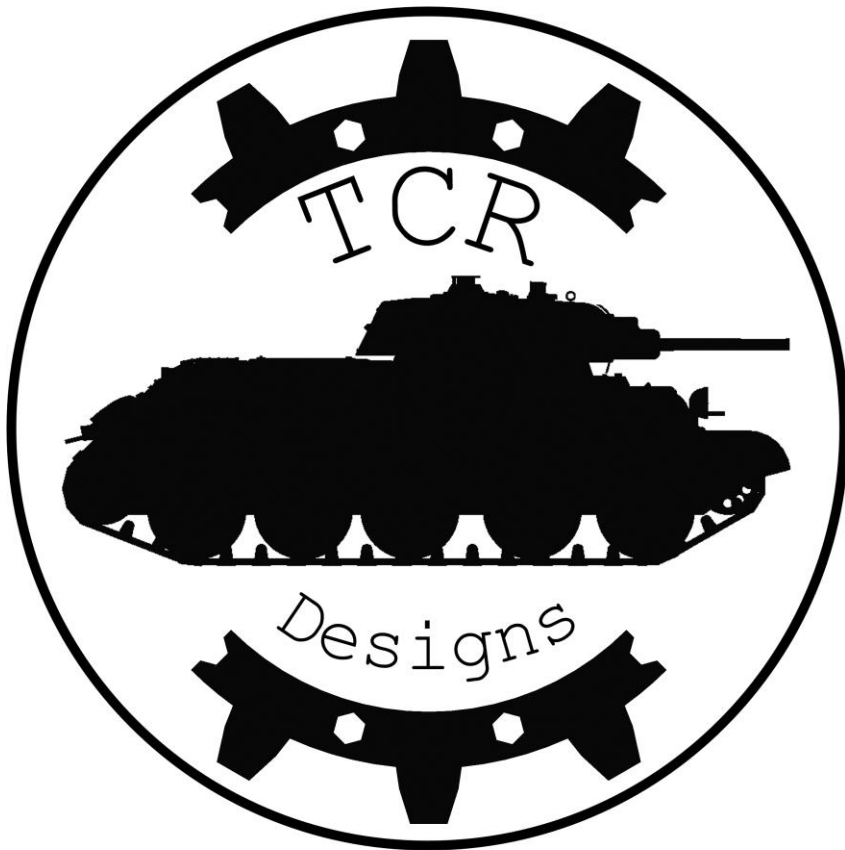


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Core Rules

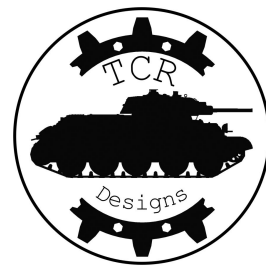
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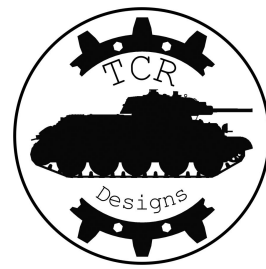
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Disclaimer:

This rulebook represents an early edition of Armored Advance's rules. Content within this document is liable to change with future versions. All units will be preserved throughout the evolution of the game however but may change significantly as the game evolves.

The motivation for this game:

Armored Advance seeks to create a tabletop environment wherein narrative battles can take place. These battles may be recreations of historical events or may be entirely fictional. The current version of the game is centered around World War 2, though there is the potential to extend the ruleset to accommodate more modern equipment. The primary consideration being taken in the development of this game is that of maximizing decision-making, while simplifying the process of resolving events. This is achieved by reducing the number of dice-rolls required for randomly determined outcomes, as well as adding more certainty to many actions which may be injected with randomness in other games. Unit statistics are created through mapping real-world properties into easily interpretable stat cards. Balance is achieved experimentally by scaling the costs of units proportionally to their capabilities, as well as through the action system, which serves to mitigate advantages from having a swarm of weaker units, or a few strong units.

What you can do to help:

This game is currently quite early in development and is managed primarily through a small group of people who have other commitments as well. This means that there is a shortage of time and manpower for testing the game in different configurations. This is where you come in; having people external to the core group playing the game means that we get more diverse feedback about how enjoyable the game is, as well as ways we can change the rules to improve user experience. Furthermore, it is difficult to gauge ease of interpretation for rules among a group who has been working with the rules for several months. This means that feedback about readability and comprehensibility of the rules is very important. If any rules are ambiguous or hard to understand, we want to know!

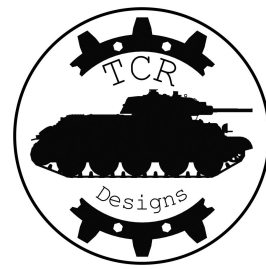
TL:DR

- We need play testers to give feedback on the game's playability and recommendations for tweaks
- We need people to give feedback on the clarity of the game's rules to ensure it is accessible to a general audience.

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The Basics:

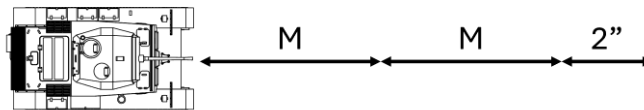
Armored Advance uses an action system for resolving turns. The number of actions for a game is agreed upon by the players prior to the first turn, generally being set such that there is a shortage of actions, meaning players must choose where best to allocate them rather than being able to use all units to their full potential. Each unit has a specified action pool, typically 2 actions, which they can use to do different things, such as move or shoot. Once a player can not take any more actions, either because they are out of actions to allocate, or out of vehicles to allocate actions to, their turn is over and the other player's turn begins.

Basic Actions:

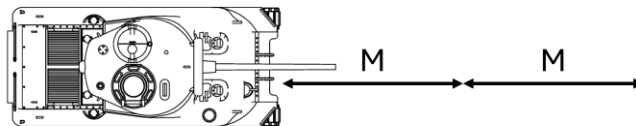
Movement:

Players may allocate any number of actions to movement; movement rules are dependent upon the weight class of the unit and are characterized as follows:

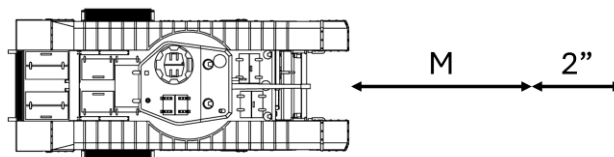
- **Light:** Light vehicles may complete each move to their full movement stat, additionally they may move an additional 2" without spending an action. **Example:** A light vehicle with a 7" movement stat may travel up to 16" ($7''+7''+2''$) by spending both actions on movement or could elect to move 2" and still retain both its actions.



