

ELEVEN BRAVO

MINIATURES AGNOSTIC MODERN WARFARE



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INTRODUCTION

Welcome to **Eleven Bravo**, a set of rules for gaming platoon-sized (and smaller) actions on modern battlefields with model soldiers and vehicles. These rules are designed for use with 28mm, 20mm or 15mm figures.

Eleven Bravo is ideal for fighting actions in the ultramodern period - anything from the 1990s onward. Equally, there are a number of generic scenarios to allow gamers to set out terrain and get dice rolling with a minimum of fuss.

At the heart of the rules is the standard infantry platoon of 30-40 men. Alongside this force is a range of support options, which can be selected from according to the scenario being played.

GUIDING PRINCIPLES

1. Whenever the rules are unclear, use common sense and personal preference. Above all, though, have fun!
2. **Line of Sight/Line of Fire:** All units have a 360-degree line of sight, but can only shoot at enemy units in their front 180-degree arc.
3. **Troop Quality Dice (TQ):** All troops have an inherent quality, from Untrained (D6) all the way up to Veteran (D10). Any time a player rolls a die for a unit, roll that unit's Troop Quality die, as noted in its overall force entry, unless otherwise specified.
4. **"The Turn":** A game turn is considered to have elapsed when both players have completed an initiative phase.
5. **Metric Conversion:** Anywhere the rules read 6" (six inches), substitute 15 cm instead.

PREPARATION

THE BATTLEFIELD

The game is played on a flat 6'x4' board with enough terrain pieces to cover at least 50% of the available space. Each terrain piece should be placed so that no clear line of sight can be drawn for more than half the table's length in any direction.

THE ARMIES

Each player must put together a single army by choosing a specific infantry platoon to use as a base, along with relevant support options as defined by the scenario being played. See the "Assembling Your Forces" section for more information.

DEPLOYMENT

Players roll off TQ dice, and the winner picks one of the table sides as their deployment zone: their opponent takes the opposite side. Starting with the player that won the deployment roll, both players alternate in placing a *Rally Point* marker on the table. Players get one *Rally Point* marker for their platoon HQ, plus half their TQ dice - so a platoon with D8 TQ would get five *Rally Point* markers. *Rally Point* markers can be placed anywhere on the player's side of the table as long as they are in or immediately behind a terrain feature.

Once *Rally Point* markers have been placed, players alternate deploying units within 6" of a *Rally Point* marker. If two opposing units can draw line of sight to each other, deployment ends - any units that have not deployed come on to the table as Reserves.

MISSIONS

The players decide on a mission by rolling a D6. See the mission list later in the book for details.

PLAYING THE GAME

The game is played in alternating initiative phases. The scenario being played determines who goes first. During their initiative phase, a player may activate each of their units as many times as they like: they forfeit initiative once they fail a morale test, miss more than half of a single shooting roll, or have a unit suppressed by reaction fire.

RESERVES

While the player has the initiative, if they have any units that have not deployed, they may deploy a single unit from their Reserves onto the board at any of the *Rally Point* markers they currently control.

ACTIVATION

When activated, an infantry unit may do one of the following actions:

ADVANCE	MOVE 6".
SHOOT	FIRE AT ONE ENEMY.
CHARGE	MOVE UP TO 6" INTO MELEE.
HUNKER DOWN	ANY SHOTS AGAINST THIS UNIT ARE -1 TO GENERATE A <i>SHOCK</i> MARKER.
RALLY	SHAKE OFF <i>SHOCK</i> MARKERS.

MOVEMENT

Units may move 6" in any direction they wish. At any time during their 6" movement, units may pivot direction once.

CLIMBING

Instead of moving, units may climb up to 6". As soon as the unit finishes its climb, its activation ends, and it must use a second action to continue moving.

HUNKERING DOWN

Units may hunker down once per player initiative phase. Once a unit has hunkered down, it may not perform another action until the controlling player's next initiative phase.

SHOOTING AT INFANTRY

Units may shoot as far as they want at the closest enemy in their line of fire. Roll as many dice as the unit has models: for each 4+, put a *Shock* marker on the target unit. Count each firing unit separately when counting up *Shock* markers.

The *Panic* table for infantry is as follows:

1	PINNED: CANNOT MOVE.
2	SUPPRESSED: CANNOT SHOOT.
3+	PANICKED: ROLL PANIC TESTS.

If a unit misses 50% or more of its dice rolls when shooting, the controlling player's initiative phase ends.

