



Hello, Adventurer! Welcome to Vanguard!

Vanguard is a story-driven, immersive fantasy Live Action Role-Playing Game (LARP) with steampunk elements, located in Bennettsville, South Carolina. Serving Players from North Carolina, South Carolina, Virginia, and beyond, Vanguard invites you to step into a world of adventure and excitement. Here, you can escape the mundane and embrace a life filled with intrigue, magic, and action—a place where heroes and villains are born.

While we strive to create an immersive experience that encourages exploration and interaction, Vanguard is more than just a game. What truly sets it apart is our vibrant community. Beyond the creative fun of LARPing, Vanguard fosters lifelong friendships, families, and fellowship. This unique camaraderie is the true magic of Vanguard, and we hope you'll experience it for yourself.

We cannot wait to see you on the field of battle!

The Vanguard Team

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Lexicon

Damage Delivery Method (DDM): Effect delivery. Examples include Melee Weapon styles, Unarmed Combat, Boomers and thrown Weapons, packets, and voice. Players can utilize any DDM they have purchased, and some attacks may require specific DDM prerequisites.

Damage Reduction (DR): A defensive measure reducing the total Damage of an attack before it affects the Character's Body Points.

Out of Play (OOP): A temporary state where a Character is not interactable. This is represented by wearing a white headband or placing a single fist or Weapon atop the head. Use sparingly.

In Play (IP): The active state where Players interact as their Characters in the game world.

Body Points (Body): The total amount of Health a Character has. Damage is subtracted from this value until it reaches 0, when additional Effects may apply.

Combat Delivery

Melee: Boffer Weapon combat involving physical swings with Damage called aloud for each strike.

Ranged Weapon: Combat involving projectiles such as Nerf darts or thrown LARP-safe Items like foam bombs, potions, food, etc.

Spell Packet: A physical representation of magical energy thrown to deliver spells, poison, potions, or other appropriate projectiles. Players may retrieve their packets during gameplay.

Voice Call ("By the Sound of My Voice"): A rare Ability affecting all Players who can hear the call. Used for widespread or narrative-impact Effects.

Ability Classifications

Constant Abilities: Abilities usable an unlimited number of times per Recovery period. Each Ability can only be purchased once unless stated otherwise.

Foundational Abilities: Basic Abilities available at Character creation and beyond without requiring in-game roleplay to acquire.

Mastery Abilities: Advanced Abilities requiring in-play learning, a minimum of 3 months of active roleplay, and a Marshal's approval before purchase using Build points.

Focused Action: A task that requires your undivided attention, preventing you from participating in active combat. While performing a Focused Action, you cannot attack, block, or otherwise defend yourself in combat.

If you are interrupted by an attack or hostile engagement, the Focused Action is immediately halted and must be restarted once the threat is resolved.



Gameplay Mechanics

Searching

Search a Player or Monster.

- Use an empty hand placed near the Target and perform a 3-count of “Searching 1, Searching 2, Searching 3.”
- The Searched Character must silently hand over all Item Tags, source, and cogs as quickly as possible.
- If interrupted (an Effect affects the Searching Character), any undiscovered Items require a new 3-count Search
- Searching with a Weapon has no Effect

Search for an Untagged Weapon/Shield.

- If your Weapon/Shield is Sundered, you can Search the battlefield for a replacement
- The Search must be roleplayed for 60 seconds
- The new Item will be unenchanted and will not carry any Attunements from the previous Weapon

Dragging

Move an Incapacitated Character by dragging them. Incapacitated Characters are those who are Bleeding Out, Dead, Stunned, and *Trapped in Amber*.

- Place an empty hand on or beside the Player and state "Dragging"
- The Dragged Player must follow you to simulate being moved; do not physically Drag anyone
- Draggers can only walk slowly, not run
- If the Dragger takes Damage, they must immediately stop Dragging. Say "Dropping" and point to where you stop Dragging
- If the Dragged Player cannot safely follow, they may place a hand over their head to indicate they are out of play until able to catch up
- Only Characters unable to act may be Dragged

Killing Blow

Change a Character's or Monster's State of Being from *Bleeding Out* to *Dead*.