- **Medium:** Medium vehicles may complete each move to their full movement stat. **Example:** A medium vehicle with a 5" movement may travel up to 10" ($5''+5''$).



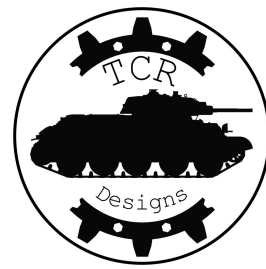
- **Heavy:** Heavy vehicles may complete their first movement action normally, however their movement stat for their second movement action in that turn becomes 2". **Example:** A heavy vehicle with a movement stat of 4" wishes to spend both actions moving, this unit may then travel 6" ($4''+2''$).



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Shooting:

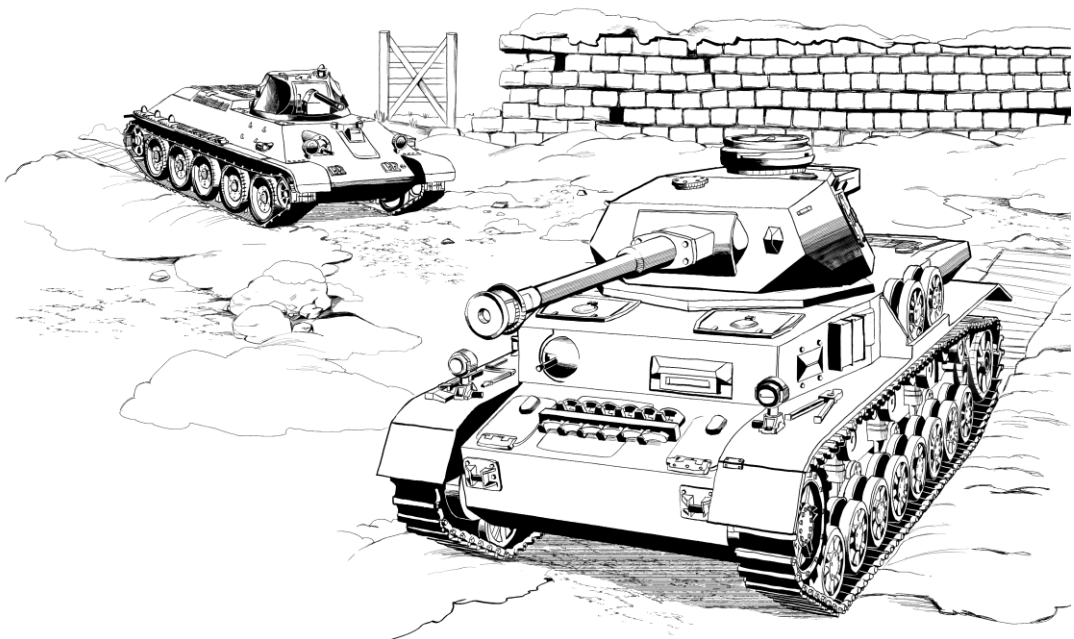
Units may generally allocate no more than one action to firing each weapon (units with multiple weapons may fire them independently for separate actions). Shooting is resolved with a single dice roll, with the necessary roll being determined by the range of the weapon, and in cases where the weapon's power is roughly on par with the target's armor, may be modified accordingly.

Shooting Process:

The attack system in Armored Advance is meant to be as streamlined as possible to promote rapid gameplay, without sacrificing depth.

Selecting a Target:

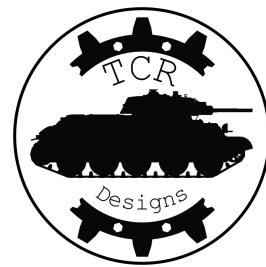
The first step when attacking the enemy, is deciding which opposing unit to attack. This is done by first choosing the attacking unit, selecting the weapon that is being utilized, and finally selecting a target. The target must be visible with a notable portion of the vehicle exposed. ("notable" will be expanded upon in future releases, but is currently meant as a way to say, "no 'pixel' sniping"). Targets behind some terrain types may be shot, at a penalty, assuming there is still some visible portion of the unit such that the attacking unit could reasonably be aware of its presence.



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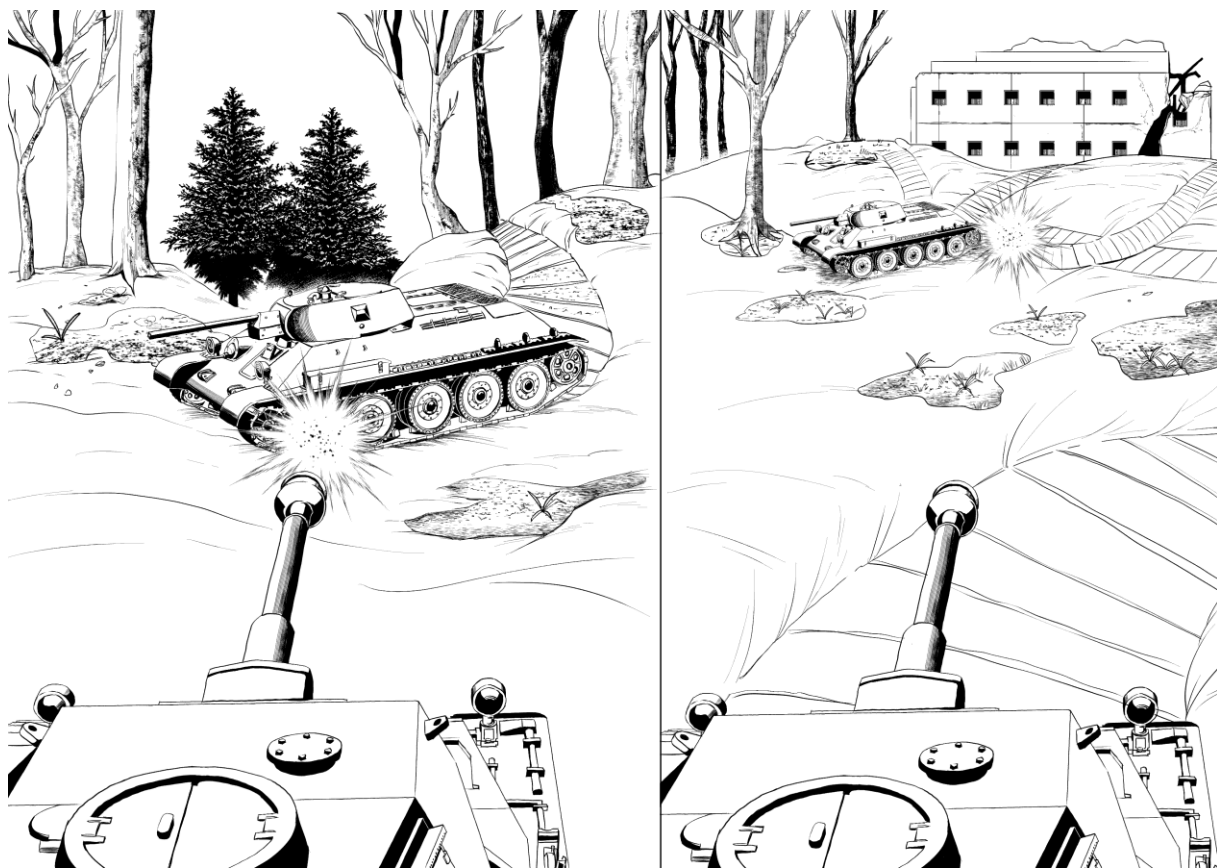
Rolling to Damage the Target:

