May use both of his spells any number of times during a game:

*Fireball:* Attack all miniatures at least partially within a radius of 2X measured from original target. Roll 3 dice for the attack and use the result for each miniature to defend against.

*Enchant Weapon:* 1 target receives +1 as well as an additional +X for next Attack roll.

X = number of successes rolled.

## Civilians

It's your job to protect the count's people - the civilians! Civilians are weak: When in combat, they neither attack nor defend and are "Out Of Game" upon receiving 1 hit. Exception: when in cover, a civilian may defend with 1 die. Also, Civilians are too scared to act on their own! They either move when in base to base contact with a mercenary or when coordinated by the mercenaries' Commander. You may move a civilian that is at most 1" away from a mercenary immediately into base to base contact with the mercenary. This is a free action. Civilians in base to base contact to a mercenary are considered as "in melee", even though they don't fight each other. Refer to "Turn Sequence / Attack / Special Rules / Firing into melee" below for details. Civilians can move at most 6" per action. If a quicker mercenary wants to walk with them, he has to slow down accordingly. Civilians cannot climb steep surfaces.



## Monsters

The monsters are your opponents. It's up to you to decide, which kind miniatures you use for your monsters. If you consider it a good idea and if you have the miniatures, feel free to mix different monsters into your pool! Monsters come as one of three ranks: Grunt, Elite, Boss. Grunts roll 1 skill die for attacking and 1 defense die. Elites roll 2 skill dice for attacking and 2 defense dice. Bosses roll 3 skill dice for attacking and 3 defense dice. It's up to you to tell the ranks apart. Maybe the colour of the robes gives the rank away, maybe the garment, maybe the equipment - or maybe just some tips of a toothpick that you have attached to the base: get creative!

Aside from their rank, a monster has one of 2 classes: Fighter or Archer. A Fighter comes with melee equipment, an Archer comes additionally with equipment for ranged attacks. Like mercenaries, ranged monsters can attack targets up to 15" away. Fighters can fight in melee only. Archers can use their skill dice for melee AND ranged attacks!

Monsters can be "In Action", "Knocked Down" or "Out Of Game", too. Monsters always move 6" and may spend 2" of regular movement to climb 1" of a steep surface.



## Turn Sequence

Each turn is split into 3 phases:

- Player Phase
- Monster Phase
- Spawn Phase

### Player Phase

You may perform either 1 action twice or 2 actions once each with each of your miniatures (as stated above).

The available actions are:

#### *Movement*

You may move your miniature up to your movement value.

During movement you may change direction wherever, whenever and as often as you like.

If at any time during movement the distance to a monster is less than 1", move the mercenary in base to base contact with the monster and end movement.

If at any time during movement the distance to a civilian is 1" or less, move the civilian in base to base contact to the mercenary.

The civilian now moves along with the mercenary – but only up to 6" per action.

#### *Attack*

There are 2 kinds of attack: Melee and ranged attacks.

To initiate a melee attack, a miniature has to have established base to base contact to the miniature it is supposed to attack.

To initiate a ranged attack, the attacking miniature has to be able to see the target miniature and the target has to be within 15".

The attacker rolls his skill dice. A mercenary usually has 2 skill dice and a result of 5 or more counts as a success. The number of skill dice used as well as the result of each die can be modified as stated above.

Count the successes.

The defender now rolls his defense dice regarding each result of 5 or more as a success. Here, too, the number of dice can vary and the result for each die may be influenced by modifiers.

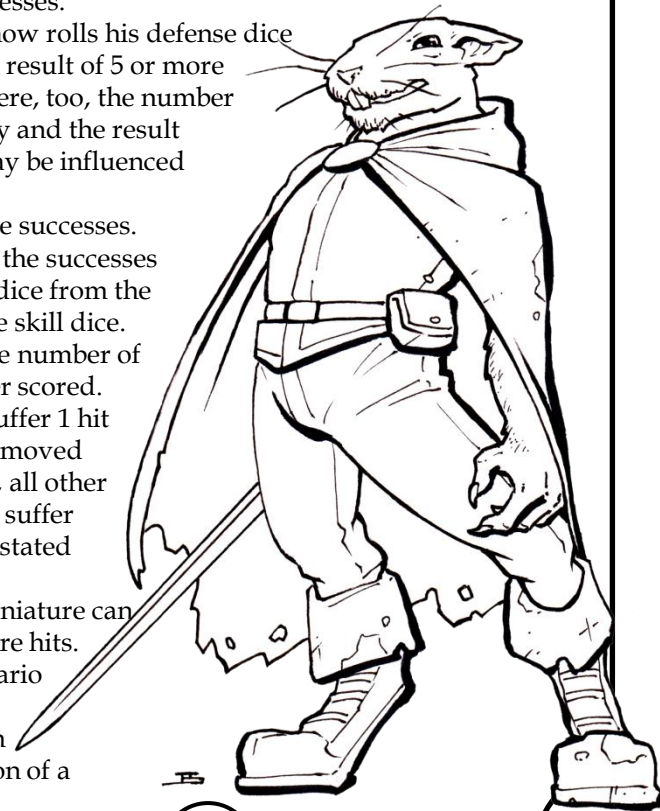
Again count the successes.

