ARMORED ENCOUNTER MISSION
BY ALLISTER LOWKE

Armored Encounter uses the **Fair Fight, and Marching Reserves (see below)** special rules.

Preparing for Battle

❗ Both Players roll a die. The player with the high roll is the attacker and chooses a short table edge to attack from.

❗ Starting with the attacker now both players place an objective in their opponents side of the table. Both objectives must be at least 8"/20cm from sides of the table and 8"/20cm up from the short table edge.

❗ The attacker must hold at least half of their platoons in Marching Reserve. The remaining platoons are to be deployed in the attacker's deployment area.

❗ The defender must hold at least half of their platoons in Marching Reserve. The remaining platoons are to be deployed in the defenders's deployment area.

❗ The attacker places their Independent teams, followed by the defender.

Beginning the Battle

❗ Starting with the attacker both players make their Reconnaissance deployment moves.

❗ Both players roll a die. The player who finished deploying their platoons first adds a +1 to their roll and the player with the most Recon Platoons adds a +1 to their die roll. The players with the higher roll has the first turn.

Deployment map with the following labels: Defenders Reserves; The Attacker places an objective here; 8" /20cm; 8" /20cm; 8" /20cm; 36" /90cm; Defenders Deployment Zone; No Man's Land; 24" /60 cm; 24" /60 cm; No Man's Land; Attackers Deployment Zone; 36" /90cm; 8" /20cm; 8" /20cm; 8" /20cm; The Defender places an objective here; Attackers Reserves

Ending the battle

The battle ends on or after turn three when either:

❗ the either player starts their turn holding any of the objectives, or

❗ the battle runs out of time

Special Rules

Marching Reserves: At the beginning of their turn players roll one die per platoon in reserve. Any 5 or 6 allows them to deploy one platoon of their choice. However, the platoon chosen must be a platoon with a higher movement rate than any of the remaining platoons.