Hit Roll:

Once a target has been selected the necessary dice roll is determined, the first step of this roll is the range consideration, which sets the base required roll proportional to the distance to the target (measured between the nearest hull edges between vehicles). This has the following form for standard weapons:

	< 6"	< 12"	< 18"	< 24"	< 30"	> 30"
Necessary Roll	1+	2+	3+	4+	5+	6+

Essentially, one rounds up to the nearest 6" interval and divides by 6 to determine the needed roll.

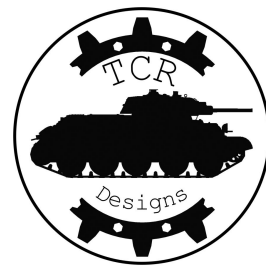


The nearby target is hit, whereas the target in the distance is missed.

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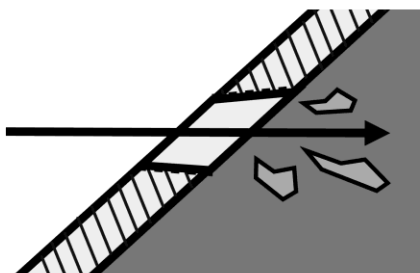


Armor Penetration Roll:

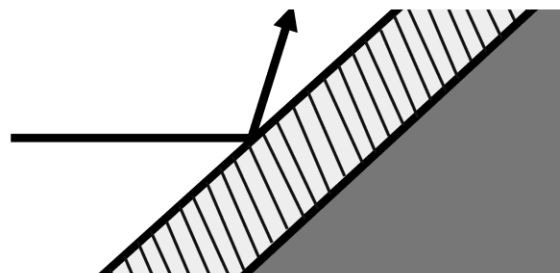
After determining the base required roll, the relative armor versus penetration must be considered. In Armored Advance, the armor value represents the thickness, in cm of the real-world plate taking angle into account, with penetration being similarly calculated as the real-world penetration in cm. Armoring works based on the difference between penetration and armor thickness:

Penetration - Armor	Modifier	Roll Required
2	N/A	Success
1	N/A	2+
0	N/A	4+
-1	N/A	6+
-2	N/A	Fail
-1	“Weak Spot”	5+
-2	“Weak Spot”	6+
-3	“Weak Spot”	Fail

The idea here is that if a gun has more penetration than the armor, then a hit will penetrate, while if the gun is close but not quite capable of penetrating the bulk armor, it still has a reduced chance to hit a weak point and penetrate anyways. If a vehicle has the “weak spot” keyword, there is a possibility for an even more underpowered gun to find a way through at close range.



Penetration >> Armor

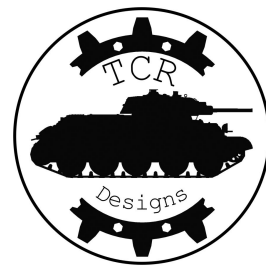


Penetration << Armor

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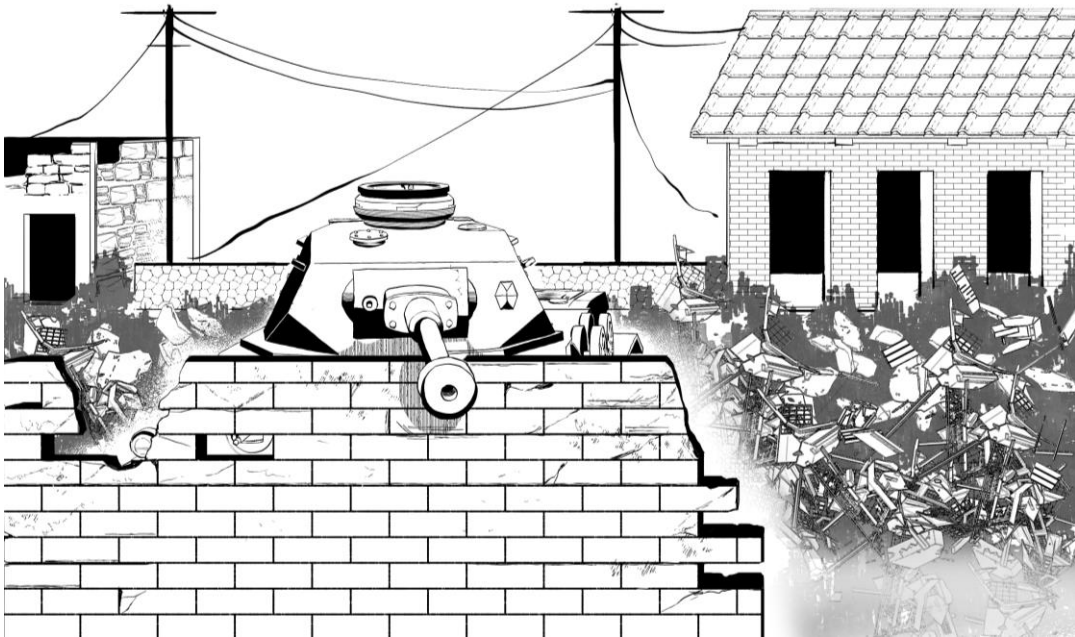
Shooting Process Continued:

Terrain Modifiers:

In addition to the basic dice roll parameters, the values of armor and range may be augmented depending upon terrain rules. These will be outlined fully in the **Terrain Types** section (coming soon), however some basic examples would be as follows:

Concrete Wall – Adds 1 to the armor value of a targeted unit when being shot through, if the unit cannot be seen through the wall, then it cannot be shot.

Foliage (Bushes, Trees, etc.) – Adds 3” to the range between units for targets sitting within 3” and behind the foliage relative to the attacking unit.