Now subtract the successes of the defense dice from the successes of the skill dice.

The result is the number of hits the attacker scored.

Civilians can suffer 1 hit before being removed from the game, all other miniatures can suffer up to 2 hits, as stated above. On rare occasions, a miniature can suffer even more hits.

Those are scenario specific details you can read in the description of a scenario.





### *Special rules for combat*

**Ganging Up:** Whenever there are 2 or more miniatures in base to base contact with an opposing miniature, roll the skill dice for each miniature for the attack, even when the other miniatures already attacked this turn! The defender defends once against all dice as described above!

**Firing into melee:** Monsters never hesitate to fire into melee and mercenaries may do so, too. If any miniature does, the actual target is determined by a roll of a die:

2 combatants: 1-3 = combatant 1, 4-6 = combatant 2

3 combatants: 1-2 = combatant 1, 3-4 = combatant 2, 5-6 = combatant 3

4 combatants: roll the die twice! 1st roll: 1-3 = combatant 1 or 2, 4-6 combatant 3 or 4. Then roll again for exact determination of target.

5 combatants: roll the die and reroll all results of 6.

6 combatants: just roll the die.

7 combatants: You can no longer hit the man in the centre. Target one of the guys around him on 1-6.

**More combatants:** Do yourself a favour and prevent this from happening.

### *Cast Spell*

Instead of attacking, Priests and Wizards can cast spells.

Technically, casting a spell is pretty much the same as performing a ranged attack: You pick your target and roll dice. The amount of successes rolled (any result of 5 or more) influences the effect of the spell.

Also, when casting the spell into melee, you always hit the selected target - there is no chance to hit someone else (except for the fireball doing so deliberately).

### Monster Phase

Each monster has 2 actions available. Per action follow this order matrix:

**Melee Monster:**

Is the Monster knocked down?

Yes: Get up!

No: Is the Monster in base to base combat with a mercenary or a civilian?

Yes: Attack.

No: Is there a mercenary within line of sight?

Yes: Move towards mercenary. Remain in cover as good as possible.

No: Move towards nearest civilian. Remain in cover as good as possible.

**Ranged Monster:**

Is the Monster knocked down?

Yes: Get up, use 2nd action to move towards the nearest mercenary if a mercenary is in line of sight or else move towards the nearest civilian.

No: Does the Monster have line of sight to a mercenary or civilian and is the Monster within 15cm?

Yes: Attack, use 2nd action to move towards the nearest mercenary if a mercenary is in line of sight or else move towards the nearest civilian.

No: Move towards nearest position from which the Monster can attack a civilian. Remain in cover as good as possible.

Moving and attacking follows the same rules as for mercenaries. Monsters rather remain in cover than moving into the open, if moving does not get them into a position from where they can attack a mercenary or a civilian.