PANIC TESTS

A unit with three or more *Shock* markers is considered *Panicked*. A player wishing to activate a *Panicked* unit must roll a Troop Quality test at minus one for each *Shock* marker above three that the unit has. On a failure, the unit loses a number of models equal to the amount it failed by.

SUPPORT WEAPONS

Infantry support weapons are usually more powerful than ordinary small arms. Generally used against other infantry, some infantry support weapons have anti-armor capabilities (designated by the anti-armor keyword). Infantry support weapons confer an extra die when used against other infantry.

DMRS AND SNIPER RIFLES

Units equipped with Designated Marksman Rifles (DMRs) or sniper rifles may choose to target individual members of enemy fireteams (machine gunners, RPG operators, etc). Use a separate die to represent this. On a successful hit, the target gains a *Shock* marker. Additionally, the opposing player must make a TQ test: on a failure, the targeted model is removed and the fireteam loses any conferred bonuses.

MEDICS

If a unit gains a *Shock* marker within 6" of an allied medic, make a TQ test. On a success, the *Shock* marker is removed but the unit's base TQ roll increases by 1 (so a 4+ increases to a 5+ and so on). On a failure, the *Shock* marker is accrued as normal.

SHOOTING AT VEHICLES

Only weapons with the anti-armor keyword can shoot at vehicles. To shoot at a vehicle, roll to hit as per normal, with the following modifiers:

- -1 if the vehicle moved during its last activation
- -1 if the firing unit moved
- -1 per *Shock* marker on the firing unit

So a Regular soldier shooting at the front armor of an MBT that had moved would have to get an 8+: the normal 4+ default roll, minus 3 for the MBT's front armor, minus 1 for the MBT having moved. If the attacker meets the hit value, one *Shock* marker is generated. Anything above that generates a single *Shock* marker for the hit, plus the remainder. So rolling a 10 on a 7+ would generate 4 *Shock* markers - one for the initial hit, and three for the remainder.

The *Panic* table for vehicles is as follows:

1	SHOCKED: CANNOT MOVE.
2	SUPPRESSED: CANNOT SHOOT.
3	WEAPON DESTROYED: HULL WEAPON OUT OF ACTION FOR THE REST OF THE GAME.
4	WEAPON DESTROYED: MAIN WEAPON OUT OF ACTION FOR THE REST OF THE GAME.
5	ENGINE KILL: CANNOT MOVE FOR THE REST OF THE GAME.
6	EXPLODES: VEHICLE DESTROYED. PLACE D6 <i>SHOCK</i> MARKERS ON ANY ALLIED INFANTRY WITHIN 4".

DRONES

Small drones such as quadcopters provide +1 to all shooting attacks and calls for fire for any fireteam within 3" as long as the model controlling the drone is still alive.

For large drones such as the MQ-20, roll a TQ die - on a success the controlling player may use the drone to make a single CAS attack without rolling on the Artillery Complications chart. May only be used once per initiative phase.

Small drones such as quadcopters are considered to exist with the model controlling the drone, while large drones such as the MQ-20 are considered off-table assets.

MELEE

Charging units move into base contact with the closest enemy unit. Both players then roll a TQ die for each model that is in base contact with the enemy. The side that rolls the lowest number of successes is killed. Re-roll any ties.

Units that are pinned or suppressed have the following modifiers to their melee rolls:

- -1 if pinned
- -2 if suppressed

GRENADES

All modern infantry units are equipped with grenades of some kind. Once per game, when a unit charges, the controlling player may re-roll any rolls of 1.

CALL FOR FIRE

Some units, such as forward observers, can direct fire from off-board artillery or aircraft. Forward observers start with a number of Fire Missions as standard. If you still have Fire Missions left over, the FO can call for fire.

INDIRECT FIRE

Most weapons capable of indirect fire (such as artillery pieces and plane-dropped bombs) are considered off-table assets.

Indirect fire may be performed any time during a player's initiative. An indirect fire attack that fails does not cause loss of initiative.

To represent the communication time between an FO and their battery, only one indirect fire attack per FO may be performed during the player's initiative phase.

FORWARD OBSERVERS (FOs)

Every indirect fire weapon under a player's command has a Forward Observer (FO) assigned to it, represented either by a single figure or a specially-designated figure in a platoon command squad.

An FO may control fire only if they remain stationary for their entire activation. FOs that have been killed may not be replaced.

FIRE MISSIONS

Each non-mortar indirect fire weapon has a limited number of fire missions that can be called. The number of fire missions per weapon is shown in the table below.

WEAPON	FIRE MISSIONS
LIGHT ARTILLERY	6
HEAVY ARTILLERY	4
CAS	2

CALLING FOR FIRE

If a player wishes to call for indirect fire, they roll on one of the following availability charts based on the TQ of their troops.