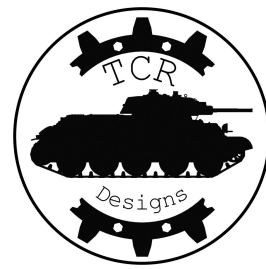
State Modifiers:

Finally, considerations for the state of the attacking unit are made. If the attacking unit has not moved prior to firing, it is “firing at advantage”. This means that if the attacker rolls slightly too little (one less than required), it is eligible to reroll that attack.

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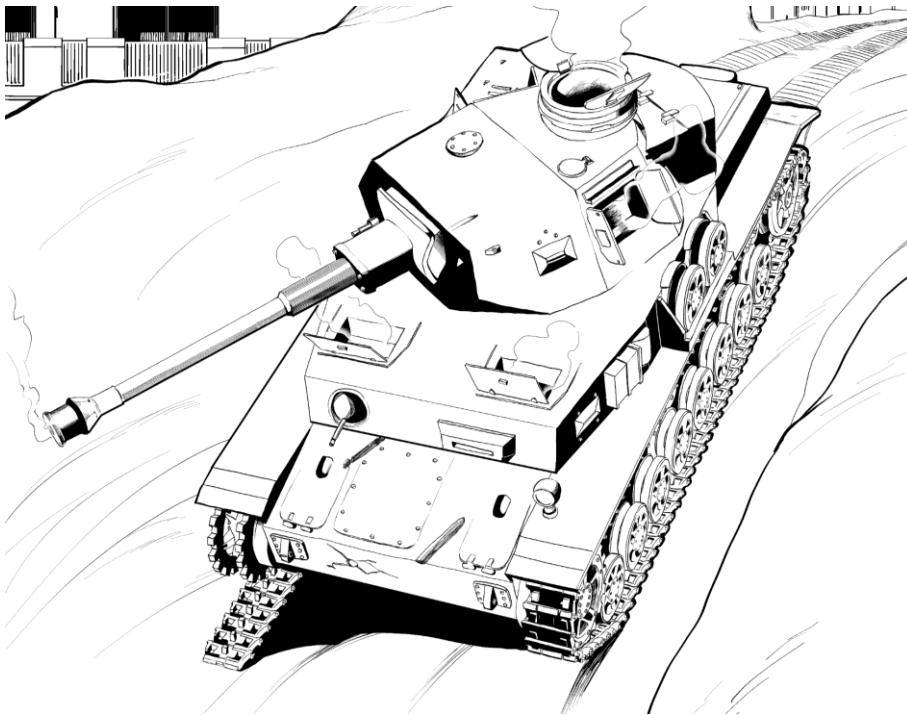
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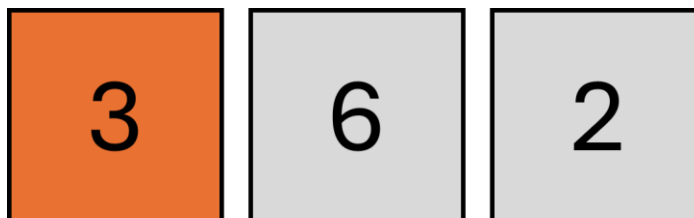
Shooting Process Continued:

Damage:

The damage dealt by an attack is fixed based on the caliber of the attacking weapon. (modifiers *may* be implemented for weapons firing different shell types, but this isn't yet decided upon). Weapon damage is proportional to the cross-sectional area of the projectile, with a scale factor such that guns in the 75mm range deal 10 damage.



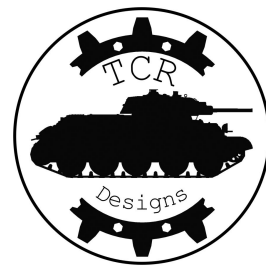
Damage taken is subtracted from a vehicle's health pool (HP). It is recommended to document a vehicle's health either on a notepad, or with dice representing the remaining HP. In some cases, units can have considerable health, in which case having dice of a distinct color to represent the 10s place of health may be beneficial. For example, a unit with 38 health remaining may be represented as follows:



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Basic Actions Continued:

Anti-Infantry Attacks:

Most vehicles have some type of anti-infantry weaponry, whether that be in the form of low caliber machine guns, autocannons, or even howitzers. In the case of machine guns and autocannons (keyword), these anti-infantry attacks may be made in the same turn as a shooting attack with the primary weapon. Howitzers on the other hand, represented as being the same weapon as the primary and generally being high caliber, may not fire twice and must instead prioritize whether they fire at enemy armor, or infantry. These weapons must be within 1 foot of the target infantry unit to be eligible to fire, and are described in the following format:

- AI/D

The AI represents that the weapon selection is anti-infantry, and the D represents the damage this weapon does to a group of infantry, typically requiring a further roll to add some uncertainty.

Large Caliber Artillery Attacks:

Some units, predominantly artillery with high caliber guns, fire high explosive (HE) projectiles. These behave differently from standard attacks, where instead of having a fixed damage stat, the shot instead does damage which depends on the armor of the target as well as a dice roll. Artillery still must “hit” a target to do damage, however due to the splash potential of the rounds, the following modifiers are applied to hit dice depending on whether the target previously moved or not:

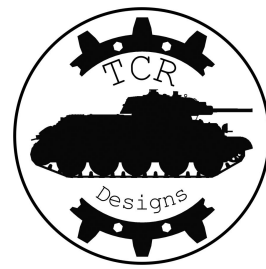
Target Type	Hit Dice (Stationary / 2x Move)
Light	D6 / D6 – 2
Medium	D6 + 1 / D6
Heavy	D6 + 2 / D6 + 1

The Anti-Infantry system for damage is identical to the standard procedure, however for anti-vehicle duties, damage has the form of $(\text{Base Damage} - n * D6 - S)$. In this system ‘n’ is a factor representing accuracy, with higher values representing hits further from the target and thus a reduction in damage. ‘S’ represents the side armoring of the target. Some vehicles with weak armor can be readily killed by artillery, whereas vehicles with heavier armor may take less or even no damage.

