

PLAY TEST SCENARIO

Standard set-up

The standard deployment zones for each player are 4" on from their table edge on a 3'x3' table. Players each roll one die with the winner choosing a table edge and placing their first model in their deployment zone. Players then alternate model placement in their own warband's deployment zone until all the models have been placed on the board. Now roll off again, with the player that finished deploying their models first adding +1 to their result. Re-roll any ties. The winner chooses to take first or second Turn in the first Round.

Vanguard scenarios are typically played over 5 Rounds. Sometimes however, such as in the playtest scenario below, an extra Round might be randomly played.

Playtesting scenario – Supply grab

A raid on a resupply to one of the armies has resulted in the few remaining supplies scattered in the wild. One side desperately needs to retrieve what remains to bring back to their ailing forces and the other side is determined to stop them, thus further weakening the enemy army.

Place 3 objective counters on the table to represent the scattered remaining supplies – these can simply be coins, or models representing weapons, food, treasure or similar. Counters should not be larger than 40mm across. Place one in the centre of the table, and the others 12" away in either direction from the central one and 4" towards the players as shown below.

For terrain, use a couple of buildings, a hill or two, a wood or two, several walls, hedges etc. and aim for 20-25% terrain coverage and not too many big areas of open ground. Make it interesting!

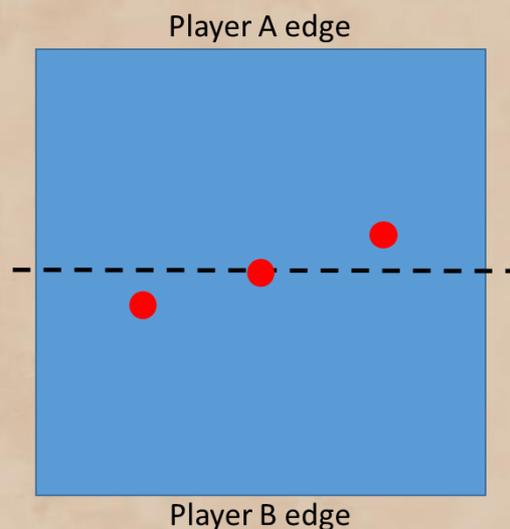
Now deploy the forces using the standard set-up as described above.

Play the game for 5 Rounds.

At the end of Round 5, the player that finished activating their models first rolls 1D8. On a roll of 1-5, the game ends. On a roll of 6 or more, one more Round is played and then the game ends.

Both players are aiming to capture the objectives. The centre one is worth 3 Victory Points (VPs). The outer ones are worth 2 VPs each. To capture an objective, a model must be in base contact with it, not Engaged and with no enemy models in base contact with the same objective. Calculate the VP scores for each side at the end of the game. The player with the most VPs wins.

Objective counters are static, don't block movement or LOS and cannot be picked up or moved.



POWER DICE TEMPLATES

If you have dice from The Walking Dead, you can just use those and ignore the ! marks on them.