D6:

1	NO EFFECT
2	ROLL ON COMPLICATION CHART
3-4	REDUCED EFFECT
5-6	FULL EFFECT

D8:

1	NO EFFECT
2-3	ROLL ON COMPLICATION CHART
4-5	REDUCED EFFECT
6-8	FULL EFFECT

D10:

1-2	NO EFFECT
3-4	ROLL ON COMPLICATION CHART
5-6	REDUCED EFFECT
7-10	FULL EFFECT

FIRE MISSION RESOLUTION

For each fire mission, roll a number of TQ dice equal to the “Dice” column. Each “Reduced effect” result halves the number of dice, rounding down. Units in buildings and fortified structures treat any “Full effect” roll as “Reduced effect”.

WEAPON	DICE
LIGHT ARTILLERY	6
HEAVY ARTILLERY	8
CAS	10

ARTILLERY COMPLICATIONS

Directing fire is a complicated business, and there are any number of things that can happen to disrupt it. If a player rolls a complication, roll on the complication chart based on the TQ of their troops.

D6:

1-2	DANGER CLOSE: STRIKE LANDS ON NEAREST FRIENDLY UNIT
3-4	FDC BUSY: -1 TO FURTHER FIRE MISSION AVAILABILITY ROLLS
5-6	SHIFT FIRE 6” OPPOSING PLAYER’S CHOICE

D8:

1	DANGER CLOSE: STRIKE LANDS ON NEAREST FRIENDLY UNIT
2-4	FDC BUSY: -1 TO FURTHER FIRE MISSION AVAILABILITY ROLLS
5	SHIFT FIRE 6” NORTH
6	SHIFT FIRE 6” EAST
7	SHIFT FIRE 6” WEST
8	SHIFT FIRE 6” SOUTH

D10:

1	DANGER CLOSE: STRIKE LANDS ON NEAREST FRIENDLY UNIT
2-6	FDC BUSY: -1 TO FURTHER FIRE MISSION AVAILABILITY ROLLS
7	SHIFT FIRE 6” NORTH
8	SHIFT FIRE 6” EAST
9	SHIFT FIRE 6” WEST
10	SHIFT FIRE 6” SOUTH

MORTARS

Crew-served or otherwise man-portable light mortars are an important part of the infantry commander’s toolkit. Firing a mortar happens in one of two ways: direct fire, where the mortar crew can see the target they’re firing at; and indirect fire, where they can’t. To fire a mortar:

1. Declare target.
2. Place a blast template over the target unit.
3. Roll a TQ die. On a failure, the blast template scatters a number of inches equal to the amount the roll failed by in the direction of the opposing player’s choice. Indirect fire scatters double the distance.
4. Take a TQ test for every model (friend or foe) under the template. Any failures generate a *Shock* marker.

MORALE

Units with *Shock* markers on them may opt to use a *Rally* action to shake off a marker. Roll one TQ die and apply the following modifiers to the result:

- +1: No enemy in line of sight
- +1: Officer, squad leader or other SNCO attached to fireteam
- +2: Commander within TQ-maximum inches
- -1: Struck by *Danger Close* attack

If the final result is a 4+ you may remove one *Shock* marker: otherwise no *Shock* markers are removed and the initiative shifts to the other player.

RADIOTELEPHONE OPERATORS (RTOs)

As long as an RTO is alive, units may gain the commander’s morale bonus regardless of their distance to the commander.

Additionally, as long as the Fire Support RTO is alive, any unit may call for fire as if they are an FO, with all of the normal rules that apply.

REACTIONS

Whenever a unit has line of sight to an enemy as it moves, then it may react to it once at any point in its move by shooting. If it misses then it can't react to any other action until the player's next initiative phase. If it scores one hit the target ends its move on the spot, and if it scores two or more hits then the player forfeits initiative on top of that.

Additionally, a unit being charged may react to that charge via a normal shooting attack. Remove a single model from the charging unit per success. If the charging unit numbers 50% or fewer models after the shooting attack has concluded, the charge has failed.

TERRAIN

Cover: Non-vehicle units shooting at targets within cover get -1 on any attack rolls. Cover is defined as any terrain that obscures 50% or more of the unit.

Difficult Terrain: Units attempting to move through Difficult Terrain (such as forests or destroyed buildings) roll a D6 to determine how many inches they move.

VEHICLE CHARACTERISTICS

Vehicles in *Eleven Bravo* have four characteristics: front armor, side armor, rear armor and Troop Quality.