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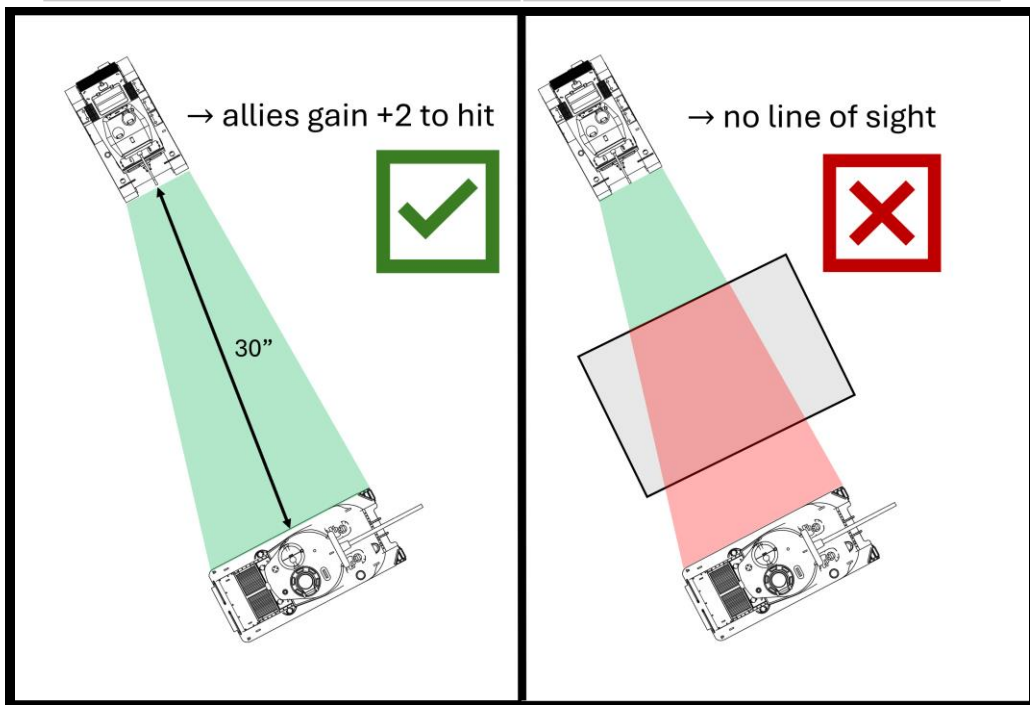
Specialized Actions (keywords):

Some actions are more niche and are omitted from the basic actions category, but are available to some units, denoted by having a certain keyword. These actions are listed in detail here and will be further included in the document's appendix for easy reference.

- **Scout:**

A unit with the scout keyword gains the ability to select one enemy unit that is in direct line of sight and within 5 feet of the scout unit as well as a friendly unit. The selected enemy unit is then "scouted" for that friendly unit, and that unit gains an accuracy bonus against this target based on the distance between the scout and the target. These bonuses are shown below:

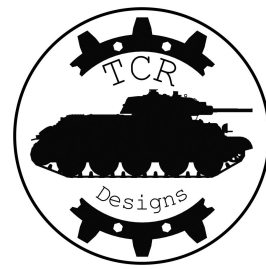
Scout Distance	Modifier to hit roll
< 2 feet	+3
< 3 feet	+2
> 3 feet	+1



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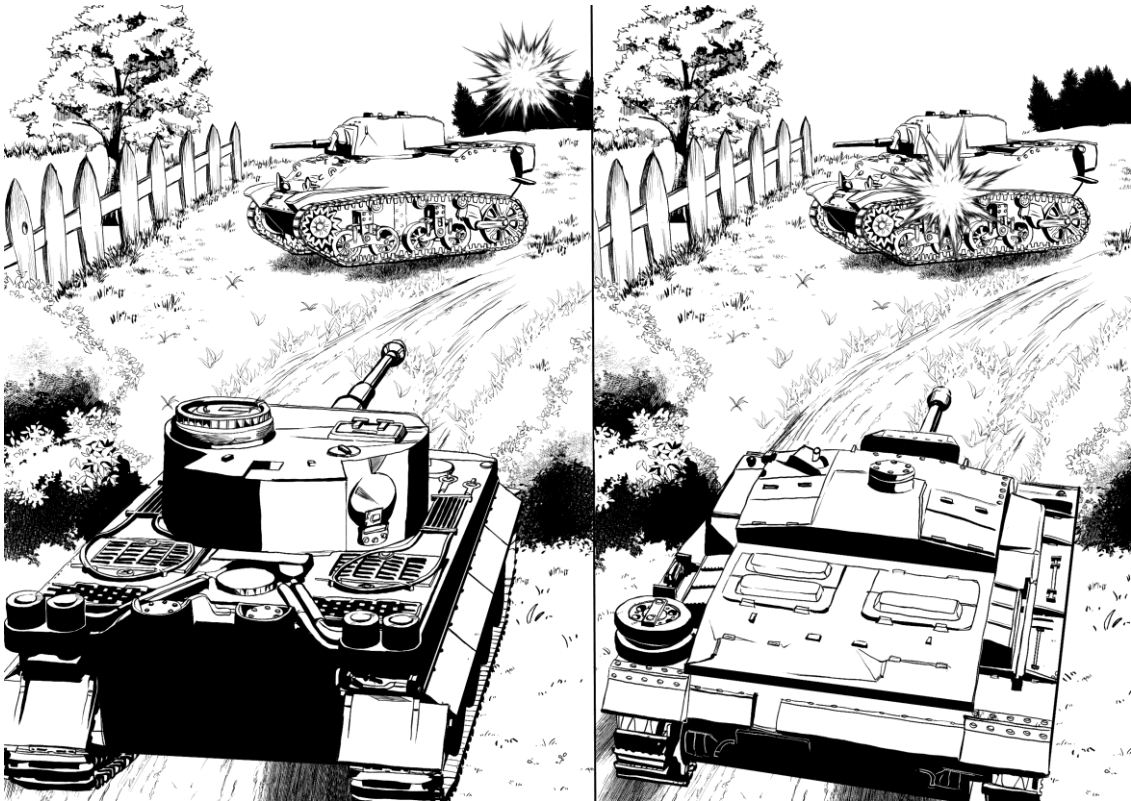
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Specialized Actions (keywords) Continued:

- **Accurate:**

If a unit has the “Accurate” keyword, it may spend both of its actions to fire a single shot, with the difference being that this shot add 1 to the player’s hit roll, effectively reducing the needed roll by 1. The caveat is that one cannot move their vehicle if they elect to fire an accurate shot, so it is important to position sniper units wisely.



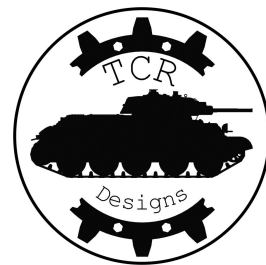
- **APC (X):**

A unit with the “APC” keyword is eligible to transport a number of infantry units, denoted by ‘X’. Embarking on an APC requires an action on the part of the APC, however disembarking does not. Infantry that is embarked in an APC is immune to anti-infantry fire. If the APC is destroyed, the infantry unit(s) must all exit the vehicle immediately, leaving them open to anti-infantry fire, furthermore they lose D3-1 members for each unit. Specifics of infantry rules are included in later sections of this rule book.