### Spawn Phase

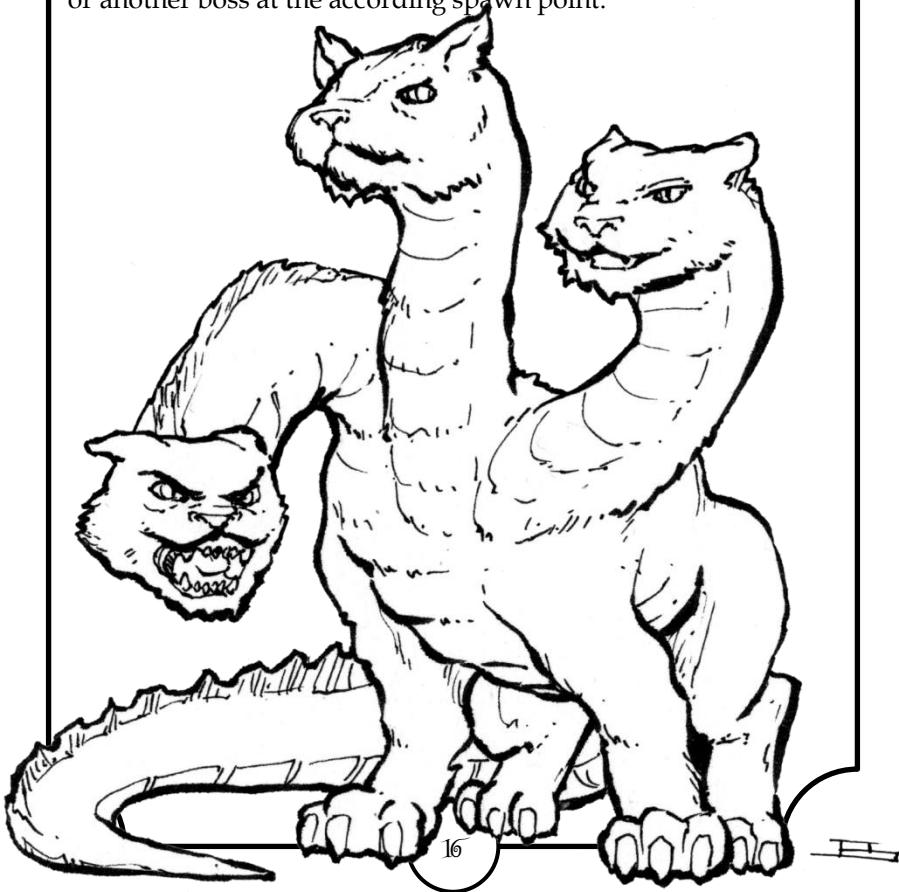
Roll 6D6.

Each single result shows you the number of a spawn point, where you place a grunt.

Each 2 of a kind shows you the number of a spawn point, where you place an elite.

Each 3 of a kind shows you the number of a spawn point, where you place a boss.

If you roll 4,5 or even 6 of a kind, place a boss + a grunt, an elite or another boss at the according spawn point.



## Scenarios

On the following pages you will find a couple of scenarios. While you could play them in any order, the order in which they are presented do follow a storyline, allowing you to follow your mercenaries and the trek of refugees on their route to safety.

Each scenario is described as follows:

### Background

A short „story“ revolving around the scenario.

### Setup

A quick description of the surroundings where the battle takes place along with some ideas, what kind of terrain you can use. Also: The number of civilians you will need and where everyone is placed.

### Start

The starting area for the Mercenaries.

### Mission

Details of the mission.

### Victory Condition

The minimum you need to achieve in order to call the mission a success.

### Miscellaneous

Everything else. Special rules. Special Setup instructions.

## 1. Despair

### Background

The quarter "Morlok's Court" is under attack! Vile Monsters have dug their way to the surface and now they are rampaging through the streets.

### Setup

Village:

One road leading from one end of the playing field in a straight line to the other. Some roads to the left and to the right of that road. Houses and ruins, bushes, trees and whatever you find in a city are flanking the streets.

Place 10 civilians randomly, place 6 spawn points randomly.

### Start

The Mercenaries start at one end of the street.

### Mission

Evacuate the village! Save as many civilians as possible!

### Victory Condition

Escape with at least 1 civilian on the carriage.

### Miscellaneous

The Carriage:

At the end of the monsters' turn, roll a D6. The carriage arrives on a result of 7. Add +1 on the roll for each civilian in base to base contact to a mercenary.

The carriage is placed at the centre of the board.

Monsters can climb onto the carriage. A miniature on the carriage can attack any other miniature on the carriage - no base to base contact is required here.

It requires a mercenary 1 action to move the carriage off the playing field. However, no monster may remain on the carriage!

Try and gather as many civilians as you can, as they might prove useful in further missions.

## 2. Restlessness

### Background

Journeying through the Svartvalt, the civilians spread out to gather roots, berries and whatever edibles they can find.

Apparently, the Monsters have followed you...

### Setup

Forest:

One path leading from one corner of the playing field in a more or less straight line to the opposing corner. The rest is dense forest with maybe some small rocks or some ruins.

Place the mercenaries within 1" of the carriage. Place 10 civilians + all civilians saved in the previous mission randomly, place 6 spawn points randomly but not on the path.