VEHICLE CREW AND ACTIVATION

Some vehicles are selected without crew and require soldiers to crew them. The number of soldiers required to crew the vehicle is listed under "Crew". If a vehicle is not fully crewed, it may only activate once during the controlling player's initiative phase. Any vehicles marked as "N/A" are purchased with crew.

In order to crew a vehicle, a unit must expend an action to move to the vehicle, at which point the unit may split up as necessary to crew the vehicle, with the remaining members embarking as passengers. This movement may be reacted to as normal.

Disembarking follows a similar process: declare that the unit is disembarking, which may then be reacted to as normal.

When activated, a vehicle may perform one of the following actions:

ADVANCE	MOVE 10".
SHOOT	FIRE AT THE ENEMY.
BUTTON UP	ANY SHOTS AGAINST THIS UNIT ARE -1 TO GENERATE A <i>SHOCK</i> MARKER.
REPAIR	SHAKE OFF <i>SHOCK</i> MARKERS.

Vehicles without crew may not be activated.

VEHICLE MOVEMENT

All vehicles may move up to 10" per activation and may pivot as much as the controlling player wishes during their activation.

SHOOTING WITH VEHICLES

Vehicles may shoot once per weapons system mounted on the vehicle - each weapons system generates a base number of attack dice.

Tank guns, ATGMs, AGLs and autocannons count as either anti-infantry or anti-tank weapons. All other weapons listed are anti-infantry weapons.

WEAPONS SYSTEM	DICE
MMG	3
HMG	4
AUTOMATIC GRENADE LAUNCHER (AGL)*	4
AUTOCANNON	5
ANTI-TANK GUIDED MISSILE (ATGM)	6
TANK GUN	6

*When shooting infantry, automatic grenade launchers have *exploding dice*: each success allows the firing player to roll another die - successes from this extra die do not generate additional dice.

BUTTONING UP

When a vehicle buttons up, all hatches are closed and the crew relies only on the vehicle's interior computers or vision slits - significantly reducing how much of the battlefield they can see at any one time. However, buttoned-up vehicles are much harder to damage with shrapnel and bullets.

To represent this, buttoned-up vehicles have a -1 when shooting during the activating player's initiative phase, but any shots against a buttoned-up vehicle have a -1 when attempting to generate *Shock* markers.

REPAIR

Vehicles with up to four *Shock* markers on them may opt to use a *Repair* action to shake off a marker. Roll one TQ die and if the final result is 4+ you may remove one *Shock* marker: otherwise no *Shock* markers are removed and the player forfeits initiative.

It may take a vehicle's crew a while to affect an effective repair - to represent this, vehicles that succeed their *Repair* actions may not be activated again during that player's initiative phase.

ASSEMBLING YOUR FORCES

Both players will have a number of standard infantry platoons as options for their basic force, which can be further customized through the use of support options.

SELECTING SUPPORT

Selecting your support options is best done once you have determined which scenario you will be playing, what kind of table you are fighting over, and whether you are the attacker or defender.

This is because the level of support available to a force is based on any difference between its Troop Quality and its opponent's quality and the number of support dice rolled.

What results is the numerical value of support options that players may choose. For example, a British infantry platoon is being attacked by a force of Irregulars while on a Patrol mission. The British platoon has a Troop Quality of D8 to the Irregulars' D6, with both sides rolling 2D6 for support. The Irregulars roll a 6: this, combined with the +2 they get for the difference in Troop Quality means they can select up to 8 points of support.

UNIVERSAL SUPPORT OPTIONS

There are a number of support options available for each force that are generic in that every force has access to them. Rather than repeat them for each force, the generic support options and their effects are covered here.

C4/SHAPED CHARGES

Units equipped with C4 or shaped charges may spend an action to lay them on a road or against the wall of a building, and then another action to detonate them.

Treat the detonation of a shaped charge as a single tank gun hit against the nearest enemy infantry or vehicle unit. Roll for vehicle damage as normal against whichever side of the vehicle is closest.

MEDIC

If a unit gains a *Shock* marker within 6" of an allied medic, make a TQ test. On a success, the *Shock* marker is removed but the unit's base TQ roll increases by 1 (so a 4+ increases to a 5+ and so on). On a failure, the *Shock* marker is accrued as normal.

BARBED WIRE

Barbed wire is always deployed in sections 6" long by 2" deep. Each section may be configured in any way that the deploying player wishes, but it must be always be deployed in a single 6" long section.

Infantry or wheeled vehicles attempting to cross barbed wire must take a TQ test: on a failure, they may not activate again. Additionally, any shooting attacks made against that unit have +1 to hit.