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Specialized Actions (keywords) Continued:

- **Towing:**

Some units can tow a single unit with the “Field Gun” keyword. Connecting the field gun to the vehicle requires an action, however deploying it does not. Field guns with the “heavy” keyword halve the movement characteristic of the towing unit. Otherwise, there is no penalty for towing “light” and “medium” field guns. Information about field gun mechanics is included in the infantry sections of this book.

- **Rapid Fire:**

A unit with the “Rapid Fire” keyword may allocate both actions to firing its’ primary weapon.

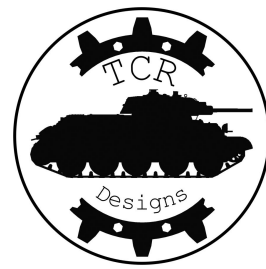
- **Autocannon (X):**

Units equipped with autocannons get ‘X’ shots per attack action, so for instance a unit with “Autocannon (3)” rolls 3 dice sequences for one attack action. Furthermore, autocannon weapons are eligible to use actions to fire at both infantry and vehicles in the same turn, though without the “Rapid Fire” keyword, cannot shoot vehicles with both actions.

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Modifier Keywords:

Beyond unique actions, some keywords modify the rules of existing actions but otherwise alter the characteristics of units. These modifier keywords are outlined in detail here and will be included in the appendix for easy reference.

- **Light/Medium/Heavy:**

These are the weight class modifiers and are outlined in the “Movement” section of basic actions.

- **Casemate / Reverse Casemate:**

Units with the “Casemate” keyword may only shoot within a frontal 90-degree arc. Vehicles with the “Reverse Casemate” keyword are similar, with the difference being that they may only shoot over the rear 90-degree arc. An example of such a unit is the British “Archer”. A casemate suffers a -1 to hit if it uses its first action to move, representing the unsteady nature of the chassis for rapid engagements.

- **Slow Reverse:**

Some units are simply not as quick when reversing, If these units move more than half their movement characteristic per action, they must end that action facing in the direct that they have moved. This essentially means that if the unit wants to stay facing the enemy, its movement is halved. And if it wishes to move full speed it will have had to change its orientation to do so.

- **Support:**

Units with the “support” keyword generally have howitzer style weapons and do 50% more damage (rounded up) to field guns and fortifications. For example, a Panzer 4 F1 with the 75mm howitzer, which normally deals 10 damage, will instead do 15 to field guns and fortifications.

- **Angling (X):**

Units with the “angling” keyword have both strong frontal and side armor, and when oriented properly have a higher armor values, denoted by ‘X’. A unit is considered angled to an enemy if that enemy lies within 30 and 60 degrees off the front axis.

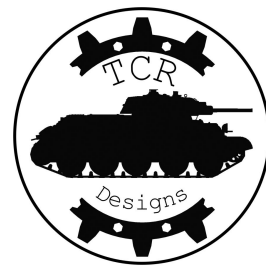
- **Long Reload:**

A unit with a long reload cannot shoot in two subsequent turns, essentially requiring the entire turn after shooting to reload the gun. This is generally offset by the guns being exceptionally powerful, such as the SU-152’s cannon.

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Modifier Keywords Continued:

- **Limited Range (X):**

Units with limited range cannot shoot targets further than of 'X' inches from them.

- **Anti-Air (X):**

Units which specialize in anti-aircraft duties may react to incoming air attacks, creating a chance that the air attack misses. If an aircraft is attacking somewhere within 'X' inches of the Anti-Air vehicle, on a 3+ that air attack fails and now damage is done. If an aircraft flies within 'X' inches of the Anti-Air vehicle on its way to attack a location outside the direct defense range of the unit, then on a 5+ that air attack fails. ***Aircraft are a pending feature, so for the time being AA vehicles are largely dedicated to anti-infantry duties.***

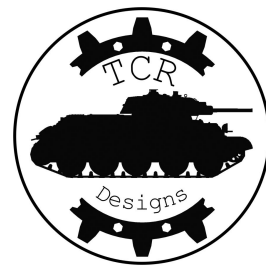
- **Indirect (X):**

Units with the indirect keyword, primarily artillery, can ignore obstructing terrain features, however many terrain features have a "cover range" stat which allows units to use them for cover from indirect units within a certain proximity. For example, a tank directly behind a building cannot be hit. The indirect keyword involves a different mechanism for dealing damage wherein rather than having to hit to do anything, the damage is a function of a dice roll, the target's armor, and the movement of the target. Vehicles moving a distance less than 8" receive no movement bonus, units moving between 8" and 14" halve their incoming damage result, and those moving >15" are not eligible to be targeted. Indirect units must take a full turn to "set up" prior to being eligible to fire, and do not start the game in this state. This is a mechanism to prevent instantly sniping units before they have a chance to move on turn 1. Indirect units may only target units within 'X' inches.

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Unit Statistic Cards:

Units are characterized by stat cards, which have the following structure:

Vehicle Name (M5A1 Stuart)

General Info (American Light Tank 1942-1945)

Health Pool (HP: 10)

Movement (Move: 7")

Actions (2)

Requisition Cost (90)

Action Limit

Protection

Front	5
Side	3
Rear	2

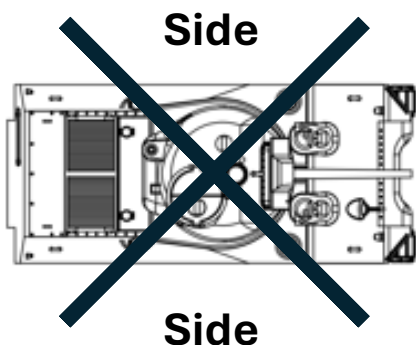
Armament

37mm M6	8/3
.30 cal	AI/D3

Keywords (Light, Scout, Rapid Fire)

Protection

Armor values for each side of the vehicle.



Weapons

Guns are listed here, the first row contains the weapon names, the second contains the weapon's stats. These are outlined as follows:

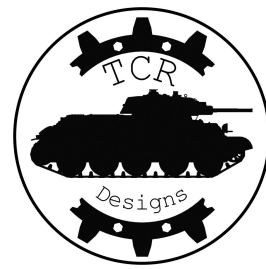
P/D: penetration (compared with armor), and weapon damage.

AI/D: Anti-Infantry, and dice roll for how many infantry are killed.

