

VELOCITY

A futuristic spaceship is shown in a dynamic, angled perspective, flying through space. The ship is dark with blue and orange highlights, suggesting internal lights and engine components. The background is a vibrant nebula with shades of purple, pink, and orange, interspersed with dark, rocky asteroids. The overall scene conveys a sense of high-speed action and advanced technology.

VANGUARD

SKIRMISH RULES & OBJECTIVES

COMMON SETUP

1. Choose Single Mission or Mission Campaign

Players may choose to compete in a single mission or over a series of missions as a campaign.

Decide the mode of play prior to any other skirmish play choices.

2. Assign Teams

Decide on the number of players per team. Each player may control any number of ships attached to a single Velocity Board. Arrange player and Velocity Board position clockwise around the sector board so that players on the same teams do not play consecutively. For example, if there are two players per Team's A and B. Order of play should be A1, B1, A2, B2.

Randomly choose a starting player and give them the starting player token.

3. Choose Objectives

Decide, collectively or randomly, which objectives will be in effect for the next mission. You may choose 1 or more of the available modes below and as described on the Mission Objective cards.

Elimination

Play against each other as allied factions or everyone for themselves in a battle-royale.

Harvest

Gather and secure sector resources for immediate use or end game mission points.

Shield

One team protects a base from waves of attacks from another team with an unlimited reserve pool.

Escort

One team runs cover for allied ships as they attempt to escape the sector, while the others do everything they can to stop them.

Domination

Control objectives at the end of each round to earn mission points.

4. Setting Maximum Number of Rounds

Randomly or collaboratively set the maximum number of rounds for the next mission. The maximum round count cannot be less than any minimum and more than any maximum described on the chosen Mission Objectives.

5. Set Ship Module Capacity Limit

In skirmish play, each team may have any number of ships or factions at their command. Each team, whether it be a single faction, or a number of allied factions must have an equal balance of total ship module capacity. Ship module capacity is represented by the number printed in the module space on the ship dashboard.



The Module Capacity Limit is also closely related to the duration of play. A higher limit will generally take more time per round.

For example, with a starting limit of 14, each team may have one each of a battleship (8), destroyer(4) and scout(2). Alternatively, a team may have three destroyers(12) and a strike scout(2).

6. Faction & Ship Selection

Beginning with the starting player's team, each team chooses a faction and any number of that faction's ships, as long as the total team Module Capacity is less than or equal to the Module Capacity Limit. Faction selections continue clockwise until each team has met the limit or chooses to pass.

Vanguards & Commander Modules

All ship's controlled by a single player and Velocity Board are considered a Vanguard. Although Vanguards may contain more than one commander capable ship, a Vanguard may only ever have a single commander attached. In other words, a single ship can never gain benefits from two separate commanders.

7. Commander, Crew and Module Drafting

In skirmish play, commander, specialist crew, upgrade and module drafting are optional. Decide randomly or collaboratively on whether to select by draft or allow open selection.

Draft Setup

Follow these steps to set up a draft.

1. Display all commanders, modules, upgrades and specialist crew stacked on the table so that there is only one pile for each unique item. All commanders are unique so there can only be one of each available.
2. Remove the stack of any restricted commanders, specialist crew, upgrades or modules from the pool as described in the chosen Skirmish Objective(s).
3. Limit the number of commanders, modules, upgrades and specialists according to the following rules:

Modules

1 module copy for every 16 total Module Capacity across all teams, without exceeding. For example, a total module capacity of 28 allows for 1 module copy of each unique module.

Specialist Crew

1 specialist crew copy for every 10 total team Module Capacity across all teams, without exceeding. For example, a total module capacity of 28 allows for 2 specialist crew copies of each unique specialist crew card.

Commanders

2 randomly selected commanders per player.

Upgrade Tokens

2 copies of each unique upgrade token per team.



Drafting Upgrade Tokens

Upgrade tokens are single use enhancements that can be used during game play and are an optional part of skirmish play. However, they are recommended when playing a series of missions as a campaign.

Once used, upgrade tokens are discarded and removed from play for the duration of the single mission or campaign.