Fully tracked vehicles such as tanks may cross the barbed wire, destroying it.

Barbed wire is only deployed onto the table after *Rally Points* have been placed. A maximum of four wire sections may be deployed by each side in any one game.

ROADBLOCKS

Constructed in a variety of ways, the principle purpose of a roadblock is as the name says - to block a road. No vehicles may pass them and infantry attempting to do so must take a Difficult Terrain test unless they can otherwise go around the roadblock. Roadblocks may be targeted by mortars, artillery or anti-armor weapons and are considered destroyed upon a single successful hit.

Roadblocks are only deployed onto the table after *Rally Points* have been placed. A maximum of one road block may be deployed by each side in any one game.

SNIPER TEAMS

Sniper teams are covered in full in the section "DMRs and Sniper Rifles". They are available universally to all armies.

PREREGISTERED ARTILLERY BARRAGE

For each Preregistered Artillery Barrage purchased, the owning player may increase or decrease the results for one Light Artillery or Heavy Artillery Call For Fire by one.

THE UNITED STATES MARINE CORPS (USMC)

INFANTRY PLATOON

TROOP QUALITY: D8

The basic building block of the USMC is the fireteam. Three fireteams under a squad headquarters form a squad. Three squads under a platoon headquarters form a platoon.

USMC FIRETEAM

1x Team Leader w/M27 IAR

1x Automatic Rifleman w/M27 IAR

1x Grenadier w/M27 IAR and M320 40mm grenade launcher (support weapon)

1x Rifleman:

- One fire team's Rifleman will be armed with an M38 SDMR
- One fire team's Rifleman will be armed with an M27 IAR and M3E1 MAAWS (support weapon, anti-armor)
- One fire team's Rifleman will be armed with an M27 IAR

USMC SQUAD

1x Squad Leader w/M27 IAR

1x Assistant Squad Leader w/M27 IAR

1x Squad Systems Operator w/M27 IAR and quadcopter drone

3x Fireteams

USMC PLATOON

1x Platoon Commander w/M27 IAR

1x Platoon Sergeant w/ M27 IAR

1x Radiotelephone Operator w/M27 IAR

1x Platoon Medic w/M27 IAR

3x Squads

USMC SUPPORT TABLE

SUPPORT	PTS
Medic	1
Barbed wire	1
HMMVW	1
Roadblock	2
Assault squad, four men	2
M240B MMG team, two men	2
60mm Mortar Squad, three men	2
Preregistered Artillery	3
AAV7 APC	3
JLTV	3
USMC squad	4
Light Artillery Forward Observer	4
Sniper team, two men	4
81mm mortar squad, five men	5
M2 HMG team, two men	5
Mk19 AGL team, two men	5
LAV-25	5
Marine Recon team, six men	6
Heavy Artillery Forward Observer	6
LAV-M	6
LAV-AT	6
CAS Forward Observer	7
Javelin team, two men	7
MQ-20 Avenger	9

Most of the support options on the list are either self-explanatory or have their qualities explained by the faction arsenal table. However, the following support options need some notes.

ASSAULT SQUAD

The USMC Assault Squad is set up in the following way:

1x Team Leader/Gunner w/ M27 IAR and M3E1 MAAWS (support weapon, anti-armor)

1x Assistant Gunner w/ M27 IAR

1x Team Leader/Gunner w/ M27 IAR and M3E1 MAAWS (support weapon, anti-armor)

1x Assistant Gunner w/ M27 IAR

MORTAR SQUADS

The 60mm mortar squad uses a 3" blast template while the 81mm mortar squad uses a 5" blast template.

JAVELIN TEAM

The Javelin functions the same as an ATGM except that any attacks against vehicles are treated as though they hit the rear armor.

MARINE RECON SQUAD

As special-operations capable troops, Marine reconnaissance squads roll D10s instead of D8s for Troop Quality. Marine reconnaissance squads are set up in the following way:

1x Team Leader w/M27 IAR

1x Assistant Team Leader w/M27 IAR

1x Radiotelephone Operator w/M27 IAR

1x Assistant Radiotelephone Operator w/M27 IAR

2x Recon Marines w/M27 IAR

Marine reconnaissance squads do not deploy from a *Rally Point*: instead, roll a D6. On a 1-2, deploy anywhere up to 6" on the table edge to your left; on a 3-4 deploy anywhere up to 6" on the table edge to your right; on a 5-6, deploy anywhere up to 6" on your opponent's table edge.