- Place your Weapon on their back, between the shoulder blades, and state, "Killing Blow 1, Killing Blow 2, Killing Blow 3."
- Upon completion, the Character is Dead, bypassing any remaining Bleeding Out time
- Healing the Target, attacking the Character performing the Killing Blow, or striking the assailants Weapon cancels the Killing Blow
- If not Bleeding Out, the Target states "No effect." If using any Ability or action to appear Dead, the attacker will know the Killing Blow was resisted

Impaling

The purpose of Impaling is to ensure a safe distance during combat. A safe distance is defined as a reasonable amount of space between opponents during combat. As a guideline, Players should avoid being close enough to touch each other's back with an outstretched hand or being "close enough to hug." While these general rules provide a helpful reference, it is ultimately each Player's responsibility to determine what feels too close for comfort, ensuring both safety and enjoyment for

everyone. Impaling is not intended to be used as an actual strike, but as a deterrent for unsafe combat.

To Impale a Character violating safe distance:

- Place your Weapon on the offending Player and state, “Impaling 1, Impaling 2, Impaling 3.”
- Do not move closer or reposition the Weapon to maintain unsafe distance; this is considered unsafe and cheating
- Upon completing the count, the offending Character is immediately Dead
- The count ends if the offending Character moves to a safe distance
- Maintaining safe distance is the only defense against Impaling

Combat Safety



Melee Weapon Use

- Attacks must be delivered with a 45° angle swing, Targeting a different location with each strike

- Thrusting attacks are not permitted
- Illegal Targets include the head, groin, feet, and hands; strikes to these areas cause no Damage

Combat Distance

- Players must maintain a safe distance from opponents during combat
- Close combat restrictions: Opponents should never be close enough to touch each other's back with an outstretched hand
- The moving Player is responsible for maintaining safe distance if the other Player remains stationary

Force of Strikes

- Melee strikes must be delivered with care, using no excessive force to ensure they do not cause pain or bruising; attacks should register with the lightest touch necessary to maintain safety and immersion
- Any strike is considered blocked if the Weapon strikes anything else (e.g., Shields, Weapons) before contacting the Target's corpus
- Entangling Weapons to block a strike is a safety hazard and prohibited

Prohibited Actions

Charging through Shield walls or groups of people is strictly prohibited.

Impaling Mechanics

Players not maintaining safe distance may be subjected to the [Impaling](#) mechanic.

Ranged Weapon Use

Bows are not permitted in combat. Thrown Weapons must be solid foam with no sharp edges or points.

Boomer Rules

- Boomers may only be fired from a minimum of 6' away
- Boomers should not be used to block strikes, nor should Melee strikes Target Boomers

Arcane Focus Use

An Arcane Focus is a LARP-safe foam boffer specifically designated for this purpose. It may take the form of a spellbook, wand, orb, staff, or other appropriate item that has been approved by staff.

All safety rules that apply to Melee Weapon use apply to the use of an Arcane Focus.

Packet Use

Packets must be approximately 6" square non-green neon cloth filled with bird seed.

Packet Rules

- Packets must not be thrown with excessive force.
- Busted packets, wet packets, or torn packets must not be used.

Player Health Responsibility

- All Players must monitor their own health, including temperature, hydration, and other wellness factors
- Designated health officials, called Medics, will be present and introduced during Opening Ceremonies at each event

Safety Priority and Calls

- If you hear the call "Hold," immediately and loudly repeat it, stop all movement, and wait until the Hold is cleared
 - Holds are used for critical situations such as delivering story information, addressing safety concerns, retrieving dropped items like glasses, or managing Player emergencies
 - Unless another Player is unconscious in real life, do not call a Hold for someone else
- The term "Medic" is strictly reserved for real-world emergencies and is not used during roleplay or in-game scenarios
 - If you hear someone call "Medic" on the field, immediately pause what you're doing and clear the area to allow the appropriate team members to provide assistance
 - Your cooperation ensures everyone's safety
- Safety is our number one concern; repeated complaints or observations of unsafe behavior, excessive force, or Targeting illegal areas will result in warnings or ejection from the game

Environmental Awareness

If a Player is moving backwards or nearing an unsafe area (e.g., trees, rocks, steep drops), notify them immediately to prevent accidents.

Participants under Age 10

Children under 10 are not allowed to participate in combat after dark but may engage in non-combat activities.



States of Being

Bleeding Out

When a Player loses all Body Points in combat (0 total), they are now Bleeding Out.