Prior to the first mission, each team is allocated Upgrade Points equal to half the total number of maximum rounds set for that mission and they may draft that many total upgrade tokens. For example, if the total number of maximum rounds was set to 12 for the first mission, then each team may buy 6 upgrade tokens.

Campaigns

On subsequent missions, each team may choose 2 additional upgrade tokens per MP place less than first.

- 2nd Place - +2 Upgrade Tokens
- 3rd Place - +4 Upgrade Tokens
- 4th Place - +6 Upgrade Tokens

Running the Draft

1-3 Players - Straight Draft

1. Starting with the first player, each player will select one of the commanders, modules, upgrades or specialist crew.
2. Drafting continues clockwise until each team has fulfilled their total ship requirements. Players may not take more of any item than there is capacity in their team's ships.

4+ Players - Serpentine Draft

1. Starting with the first player, each player will select one of the commanders, modules, upgrades or specialist crew.
2. When the last player has made their selection, they will choose again, and then the draft continues in the reverse order.
3. When the starting player turn comes up, they would choose two and the direction of the draft reverses again.
4. Drafting continues in this fashion until each team has fulfilled their total ship requirements. Players may not take more of any item than there is capacity in their team's ships



5. Sector Board Setup

Each skirmish objective will describe how the sector board should be set up using the following placement rules.

Team Choice (N rounds)

Starting with the last team and in counter-clockwise order, each team places a designated object on the sector board at any location, as long as all parts of the object are at least 6 hexes distant from any other object. Repeat for N rounds.

V-Node (N rounds)

Starting with the last team and in counter-clockwise order, choose any hex on the sector board on which the V icon is printed. Repeat for N rounds.

Hex

Each hex on the sector board has a designated coordinate label. Place the object with its orientation arrow pointing towards the indication hex.

Random (N rounds)

Starting with the last team and in counter-clockwise order, when asked to place an object at random, a focus point and distance multiplier will also be described. A focus point could be a specific hex label or V-Node.

First roll a critical damage die to determine a direction letter. Then roll N number of critical damage die to determine distance from that hex. Add up the numeric total of the distance die and place the object that many hexes away from the focus point in the rolled direction. Place the object with its orientation arrow pointing towards the determined hex. Repeat for N rounds.



OBJECTIVE - ELIMINATION

6+
Rounds

Play against each other as allied factions or everyone for themselves in a battle-royale.

Set up

1. Asteroids - Team Choice (see list below):

Each team selects an asteroid and places it on the board. All asteroids may not cover more than one V-Node.

- Less than 3 ships - 8 Placement Rounds
- Less than 7 ships - 6 Placement Rounds
- Less than 13 ships - 4 Placement Rounds
- 13 or more ships - 2 Placement Rounds

2. Ships - Team Choice - V-Node (until all ships placed)

On the first round, each team places one ship on the board so that any part of the ship overlaps a hex within a distance of 1 from any V-Node **1**. In all subsequent rounds, each team places a ship so that any part of the ship overlaps within a distance of 4 from any of their own team's ships.

End of Mission

The mission ends when one of the following situations occur:

- The final turn of the last round is completed.
- The end of the round after any single ship group has been completely destroyed.



Mission Points (MP) are awarded to teams according to the criteria below. Ties are friendly and each team is awarded the same number of MP.

Total Surviving Ship's Module Space

- The team with the highest total - 4 MP
- The team with the second highest total - 3 MP
- The team with the third highest total - 2 MP

Bonus MP

- Each ship with 100% reactor and hull - 1 MP
- Each ship with 100% module health - 1 MP



OBJECTIVE - HARVEST

8+

Rounds

Gather and secure sector resources for immediate use or end game mission points.

Set up

1. Resources - Random - Center V-Node - (15) **1**

Using generic cubes as resource markers, alternate placements so that an equal number of each of the 3 colors has been placed. Resource markers do not have a guide arrow. Place the cube directly on the hex. Multiple resources may occupy the same hex. **2**

2. Asteroids - Team Choice (see table)

Each team selects an asteroid and places it on the board. Overlapped resources are placed on top of the placed asteroid. All asteroids may not cover more than one V-Node.