VEHICLE	ARMOR	TROOP QUALITY	CREW	CAPACITY	WEAPONS
HMMVW	-0/-0/-0	D8	2	5 (incl. crew)	1x M2 HMG OR 1x Mk19 AGL
AAA APC	-1/-1/-0	D8	N/A	21	1x M2 HMG AND 1x Mk19 AGL
JLTV	-0/-0/-0	D8	2	5 (incl. crew)	1x M2 HMG OR 1x Mk19 AGL OR 1x TOW-2 ATGM
LAV-25	-1/-1/-1	D8	N/A	6	1x 25mm autocannon AND 2x 7.62 MMGs
LAV-M	-1/-1/-1	D8	N/A	6	1x 81mm mortar AND 1x 7.62 MMG
LAV-AT	-1/-1/-1	D8	N/A	6	1x TOW-2 ATGM

THE US ARMY

INFANTRY PLATOON

TROOP QUALITY: D8

The basic building block of the US Army is the fireteam. Two fireteams under a squad leader form a squad. Three squads under a platoon headquarters form a platoon.

US ARMY FIRETEAM

1x Team Leader w/M4A1

1x Automatic Rifleman w/M249 LMG (support weapon)

1x Grenadier w/M4A1 and M320 40mm grenade launcher (support weapon)

1x Rifleman w/M4A1 and AT4 (support weapon, anti-armor, disposable)

US ARMY SQUAD

1x Squad Leader w/M4A1

2x Fireteams

US ARMY WEAPONS SQUAD

1x Squad Leader w/M4A1

2x Medium Machine Gun Teams (2 men each):

- 1x Machine Gunner w/ M240B (support weapon)
- 1x Assistant Machine Gunner w/M4A1

2x Anti-Armor Teams (2 men each):

- 1x Anti-Armor Specialist w/M3E1 MAAWS (support weapon, anti-armor)
- 1x Ammo Handler w/M4A1

US ARMY PLATOON

1x Platoon Leader w/M4A1

1x Platoon Sergeant w/M4A1

1x Radiotelephone Operator w/M4A1

1x Combat Medic w/M4A1

1x Light Artillery Forward Observer w/M4A1

1x Fire Support Radiotelephone Operator w/M4A1

3x Squads

1x Weapons Squad

US ARMY SUPPORT TABLE	
SUPPORT	P _{TS}
Medic	1
Barbed Wire	1
HMMVW	1
Roadblock	2
M240B MMG team, two men	2
Anti-Armor team, two men	2
Light Artillery Forward Observer	2
60mm mortar squad, three men	2
Preregistered Artillery	3
M-ATV	3
US Army squad	4
Sniper team, two men	4
Combat Engineer team, four men	4
MRAP	4
81mm mortar squad, five men	5
M2 HMG team, two men	5
Mk19 AGL team, two men	5
Stryker	5
Ranger fireteam, four men	6
Heavy Artillery Forward Observer	6
M1128 MGS	6
Dragoon	6
M2 Bradley	7
CAS Forward Observer	8
Ranger squad, nine men	8
MQ-20 Avenger	9
M1A2 Abrams	10

Most of the support options on the list are either self-explanatory or have their qualities explained by the faction arsenal table. However, the following support options need some notes.

MORTAR SQUADS

The 60mm mortar squad uses a 3" blast template while the 81mm mortar squad uses a 5" blast template.

COMBAT ENGINEER TEAM

The US Army Combat Engineer Team is set up in the following way:

1x Team Leader w/M4A1

3x Sappers w/M4A1

All four members of the team are armed with claymores and shaped charges.

CLAYMORES

Units equipped with claymores may spend an action to lay them and then another action to detonate them.

Claymores have a 6" range. On detonation, any unit within the front 180' arc of the claymore takes D6 hits - roll TQ tests as normal. Vehicles are unaffected.

RANGER SQUAD

As special-operations capable troops, Ranger squads roll D10s instead of D8s for Troop Quality. Ranger squads are set up in the following way:

1x Squad Leader w/M4A1

2x Fireteams consisting of the following:

- 1x Fireteam Leader w/M4A1
- 1x Automatic Rifleman w/M249 LMG (support weapon)
- 1x Grenadier w/M4A1 and M320 40mm grenade launcher (support weapon)
- 1x Rifleman w/M4A1