- Bend at the waist in combat zones or kneel/lie down if safely away

- May moan incoherently but cannot move or call for help
- After 60 seconds of Bleeding Out, the Player is Dead
- *Triage* resets the Bleeding Out count to 60 seconds

Dead

After Bleeding Out for 60 seconds without a *Triage* Effect, a Character is Dead.

- Kneel, bend at the waist, or lie on the ground
- No noise or movement is allowed
- After 300 seconds of being Dead, the Character's corpus Dissipates
- *Stabilize* adds 60 seconds to the Dead count, up to a maximum of 300 seconds

Echo (Dissipated)

After the Dead count concludes and the Character Dissipates, they become an [Echo](#).

- Place an Echo Shroud on your head
- If you do not have one, Plot will assist you in obtaining one
- Leave all in-game Items not Attuned to the Character where the corpus Dissipated
- Find a Plot person to pull from the [Resurrection](#) bag and determine the Character's fate

Stunned

The affected Character is temporarily Incapacitated but still standing

- The Character cannot move or act in any way
- The Stunned Effect ends if the Character takes any Damage or after the second count of a Killing Blow

Immobilized

No movement is possible, unless specifically stated by other game mechanics.

Dazed

While Dazed, the Target cannot use any Abilities or attacks except for the basic *Heal X*.

Resurrection

Resurrection Bag (Rez Bag) Mechanics

- Players must find a Plot person and pull a stone from the Rez Bag after their Character Dissipates
- Players must declare at which Resurrection Site they plan to Resurrect
- Players are responsible for keeping track of how many stones they have lost and must inform Plot accordingly
- Players should also ensure their current Rez Bag reflects the correct number of stones remaining

Stone Color, Count, and Effects

- Blue Stone (1):
 - Gain 1 Recovery back, up to your maximum
 - Retain all memories, including those as an Echo
- White Stone (9)
 - Forget the 15 minutes leading up to your Death
 - Forget any experiences as an Echo
 - The white stone is consumed but can be replaced with Legacy Points
 - Players always have at least one white stone in the bag
- Red Stone (2)
 - Lose 1 Recovery
 - If no Recoveries remain, lose a white stone instead
 - Forget the 15 minutes leading up to your Death
 - Time spent as an Echo is an agonizing and painful experience; while you cannot recall specific details from this period, the overwhelming sense of torment remains etched in your being

- Black Stone (1)
 - The Character is permanently Dead, and will not Resurrect
 - Preservation Option:
 - Pay a Character Preservation Fee (\$20) to preserve the Character
 - This can only be done once per Character
 - This must be declared immediately upon pulling the black stone
 - Payment is allowed until ticket sales for the next event close
 - Utilize a Luck Stone:
 - Purchased with LP
 - Converts a black stone into a blue stone
 - Once consumed, the Luck Stone is gone, and obtaining another requires purchase with LP
- Opt-out of Echo: The Character's corpus remains at the location of Death
- Opt-in for Echo: The corpus remains at the Death site, but the Character becomes an Echo

Item Handling upon Dissipation

Some Items are left behind when a Dead Character becomes an Echo:

- All expendable Items such as cog, Source, and Components
- All Unattuned Tagged Items

Some Items are retained by the Echo:

- Attuned Tagged Items
- Recipe books
- Non-magical clothing Resurrects fully intact with the corpus

Resurrection Sites

Special consecrated spaces help Echoes manifest into physical forms, sometimes with potential benefits. Resurrection Sites must be renewed each event with a Ritual to be considered active. If a site is not consecrated, it is considered inactive and unavailable for Resurrection during the event, and provides no benefits to Characters.

Echo Mechanics

After pulling a stone from the Rez Bag, a Player enters the Echo State. To represent this State, the Player must wear an Echo Shroud as a marker. At this time, all Unattuned Items must be left at the Dissipation site. The next step for the Echo is to seek a Resurrection Site or arrange for a Resurrection Ritual if available to manifest back into their corpus.