- Less than 3 ships - 8 Placement Rounds
- Less than 7 ships - 6 Placement Rounds
- Less than 13 ships - 4 Placement Rounds
- 13 or more ships - 2 Placement Rounds

3. Ships - Team Choice - V-Node (excluding center V-Node, until all ships placed)

On the first round, each team places one ship on the board so that any part of the ship overlaps a hex within a distance of 1 from any V-Node except the center V-Node. **3**

In all subsequent rounds, each team places a ship so that any part of the ship overlaps within a distance of 4 from any of their own team's ships.

Resource Pickup

- Resources can only be picked up by ships with cargo holds with available space or collector drones. Collector drones may only hold one resource and must return to ship with a cargo hold to secure it.
- Ships can pick up overlapped or adjacent resources not on an asteroid.
- Collector drones may pick up a resource at the end of their movement, anywhere, including on asteroids. Drones cannot overlap asteroids or other objects. However, they may pick up items on asteroids if they stop movement at the closest possible edge to the resource.
- When a ship is destroyed, all resources the ship had in its hold are as evenly distributed as possible in the 6 hexes surrounding the ship's center of mass.

Resource Conversion

During a ship's activation it may convert any number of resources in a cargo hold to energy or kinetic munitions at the rate of one resource per energy or kinetic munition.

End of Mission

The mission ends when one of the following situations occur:

- The final turn of the last round is completed.
- The end of the round after a single ship group of any team has been completely destroyed.
- The end of the round after all resources have been collected.

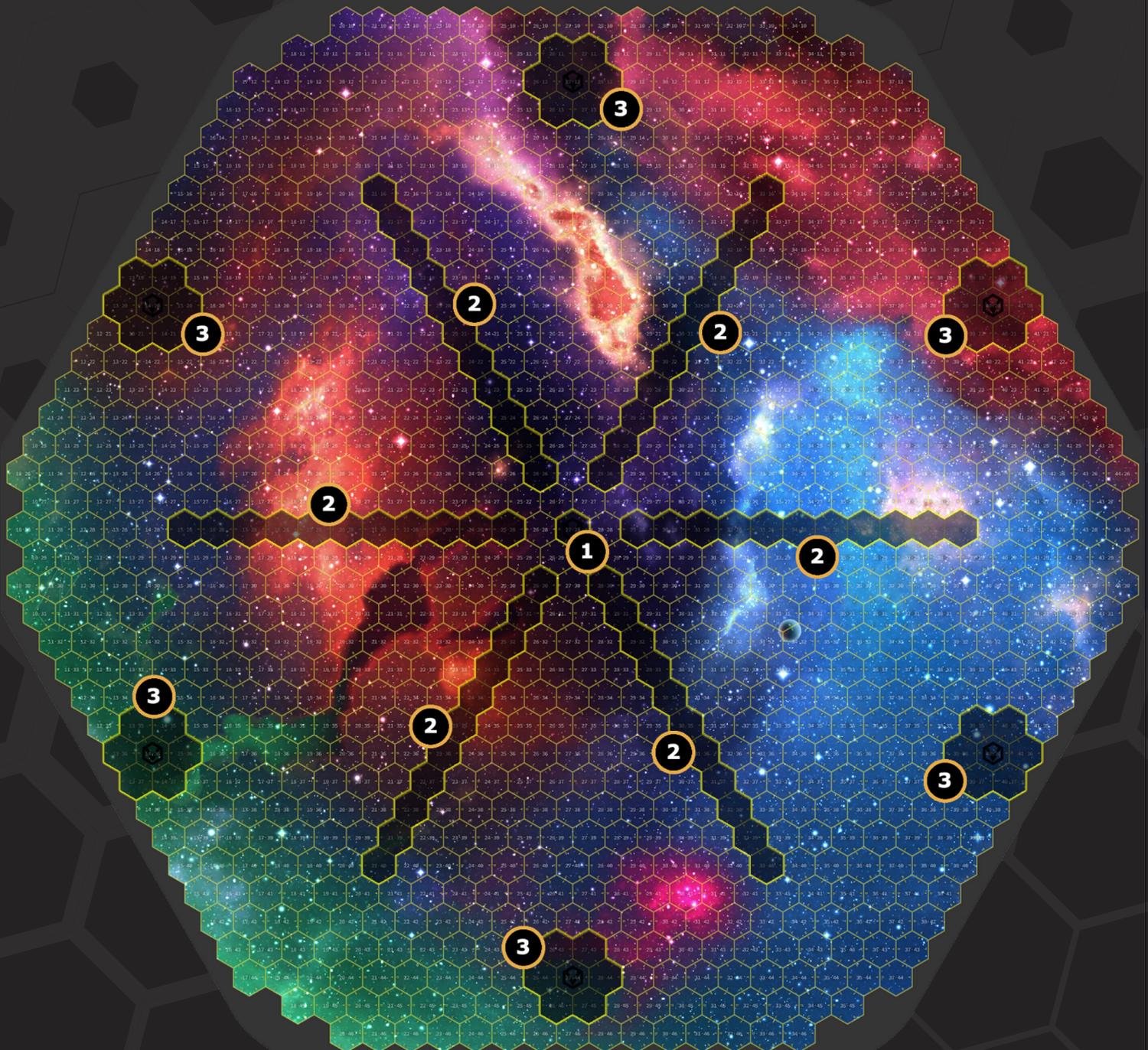
Mission Points (MP) are awarded to teams according to the criteria below. Ties are friendly and each team is awarded the same number of MP.