VEHICLE	ARMOR	TROOP QUALITY	CREW	CAPACITY	WEAPONS
HMMVW	-0/-0/-0	D8	2	5 (incl. crew)	1x M2 HMG OR 1x Mk19 AGL
MATV	-0/-0/-0	D8	2	5 (incl. crew)	1x M2 HMG OR 1x Mk19 AGL OR 1x TOW-2 ATGM
MRAP ^M	-0/-0/-0	D8	2	10 (incl. crew)	1x M2 HMG OR 1x Mk19 AGL
Stryker	-2/-1/-1	D8	N/A	9	1x M2 HMG OR 1x Mk19 AGL
M1128 MGS	-2/-1/-1	D8	N/A	N/A	1x 105mm tank gun AND 1x M2 HMG
Dragoon	-2/-1/-1	D8	N/A	9	1x 30mm autocannon
M2 Bradley	-3/-2/-1	D8	N/A	7	1x 25mm autocannon AND 1x 7.62 MMG AND 2x TOW-2 ATGM
M1A2 Abrams	-4/-3/-1	D8	N/A	N/A	1x 120mm tank gun AND 1x M2 HMG AND 2x 7.62 MMG

^M Armor is considered -2/-2/-2 against shaped charges.

THE BRITISH ARMY

INFANTRY PLATOON

TROOP QUALITY: D8

Like most armies throughout the world, the British army bases their platoon around the fireteam: two fireteams form a section and three sections form a platoon.

BRITISH ARMY FIRETEAM ONE

1x Squad Leader w/L85A3

1x Rifleman w/L85A3

1x Grenadier w/L85A3 UGL (support weapon)

1x Sharpshooter w/L129A1 sniper rifle

BRITISH ARMY FIRETEAM TWO

1x Assistant Squad Leader w/L85A3

1x Rifleman w/L85A3

1x Grenadier w/ L85A3 UGL (support weapon)

1x Gunner w/L7A2 GPMG (support weapon)

BRITISH ARMY SECTION

1x Fireteam One

1x Fireteam Two

BRITISH ARMY PLATOON

1x Platoon Commander w/L85A3

1x Platoon Sergeant w/L85A3

3x Riflemen w/L85A3

3x Sections

BRITISH ARMY SUPPORT TABLE	
SUPPORT	P _{TS}
Medic	1
Barbed Wire	1
FV432	1
Ocelot	2
Roadblock	2
Light Artillery Forward Observer	2
Preregistered Artillery	3
British Army Section	4
SAS patrol, four men	6
Warrior	7
CAS Forward Observer	8
MQ-9 Reaper	9
Challenger II	10

VEHICLE	ARMOR	TROOP QUALITY	CREW	CAPACITY	WEAPONS
FV432	-1/-1/-0	D8	N/A	10	1x 7.62 MMG
Ocelot ^M	-0/-0/-0	D8	N/A	3	2x 7.62 MMG
Warrior	-2/-1/-1	D8	N/A	7	1x 30mm autocannon AND 1x 7.62 MMG
Challenger II	-4/-3/-1	D8	N/A	N/A	1x 120mm tank gun AND 1x 7.62 HMG AND 1x 7.62 MMG

^M Armor is considered -2/-2/-2 against shaped charges.

Most of the support options on the list are either self-explanatory or have their qualities explained by the faction arsenal table. However, the following support options need some notes.

SAS P_{ATROL}

As special-operations capable troops, SAS patrols roll D10s instead of D8s for Troop Quality. An SAS patrol is set up in the following way:

1x Squad Leader w/C8 carbine

1x Medic w/C8 carbine

1x Demolitions Expert w/C8 carbine and 1x shaped charge

1x Operator w/C8 carbine

THE GERMAN ARMY

PANZERGRENADIER ZUG

TROOP QUALITY: D8

The German army's Panzergrenadiers focus around the Marder IFV, with a dismounted fireteam of six men serving to support the IFV and vice versa.

GERMAN ARMY PANZERGRENADIER GRUPPE

1x Troop Leader w/G36

1x Deputy Troop Leader w/AG36 (support weapon)

1x Machine Gunner w/MG3/4/5 (support weapon)

2x Rifleman w/G36

1x Anti-Tank Gunner w/PzF3 (support weapon, anti-tank)

GERMAN ARMY PANZERGRENADIER PLATOON

1x Platoon Commander w/G36

1x Anti-Tank Gunner w/PzF3 (support weapon, anti-tank)

1x Rifleman w/G36

1x RTO w/G36

1x Rifleman w/MILAN ATGM (see ATGM under "Shooting With Vehicles")

3x Panzergrenadier Gruppen

4x Marder IFVs

VEHICLE	ARMOR	TROOP QUALITY	CREW	CAPACITY	WEAPONS
Marder	-2/-2/-2	D8	N/A	6	1x Mk20 autocannon AND 1x MILAN ATGM AND 1x 7.62 MG3 MMG

THE RUSSIAN GROUND FORCES

MOTORIZED RIFLE PLATOON

TROOP QUALITY: D6

The Russian Ground Forces split their squads into fire and maneuver groups - while these are fundamentally identical to Western fireteams, Russian forces usually pack more infantry support weapons, at least on paper.