Appearance

- Wear an Echo Shroud (sheer white fabric over the head)
- Players are encouraged to bring their own Echo Shrouds
- Echo Shrouds are also provided at Resurrection Sites

Interaction Rules

- Echoes are visible in the physical realm
- Only Players who know the Death Cant language or possess other specific Abilities can speak to an Echo
- Echoes cannot interact with physical objects (e.g., cannot pick up Items or open doors)
- Echoes cannot pass through objects and must navigate them as a regular Character would

Duration

- Maximum time in the Echo State is 1 hour
- After 1 hour, the Echo is compelled to the Resurrection Site that was chosen upon Dissipation

Returning to the Body

Becoming physical again is accomplished by either traveling to the chosen Resurrection Site and passing through to rejoin the living, or by having a Resurrection Ritual performed on them.

Body Points

Body Points represent the Character's vitality and are reduced when Damage is sustained in combat. Each Player begins with 10 Body Points and can increase this total by purchasing additional points with Character Build. If a Character's Body total reaches 0, they are considered to be [Bleeding Out](#).

Recoveries

Spent Abilities can be refreshed when a Character takes a Recovery.

- Recoveries are represented with blue beads on a key ring issued at check-in and returned at checkout
- Players start with 6 Recoveries per event and can purchase more with Legacy Points
- Each Recovery takes 300s uninterrupted and restores all Recoverable Abilities
- Recoveries cannot be placed into Items
- Any combat action taken by or done to the Player will interrupt Recovery, requiring the Player to restart without expending the Recovery attempt
- Recovery is an opportunity to enhance immersion through roleplay, such as:
 - Relaxing in the tavern with a jovial conversation
 - Practicing martial forms or repairing Items
 - Meditating or other in-Character activities

Indicating Recovery

- During combat, cross one arm over the chest to signal Recovery
- Outside of combat, engage in leisurely activity instead of using crossed arms
- After completing a Recovery, Players should give one Recovery token to Plot.



In-play Theft

Out-of-Cabin Theft

In addition to normal Lootable Items/Tags, Players may also take items marked with a *theft sticker* (a large Vanguard “V” logo). Theft often has consequences if you are caught, so be discreet in your attempts. In-game fences and other methods will be available to dispose of stolen goods and potentially earn Cog.

Participating in Out-of-Cabin Theft

Players are welcome and encouraged to participate in this system. If you would like to make an item outside your cabin (porch, crafting space, tavern, etc.) lootable, inform Plot at check-in to receive a theft sticker. This is an excellent way to encourage immersive roleplay with other Players.

End of Event

All theft-marked items must be turned in to Plot at check-out.

Entering a Cabin (a.k.a. Cabin Roguing)

Entering another Player’s cabin uninvited, or entering an occupied but empty cabin, requires a member of Plot to be present. Do not go into other Players' cabins uninvited without a Plot member.

- Cabin Roguing hours are from 8 AM until 2 AM. There will be absolutely no roguing from 2 AM until 8 AM to allow Players and Plot to sleep
- Cabin Notes
 - Players must fill out Cabin Notes to designate:
 - Out-of-Play spaces for storing OOP Items
 - In-Play spaces
 - Defenses, if applicable
 - Include a simple map and descriptions of defensive measures
 - List Item Tags for activated defenses such as Wards, Locks, or cabin guardians triggered by unauthorized entry
 - Place Cabin Notes in the provided clear plastic sleeve labeled “Cabin Notes” and displayed outside the door
 - Failure to complete Cabin Notes means defenses are ignored, and the cabin becomes accessible to other Players

Cabin Accessibility for Health Reasons

If health reasons prevent your cabin from being entered while you are asleep, and you are sleeping outside the hours when Roguing is disallowed, the following rules apply:

- Lutable Tags
 - Place all Lutable Item Tags inside a sealed envelope
 - Store the envelope in a designated location pre-approved by Plot
- Roguing Mechanics
 - Your Character remains Rogueable, but no one will physically enter your cabin
 - All Roguing activities will occur outside your closed door
- Staff Approval
 - This arrangement must be discussed and cleared with Staff during check-in at the event

Cheating Related to Cabin Notes

- Looking at or tampering with others' Cabin Notes is considered cheating
- Storing IP Items in OOP areas is cheating and will not be tolerated
- Players are not allowed to leave play within one hour of Roguing another Player's cabin; this includes leaving for your Monster shift, so please plan accordingly
- If an NPC is unavailable during the one-hour Roguing window due to game scheduling:
 - Players are encouraged to notify Plot if they wish to interact with an NPC, provided time allows
 - Alternatively, this information can be included in the Player's After Action Report

Monster Shift Roguing

- While on monster shift, all item tags should be placed on your bed on top of your blankets under a cloth. These items are not available in play.
- They must be removed at the end of your monster shift.