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Infantry:

Infantry units exist mostly for capturing objectives and manning equipment. Infantry units always get a single action, which can be used for every infantry unit each turn, without counting as an action towards the action limit. For example, in a 5-action game, a player may allocate all 5 actions to vehicle units and still conduct all their infantry actions. Several types of infantry units exist, with some carrying specialized equipment. Basic infantry units consist of 6 individuals to start (a full D6), and as members are lost the number of individuals decreases until the unit is wiped out. The number of remaining individuals in the squad is denoted by a D6, so a squad with 4 members left, would use a 4 on the D6. Infantry units may choose to spend their actions in the following ways:

Movement: Infantry units may move up to 4" per action.

Attack: Basic infantry units may fire on other infantry units within 12", with their damage being dependent on the number of individuals within their unit, defined as follows:

- 4-6 individuals: AI/D3-1
- 1-3 individuals: AI/D3-2

Beyond these two actions, infantry may be used for other roles, such as holding objectives or manning equipment. Rules for these mechanics are outlined below.

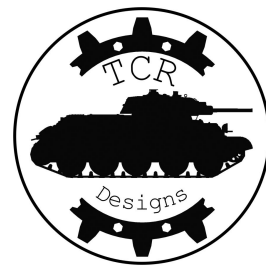
Objectives: Some mission types are scored based on ownership of objectives on the map. An objective is owned by a player if they have more *individuals* occupying that objective than the opposition. This does not necessarily mean they have more units of infantry, a full squad of 6 individuals beats out 5 squads of 1 each.

Field Guns: Units, such as AT guns or MG nests can be brought as part of a player's force. These units need to be manned to gain any functionality, an infantry unit can only man a single piece of equipment at a time, with that equipment being considered manned if the infantry squad is within 1" and behind the equipment. Field guns behave under the same rules as any regular unit, barring the need to be manned. Infantry using a field gun become immune to AI fire so long as the field gun has any armor characteristic in the direction of the incoming attack. If the armor characteristic is 0, then the infantry manning that gun may still be fired upon.

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Infantry Continued:

Modifiers:

Infantry squads are eligible to bring additional equipment which boosts their stats in various ways, for a requisition cost. These might be in the form of consumable items, such as grenades, or flat improvements, such as the addition of a machine gun to the squad's arsenal. Modifiers are denoted by small tokens which are stacked upon the infantry unit's base token. The modifiers currently in the game are as follows:

- **Machine Gun – 5 requisition**

The machine gun provides the group it is included with additional firepower, in the form of a constant +1 kill per attack against infantry. This weapon stays with the squad until it is wiped out.

- **Grenade – 5 requisition each (max 2)**

Grenades are single use items which can be thrown at enemy infantry units within 6".

Grenades can be thrown over walls with no penalty and have the following damage profile:

AI/D6-2

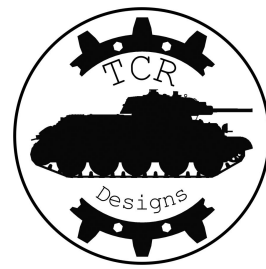
- **Embarkation**

Units may embark upon transports, costing the transport unit 1 action, or occupy a field gun. When this is done place the unit next to the transport/gun and give it the "embarkation" token to denote that it is inside. Units inside transports are not eligible to be attacked by anti-infantry fire but also cannot attack themselves. If the transport is destroyed, the infantry unit suffers D3-1 casualties and immediately disembarks and loses their action in the upcoming turn. Units who have disembarked are not eligible to take any other actions during that turn.

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Infantry Continued:

Special Squads:

Special types of infantry exist with the ability to carry specialized equipment such as anti-tank weapons, or sniper rifles. These squads have unique tokens to show what they are. These squads cannot bring additional equipment. The types of special squads and their abilities are listed below:

- **Anti-Tank Rifle Team:**

- Strength: 2 men
- Anti-Infantry: AI/D3-2 (12")
- Anti-Tank: 4/2 (18")
- Abilities: This squad can only be targeted if they moved or fired in the previous turn.

- **Sniper Team:**

- Strength: 2 men
- Anti-Infantry: AI/1 (30")
- Abilities: This squad can only be targeted if they moved or fired in the previous turn.

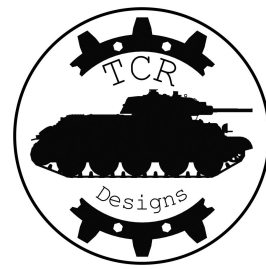
- **Artillery Crew:**

- Strength: 3 men
- Abilities: Field guns manned by this squad gain +1 to hit.

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Terrain:

Terrain is a critical part of any battlefield. Obstructions such as rubble or dense foliage may afford certain advantages or disadvantages which allows for more dynamic games where positioning is even more important. The rules for accounting for terrain are specified in page 8, but in short terrain provides modifiers to movement, range, armor, and occasionally damage resistance. This section will outline specific rules for different terrain types as a general guideline. Terrain rules can be customized at the discretion of the players. Furthermore, the rules outlined here are optional and still undergoing revision. Do what is fun.

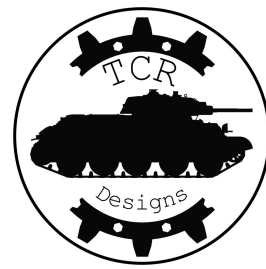
Ground Type: The type of ground being traversed often impacts the ability of vehicles to move effectively. Some terrain types, such as roads, may generally improve the movement ability of units, whereas others like mud may cause reductions in the movement capabilities of units. For the most part ground is not given a specific demarcation and as such offers no modifiers to movement characteristics. The key types of ground in the current version of the game are the following:

- **Road:** Roads provide a smooth, hard surface for units to traverse and as such improve their mobility. Fully tracked vehicles gain 1" to their movement statistic for each movement action provided this action begins and ends on a continuous road section (traveling between parallel roads over another ground type does not gain this bonus). Similarly, wheeled vehicles (including halftracks) gain 2" to their movement statistic for each action following the same constraints as tracked vehicles. Light vehicles starting their turn on a road get their free movement action increased from 2" to 3".
- **Thick Mud:** Thick mud introduces difficulties for vehicles attempting to traverse them. Wheeled vehicles must treat each inch traveled through mud as 2", effectively halving their movement. Half tracks fair a little better in this environment, being able to move the first half of their movement characteristic without penalty, before suffering the same modifier as wheeled vehicles. As an example, a wheeled vehicle with a movement stat of 8 may only travel through 4" of mud, however a half track with the same stat may travel the first 4" unhindered before being nerfed on the second 4", thereby allowing it to travel 6" total. Fully tracked vehicles simply lose 1" to their movement distances per movement action. Field guns may not traverse this terrain unless they are towed, and infantry movement is unchanged.
- **Moderately Deep Water:** Water that is deeper than a simple puddle, but not so deep that a vehicle would become fully submerged can be forded. Field guns are not eligible to traverse such terrain. Units with the medium or heavy keywords are assumed to be large enough to be unhindered, whereas all other units treat the terrain as "Thick Mud".