Resource Sets (sets of white, red and black)

- The team with the greatest number of resource sets - 4 MP
- The team with the second most number of sets - 3 MP
- The team with the third most number of sets - 2 MP

Most Resources

- The team with the greatest number of resources- 3 MP
- The team with the second most - 2 MP
- The team with the third most - 1 MP



OBJECTIVE - SHIELD

8+

Rounds

One team protects a base from waves of attacks from another team with an unlimited reserve pool.

Set up

- 1. Defending Team Station** - Choose a defending team. That team will be responsible for defending the station. That team chooses an edge of the sector board and places the station with its long edge along the edge of the sector board. **1**

The space between that edge and the V-Nodes closest to the station is the defending team's starting area. **2**

The station has a hull health of 30. This can be tracked using generic cubes at the following denominations

- Black - 10
- Red - 5
- White - 1

- 2. Attacking Jump Point** - The attacking team's jump point is the V-Node directly across the sector board from the station. **3**

- 3. Asteroids** - Team Choice (see table): Each team selects an asteroid and places it on the board.

- Less than 3 ships - 4 Placement Rounds
- Less than 7 ships - 3 Placement Rounds
- Less than 13 ships - 2 Placement Rounds
- 13 or more ships - no asteroid placement

- 4. Ships** - Team Choice - Team Sector Jump Point or Defending Area (until all ships are placed)

Each team places one ship on the board:

- **Attacking Team** - before the first round of play, the attacking team may place a total of half the defending team's module space. Any part of their ship's must overlap a hex within a distance of 4 from the Attacking Team's Jump point.

At the beginning of each subsequent round, the attacking team may place a new or previously destroyed ship in play as long as the total module space does not exceed half of the modules space of the defending team's total ship module space - in play or destroyed.

- **Defending Team** - The entire ship must fit within the defending team's starting area.