### Start

The Mercenaries as well as the carriage start at one end of the path.

### Mission

Gather the civilians. Protect the horses.

### Victory Condition

Move the carriage off the playing field. Gather as many civilians as possible in the carriage.

### Miscellaneous

The Carriage:

The carriage is roughly 2"x4" with 4 horses on 1"x2" bases in front. A horse cannot attack, but defends with 1 die.

If possible a Monster attacks a horse before everything else.

At the end of each Monsters' turn, the carriage moves 1" + 1" per horse in front of it. Instead of a horse, 4 humans can jump in.

A human on the carriage counts as "in cover". The carriage can hold all mercenaries as well as civilians on the playing field.

### 3. Nightshift

#### Background

You have managed to bring the refugees out of Middledale. Now you are facing a route through the wilderness of the Svartvalt.

As the night falls over the land, you take a rest. At least according to your plan.

#### Setup

Forest:

Trees and rocks. Maybe a ruin. Leave an open path through the trees from one end of the playing field to the other. There is a clearing with roughly 8" diameter in the centre.

You might want to put the carriage as well as some tents on the clearing. The rest is dense forest.

Place the mercenaries as well as 10 civilians + all civilians saved in the previous mission on the clearing, place 6 spawn points randomly outside the clearing.

#### Start

Place the Mercenaries next to the civilians

#### Mission

Survive the night!

#### Victory Condition

The captain and at least 1 civilian must still be alive at the end of turn 20.

#### Miscellaneous

The night lasts for 20 turns. You might want to use a 20 sided die to count turns.

As you are fighting in the night, the mercenaries cannot see further than 10".

Monsters can see 15". Their smell is better than their vision, though: If they don't have a mercenary or a civilian within line of sight, they move towards the closest human – not differentiating between mercenary and civilian.

### 4. Reinforcement

#### Background

Having reached The Resting Stone, the mercenaries start training the civilians, teaching them the basics of moving in armour, thrusting and parrying and enduring hits.

#### Setup

Hillside:

Some hills and some rocks.

If available: Training stations (targets, dummies, ...)

Place 10 civilians + all civilians saved in the previous mission in groups of as equal size as possible at the training stations. Place 6 spawn points randomly. As the Monsters are digging their way up here, too, the spawn points can be anywhere!

#### Start

Scatter the Mercenaries around the playing fields. You might want to randomize their starting position.

#### Mission

Train the civilians to become soldiers.

#### Victory Condition

You win when each civilian still alive has become a soldier.

#### Miscellaneous

As long as a civilian is in base to base contact to a mercenary, he counts as „in training“. A mercenary may use 1 action to train a civilian: The civilian rolls 1 skill die. On a 6 he becomes a soldier. (You may want to replace the miniature.)

A soldier is a full fledged fighter with light armour, handweapon and shield. Thus he has 2 available actions, 2 skill dice, 3 basic health levels, a movement score of 6" and 1 defense die that can be rerolled.

A soldier does not have any special skills he could trigger!

A soldier may move independently.

#### 4 a) Training

Beginning with successfully finishing the 4th mission, you receive an action in between missions:

##### Training

For each civilian rescued you may roll 1D6:  
On a 6 you receive one additional soldier for the next mission.



#### 5. Trap

##### Background

On your way to All Hallows Waterfalls the route narrows. Pushing forwards, you run into an obstacle: Trees and rocks are blocking the path. To make things worse, monsters are waiting in ambush.

##### Setup

Hillside:

A path leading from one corner of the map to the other. Hills and trees flanking the path. In the centre, the path is blocked by logs and boulders with an overall count of 10.

Place the carriage in front of the obstacles. Place the mercenaries + all soldiers recruited in the previous mission + all soldiers recruited in between missions + 10 civilians around the carriage.

Place 6 spawn points randomly.

##### Start

Place the Mercenaries next to the carriage.

##### Mission

Remove the Obstacles.

##### Victory Condition

The captain and at least 1 civilian move off the map.

##### Miscellaneous

2 Humans (mercenaries, soldiers or civilians) can spend 2 actions each to move 1 part of the obstacle to the side. Remove the moved obstacle from the playing field.

Once the path is clear, it takes 1 action to move the carriage off the map. No monster may be on the carriage for that purpose.

## 6. Assault

### Background

Near All Hallow's Waterfalls there is a small pond. The pond has been sacred territory for the people of the Svartvalt - and now the Monsters have occupied this place.