Item Theft and Handling

- Theft of IP Items
 - Must be immediately reported to Plot
 - Any stolen PhysReps must be turned over to Plot before checkout to ensure these are returned to their OOP owner
- Best Practices for Item Tags

- Place Item Tags near or on the associated PhysRep to keep them together if they are not carried on your person
- Special Physreps (Non-removable Items):
 - Items that cannot physically leave a Character (e.g., fist/claw PhysReps) will be marked on their Item Tag as bound to Character



Headbands

Headbands are used to indicate a Player is out-of-play (OOP) or a Character is in a special State. Players should only wear headbands in the following colors to signify the corresponding State:

White Headband

This Character is out of play (OOP) and not present in the game world

- Cannot interact with in-play Characters
- Use sparingly to maintain immersion
- Signals to others to ignore the Player entirely

Orange Headband

This Character cannot participate in combat, and should not be targeted by any physical Weapon or Effect. Allowed actions include the following:

- Making repairs.
- Using Shadowphase
- Healing
- Conducting Rituals
- Field Surgery

Orange headbands Players must stand away from active combat zones when using these Abilities.

Killing an Orange Headbanded Character

- The attacker must perform a Killing Blow without touching the person
- The person wearing the orange headband may step away and scream for help during the attempt
- The attacker may not pursue

Rules for Orange Headband Usage

- Once designated as non-combat, the status applies for the remainder of the event; Players cannot revert back to combat status during the same event
- If the orange headband status interferes with IP training or other tasks, consult your trainer or the Head of Plot

Monster Shift

Each Player is required to complete one Monster shift per event. Players who volunteer for additional Monster shifts will be rewarded with Legacy Points.

Players must sign up and report on time for their Monster shifts. Monster shift sign ups usually go live the Monday prior to the game. Failure to complete the required Monster shift may result in penalties, including the loss of Build rewards for the event.

Players on a Monster Shift should wear dark, solid-colored black clothing with no logos unless Plot specifies otherwise.

- Rewards include 1 Crafting component

Field Battle Monsterning

Monsterning the Field Battle fulfills your entire Monster shift requirement.

- Rewards include Legacy Points and 2 Crafting components
- New Players may not Monster the Field Battle without Head of Plot (HoP) approval

Plot Field Calls

The rulebook does not cover every scenario. In unclear situations, Plot members must make temporary rulings on the field. These calls remain valid until the rulebook is referenced or updated.

While asking for clarification is fine, arguing with Plot members disrupts the game and should be avoided. Concerns can be raised with Plot after the scenario for further discussion, or queried in the After Action Report.

Character Build Changes (Respec)

Players may freely respecialize (a.k.a. *Respec*) their Characters after their first, second, and third games. Once a Player has completed their third game, the Character's Build becomes locked, and any further changes require spending Legacy Points or receiving a Plot-granted free Respec.

A *Respec* allows a Player to adjust their Character's Abilities, including racial Ability choices, but does not permit a change to the Character's race. Except for new Characters using their free Respec option, this process requires roleplay to reflect the life-altering nature of the event.

A *Respec* allows Players to change their Character's race in addition to their Abilities, effectively creating a new Character and permanently removing the original Character from the game. Any Items designated by Plot as belonging to the original Character are lost. All Respecs require Plot approval.

When creating a new Character, whether from a permanently deceased Character or a Respend, any previously unlocked Masteries remain available and do not need to be relearned. If you wish to change Masteries for the new Character, you may submit two Masteries to "unlearn" in exchange for one new Mastery. This change is subject to approval by the Head of Plot (HoP).

Alternate Characters

Players are allowed to have up to three Characters on record.

Players may not choose to play multiple Characters per event, unless cleared by Plot for Plot-driven story purposes.

Alternate Characters start at 40 Build and may use any unspent Build accumulated by the Player.

Legacy Points

Legacy points are awarded for going the extra mile for the game, including extra cleaning, Monstering above one's required time, staff-approved donations, amongst other things.

More information can be found in the Legacy Points Section.