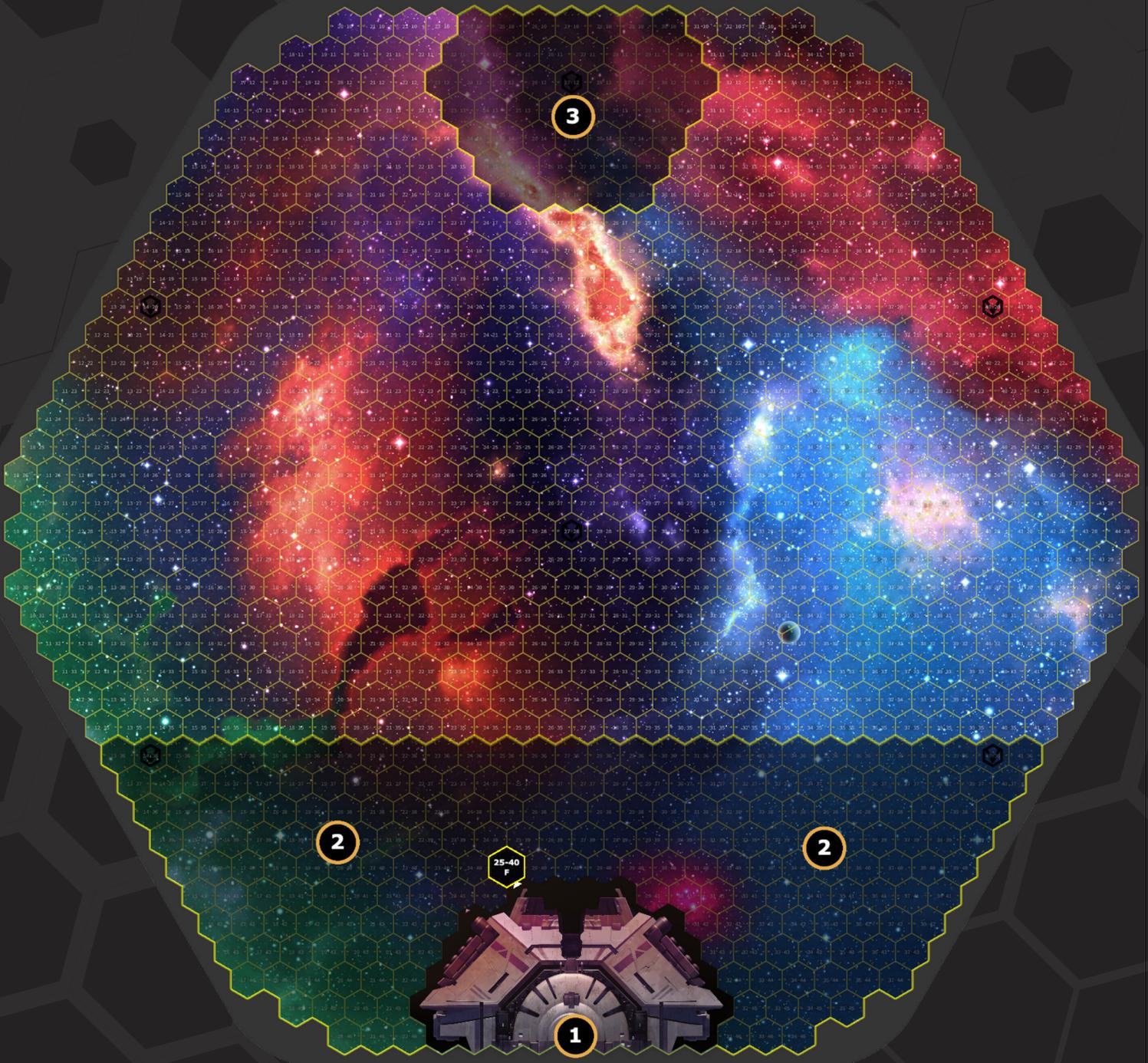
End of Mission

The mission ends when one of the following situations occur:

- The final turn of the last round is completed.
- The end of the round after a single ship group of the defending team has been completely destroyed.
- The end of the round after the defending team's space station is destroyed - hull health of 0.

Mission Points (MP) are awarded to teams according to the criteria below. Ties are friendly and each team is awarded the same number of MP.

- Space Station Destroyed
 - Attacking Team gets 6 MP.
 - Defending Team gets MP equal to half the rounds played rounded up.
- Defending Team's ship group destroyed - Attacking Team gets 3 MP.
- Space Station Survives - Defending Team gets 1 point per round played.



OBJECTIVE - ESCORT

8+

Rounds

One team runs cover for allied ships as they attempt to escape the sector, while the others do everything they can to stop them.