You will retake it! For the people!

### Setup

Lakeside: A river leading from one side of the map to the other. In the centre of the river (and of the map) there is a pond, with roughly 4"-6" diameter. Some trees and rocks scattered around.

Place 6 spawn points and have 6 Monsters spawn initially. Place a "control point" next to the pond. Place 4 more control points 6" away, with the lines connecting opposing control points crossing at an angle of 90 degrees.

### Start

You may start with the mercenaries + all soldiers still alive from the previous mission + all soldiers newly recruited in any one corner of the playing area.

### Mission

Retake the pond.

### Victory Condition

Achieve 20 victory points before the monsters do! (see below)

### Miscellaneous

Control points: The control points start the game neutral. Whenever a control point is touched by a monster or a mercenary, it changes its allegiance accordingly. At the end of the monsters' turn, the mercenaries as well as the monsters score 1 victory point for each control point of their allegiance. If the monsters gather 20 victory points before the mercenaries do, the mission is lost! If possible, a monster rather moves onto an opposing control point than into combat.

## 7. Treasure

### Background

On your path you cross a monastery that looks abandoned ... According to lore, within its vaults you can find the fabled Springblade - a sword with the magical power to revive the fallen. Leaving the trek outside, guarded only by soldiers, the band of Mercenaries dares to recover the weapon.

### Setup

Dungeon: In one corner there is a roughly round 6" entry area, in the opposing corner there is a room, roughly 6"x6". From the entry area there are 3 corridors leading to the room. Place the 6 spawnpoints in the room, 2 at the beginning of a corridor each. In the very corner of the room there is a "Sword in a Stone".

### Mission

Get the Springblade.

### Start

Place the Mercenaries in the corner of the entry area.

### Victory Condition

The Springblade is drawn from the stone. The Mercenary carrying the Springblade makes his way back into the entry area.

### Miscellaneous

The Monsters will push forward along "their" corridors, no matter what. Only Mercenaries standing upright and on their path will stop them and have them fight the Mercenaries.

If 20 Monsters reach the surface, the Soldiers at the trek are overwhelmed and the mission is lost!

The Sword can be drawn by expending 1 action. Whoever carries the sword may replace one of his skill dice with an eight sided die! Additionally he gains the following power:

Revive - As soon as you are within 1" to a Mercenary that has been killed the previous turn, roll both skill dice. 1 Success:

Mercenary is knocked down. 2 Successes: Mercenary comes back at full health.

## 8. Sanctuary

### Background

Finally. You have reached your destination: Sanctuary - a small inn in the middle of nowhere. However the Monsters are already there - as is their General.

### Setup

Inn: An inn (a somewhat larger building somewhere between 5"x5" and 10"x10", with 2-3 floors) is standing in the centre. Trees surround the building. Instead of spawnpoints place 20 monsters randomly - even inside the inn if the dice tell you to.

### Start

Start with the Mercenaries and all Soldiers in any one corner.  
Place the General in front of the inn's main entry.

### Mission

Secure this place!

### Victory Condition

Defeat the General.

### Miscellaneous

The General starts with 5 skill dice. Also, he receives a bonus of +1 on each of his dice, so he scores a success on a 4-6. For each hit he does not defend, he loses a skill die. As soon as he is down to 0 skill dice, he is killed. The General cannot be knocked down.

The General has the following skills:

Regenerate (passive) - At the beginning of each Monster phase, if the General has already lost at least one skill die, recover 1 skill die up to his maximum of 5 dice.

Resurrect (active) - Roll all skill dice. For each success bring back 1 Monster killed this turn within 6" from the General's current position. As long as not in combat, the General will use one action to get into position to resurrect as many monsters as possible. For his second action he will use his skill "Resurrect".

## Credits

Cover art by an unknown artist.

Black & White artwork by Jeshield, used with kind permission.

Icons on the map by lorc @ game-icons.net

Vanguard: Seeking Sanctuary has been brought to you by

CatZeyeS



Entertainment

CatZeyeS Entertainment

Kai Bettzieche

Visit us:

[www.catzeys.de](http://www.catzeys.de)

[www.facebook.com/catzeysentertainment](https://www.facebook.com/catzeysentertainment)

[www.twitter.com/catzeysHQ](https://www.twitter.com/catzeysHQ)



Horns Grint



Resting Stone



All Hallows Waterfalls



Middledale



Abandoned Monastery



Sanctuary

Rocks Edge



Savynalt



5 Miles