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Terrain Continued:

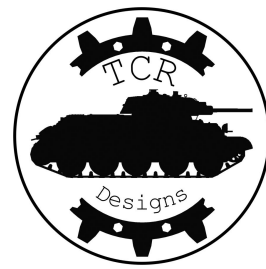
Fortifications: Some structures located throughout the map may provide certain benefits to units behind or nearby. The category of fortifications is broad, so this list is general and non-exhaustive, and will be grown as the game evolves. Many terrain features may fit within the umbrellas provided in this section. For instance, a “tank trap” may come in several very different forms but will be treated the same way in the rules. Several types of fortifications are outlined below:

- **Tank Traps:** Tank traps provide fixed barriers that cannot be traversed by armored vehicles and must instead be either avoided, or demolished. Demolition can be accomplished by “Support” vehicles within 12” of the fortification dedicating both actions to firing upon it. A demolished tank trap clears the area of all similar obstructions within 3” of the trap. Large networks of traps may take several turns to work through.
- **Walls:** Walls represent things like concrete barriers which provide some degree of line of sight and ballistic protection. If a vehicle is short enough so as not to have the main structure (omitting details such as antennae) visible, then that vehicle is not eligible to be shot through the wall, unless it is being scouted by a vehicle which does have line of sight, in which case it can be shot but the spotting bonus is lost. Shots fired through walls lose 2 penetration power for each wall they attempt to penetrate. So, for example a tank with 15 penetration power shooting through two layers of walls will be reduced to 11, with further accounts being taken for the penetration reduction with range. Vehicle which are visible behind walls still gain the protection benefit, but do not gain any advantages in terms of accuracy of the shooting vehicle.
- **Sandbags:** Sandbags represent structures which provide benefits to infantry and field gun units only. Field guns gain 1 armor point on each face that is covered by sandbags and additionally adds 1 to the roll required by the enemy to hit it, to a maximum of 6. Infantry halve incoming damage, rounded down. For example, instead of losing 5 men to an anti-infantry attack, they will lose 2 (2.5 rounded down).
- **Foliage:** If there is foliage between a firing unit and its target, the roll required to hit is increased by 2, to a maximum of 6. Units within 3” of a piece of foliage are unaffected by that piece, however if another piece of foliage obstructs the target, that piece still affects the unit.

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Match Structure:

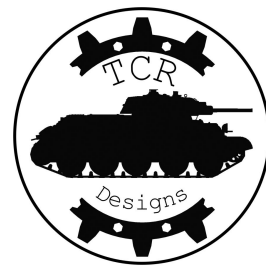
General Match Structure: This section describes the process for setting up and playing a standard game of Armored Advance without any specific objectives or mission types chosen. These rules for setting up games are applicable in all cases unless otherwise specified by a specific mission type. The steps to playing the game are as follows:

- 1. Terrain Placement:** The first step in setting up a game is to construct a board for the game to be played on. Board sizes can vary, though the minimum recommended board size is 24"x36" (2x3 feet), but larger sizes are encouraged if possible. Boards can be highly diverse in theme and structure, so it is ultimately up to the players/organizers to develop balanced boards. An easy way to balance a board is simply to apply symmetry so that both players are given equivalent options for gameplay, this is of course somewhat boring, so deviation from this is at the player's discretion. Generally, boards should encourage distribution of forces and offer enough cover for maneuvering to be possible, so that the game can be more tactical than a "slug-fest" with everything in the middle. Deployment zones are also established in this step.
- 2. List Building:** This step can be conducted prior to setting up the board, however the reasoning behind it being second is to acknowledge that in the real world a competent leader would use the unit's best suited to a situation, rather than throwing a generalist force at everything. Battles in Armored Advance represent a small part of a larger conflict, so it is not unreasonable that units are deployed according to their strengths. The requisition and action limits for a list are established prior to the players constructing their armies. Players will create their armies with knowledge of these limitations, but without knowing what their opponent will be fielding.
- 3. Deployment:** Once both players have constructed their force lists, they roll off, with the highest dice roll selecting which deployment zone they wish to use. Once this is determined, that player places their first unit within their deployment zone. The second player then places a unit in their respective zone and the process is repeated until all units are on the field. If a player finishes deploying, then the other player immediately deploys the rest of their force.
- 4. Game Start:** The specifics for how a game is scored or its ending conditions are specified mission documentation. Barring any specific rules from a mission, players will once again roll off with the highest result being given the first turn. The first player then applies their actions in any way they see fit until they hit their action limit. Actions are not taken simultaneously and do not need to be declared ahead of time, the result of one action may impact the decisions on what to do next. Once the action limit is reached, it becomes the next player's turn, following the same procedure. This process repeats until the game concludes.

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Mission Types:

Annihilation: In annihilation games the goal is simply to defeat the entirety of the opponent's mechanized force. Infantry are allowed in this mission type, but with no objectives to capture serve little purpose beyond manning field guns or engaging other infantry units. The game is set up as described in page 20 and is played out until one side has fully depleted the other's unit pool. As there is no turn limit in this mode, smaller requisition totals are recommended if the game is meant to be short. If the case arises where the remaining units are incapable of defeating one another, for instance if neither can penetrate the other, then the game ends in a draw at the discretion of the players.

Timed Annihilation: Timed annihilation is very similar to annihilation with the difference being that a turn limit is imposed. Once the turn limit expires the total requisition of each force's remaining units is counted and the player with the highest value wins the game. If these values are equal, play another sequence of turns until a winner is decided.

Domination: In domination matches objectives are added to the battlefield, promoting more active gameplay and providing an environment wherein support units and transports have a more important role. In this mode an odd number of objective tokens are distributed throughout the board. The Player score based on the differential in objectives owned, so for instance if player A controls 3 objectives, whereas player B controls 2, player A will earn 1 victory point. The match is played either until a player achieves a pre-determined number of victory points, or until a pre-determined turn limit is reached, at which point the player with the most points wins. Points are tallied for each player at the end of the opposing player's turn. Infantry tokens do not cost anything to field and the number present is a property of the match setup, where both players have equal numbers.

In The Future: More game modes will be added with future iterations of Armored Advance, and players are encouraged to use the systems outlined in this manual to experiment with their own game modes as well.