Set up

1. **Escort Team** - Choose an escort team. That team selects a starting V-Node, excluding the center V-Node, and places a marker token on that V-Node **1** and a matching marker on the V-Node furthest away - the escort team's jump point **2**.

The escort team places one ship of each of its Vanguards so that any part of their ship's base profile overlaps a hex within a distance of 4 of the starting V-Node. Place a tracking cube on those ship dashboards that are being escorted.

2. **Asteroids** - Team Choice (see table): Each team selects an asteroid and places it on the board.

- Less than 3 ships - 4 Placement Rounds
- Less than 7 ships - 3 Placement Rounds
- Less than 13 ships - 2 Placement Rounds
- 13 or more ships - no asteroid placement

3. **Ships** - Team Choice - Each team places one ship on the board until all ships are placed:

- **Attacking Team** - May place their ship's so that any part overlaps a hex within a distance of 1 from any V-Node, except the center node and the escort team's starting or jump points. **3**.
- **Escort Team** - Each subsequent ship must be placed so that any part of the ship is within 4 hexes of any previously placed ship.

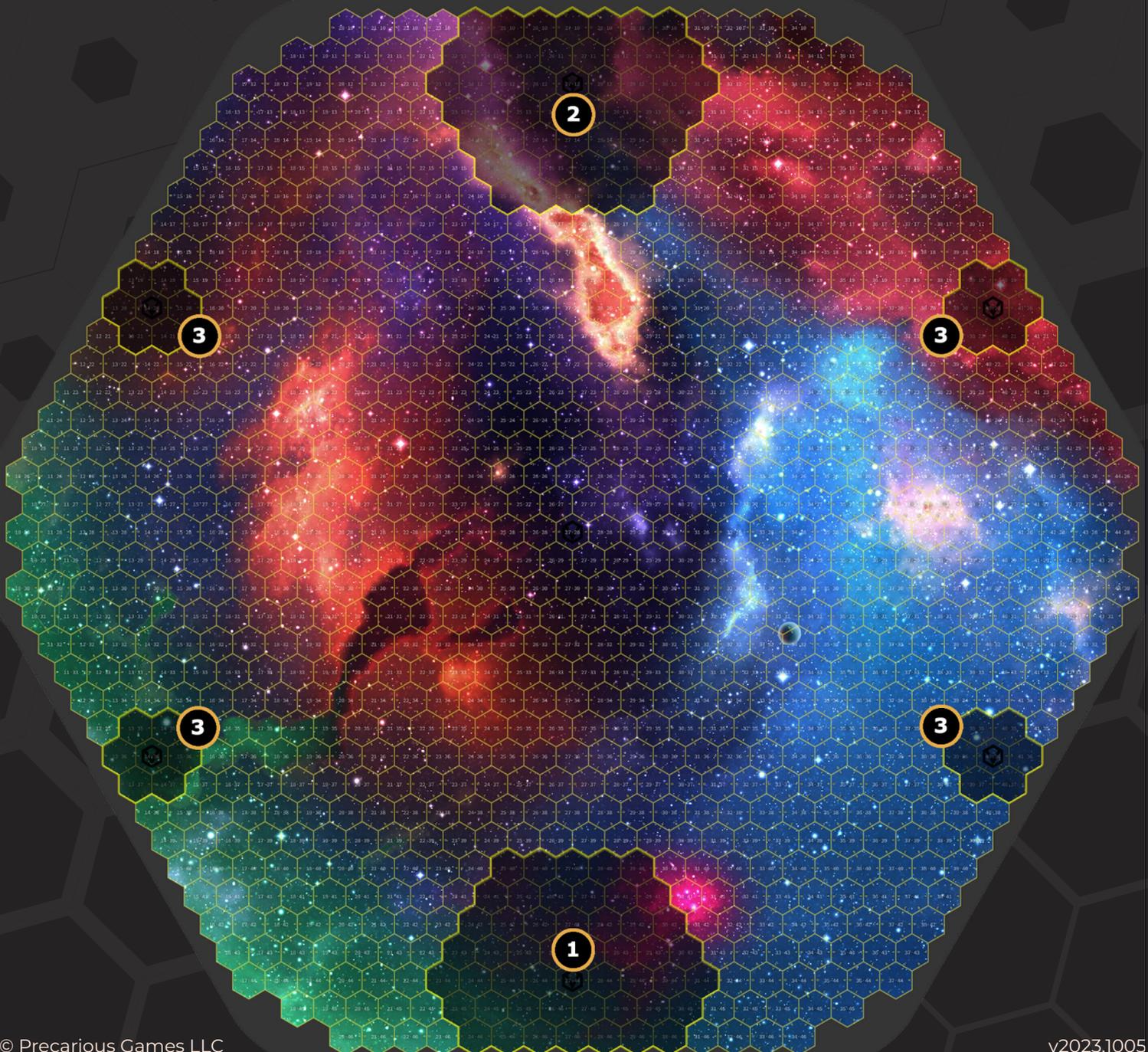
End of Mission

The mission ends when one of the following situations occur:

- The final turn of the last round is completed.
- The end of the round after a single ship group of any team has been completely destroyed.
- The end of the round after an escorted ship is destroyed.
- The end of the round after all escorted ships have overlapped a hex within 4 hexes of the escort team's jump point.

Mission Points (MP) are awarded to teams according to the criteria below. Ties are friendly and each team is awarded the same number of MP.

- Escort Team is successful - all escorted ships have overlapped a hex within 4 hexes of the escort team's jump point
 - Escort team - 6 MP
- Escort Team is unsuccessful or an escorted ship is destroyed.
 - Attacking team gets - 4 MP
- Bonus MP
 - Each ship with 100% reactor and hull - 1 MP
 - Each ship with 100% module health - 1 MP



OBJECTIVE - DOMINATION

8+

Rounds

Control objectives at the end of each round to earn mission points.

Set up

1. Asteroids - Team Choice (see table): Each team selects an asteroid and places it on the board.

- Less than 3 ships - 8 Placement Rounds
- Less than 7 ships - 6 Placement Rounds
- Less than 13 ships - 4 Placement Rounds
- 13 or more ships - 2 Placement Rounds

2. Objectives - Team Choice (see table): Make a stack of shuffled letter C marker tokens so that the number side is face down. Beginning with the starting player, each team places one C objective marker without looking at the reverse side. The marker may be placed anywhere on the sector board without restriction, including on top of asteroids.

If an objective marker is placed on an asteroid, that entire asteroid counts as the objective marker. Multiple objective markers may be placed on an asteroid as long as there is an open hex.

- Less than 5 ships - 3 Placement Rounds
- Less than 9 ships - 4 Placement Rounds
- 9 or more ships - 6 Placement Rounds

3. Reveal Objectives & Place Ships - Team Choice - Any V-Node (excluding center V-Node). Each team flips one un-flipped objective marker and places one ship on the board so that any part of the ship overlaps a hex within a distance of 2 from any V-Node, excluding the center V-Node.

Objective Control

Each round, 2 MP is awarded to a team per controlled objective. A ship controls an objective if it overlaps a hex within 2 hexes of the objective marker AND there are no other team's ships within 2 hexes of the objective marker.

Objective MP may not be gained more than one time per mission per team. Keep track of this by taking a numbered marker token that matches the objective's number.

Objective Effect

Regardless of objective control, at the end of each round, each unique objective marker's area (2 hexes) provides a unique benefit according to this table. A team does not have to control an objective to gain these benefits:

1. Repair 2 Shield
2. Repair 1 Hull
3. Repair 1 Reactor
4. Repair 1 Module Status
5. Add 2 Energy to Any Capacitor (capacitors cannot be overloaded)
6. Gain 1 Munition

End of Mission

The mission ends when one of the following situations occur:

- The final turn of the last round is completed.
- The end of the round after a single ship group of any team has been completely destroyed.
- The end if the round after all unique objectives have been controlled by a single team.

Mission Points (MP) are awarded at the end of each round per controlled objective.