RUSSIAN GROUND FORCES FIRE GROUP

1x Squad Commander w/AK-74M

1x Grenadier w/AK-74M and RPG-7V (support weapon, anti-armor)

1x Assistant Gunner w/ AK-74M

1x Machine Gunner w/ RPK-74M (support weapon)

RUSSIAN GROUND FORCES MANEUVER GROUP

1x Senior Rifleman w/AK-74M UGL (support weapon)

1x Rifleman w/AK-74M UGL (support weapon)

RUSSIAN GROUND FORCES RIFLE SECTION

1x Fire Group

1x Maneuver Group

RUSSIAN GROUND FORCES PLATOON

1x Platoon Commander w/AK-74M

1x Deputy Platoon Commander w/AK-74M

1x Machine Gunner w/PKP (support weapon)

1x Assistant Machine Gunner w/AK-74M

1x Sniper w/SVD

1x Medic w/AK-74M

3x Rifle Sections

3x BMP-2s

VEHICLE	ARMOR	TROOP QUALITY	CREW	CAPACITY	WEAPONS
BMP-2	-2/-2/-2	D6	N/A	7	1x 2A42 autocannon AND 1x Konkurs ATGM AND 1x 7.62 PKT MMG

THE UKRAINIAN ARMY

INFANTRY PLATOON

TROOP QUALITY: D6

Ukrainian Army platoons are made up of a platoon headquarters in the Russian style plus three rifle squads.

UKRAINIAN ARMY GROUP No. 1

1x Senior Rifleman w/AK-74 GP-25 (support weapon)

1x Machine Gunner w/RPK-74 (support weapon)

1x Sniper w/SVD

1x Rifleman w/AK-74

UKRAINIAN ARMY GROUP No. 2

1x Grenadier w/AK-74 and RPG-7 (support weapon, anti-armor)

1x Assistant Grenadier w/AK-74

1x Machine Gunner w/RPK-74 (support weapon)

1x Rifleman w/AK-74

UKRAINIAN ARMY SQUAD

1x Squad Commander w/AK-74

1x Group No. 1

1x Group No. 2

UKRAINIAN ARMY PLATOON

1x Platoon Commander w/AK-74M

1x Deputy Platoon Commander w/AK-74

1x Machine Gunner w/PPK (support weapon)

1x Assistant Machine Gunner w/AK-74

1x Sniper w/SVD

1x Medic w/AK-74

3x Squads

THE CHINESE ARMY

INFANTRY PLATOON

TROOP QUALITY: D6

Chinese army squads are a little large - nine men instead of the usual eight. Additionally, they do not break down at the fireteam level.

CHINESE ARMY SQUAD

1x Squad Leader w/QBZ95

1x Assistant Squad Leader w/QBZ95

1x Rocketeer w/F98 (support weapon, anti-armor)

1x Assistant Rocketeer w/QBZ95

1x Gunner w/QBB95 SAW (support weapon)

4x Rifleman w/QBZ95

CHINESE ARMY PLATOON

1x Platoon Leader w/QBZ95

1x Radiotelephone Operator w/QBZ95

3x Squads

MILITIA/IRREGULARS

TROOP QUALITY: D6

A catch-all for the various militia groups, irregular armies and other groups that pop up in the wake of any armed conflict.

MILITIA GROUP ONE

- 1x Leader w/AKM
- 2x Gunner w/RPG (support weapon, anti-armor)
- 2x Gunner w/RPK-74 (support weapon)
- 4x Rifleman w/AKM

MILITIA GROUP TWO

- 1x Leader w/AKM
- 2x Gunner w/RPG (support weapon, anti-armor)
- 1x Gunner w/RPK-74 (support weapon)
- 4x Rifleman w/AKM

MILITIA GROUP THREE

- 1x Leader w/AKM
- 1x Gunner w/RPG (support weapon, anti-armor)
- 1x Gunner w/RPK-74 (support weapon)
- 6x Rifleman w/AKM

MILITIA HUNTER KILLER TEAM

- 1x Leader w/AKM
- 2x Gunner w/RPG (support weapon, anti-armor)
- 1x Gunner w/RPK-74 (support weapon)
- 1x Sniper w/SVD

MILITIA CELL

- 1x Militia Group One
- 1x Militia Group Two
- 2x Militia Group Three
- 2x Militia Hunter Killer Teams

MILITIA/IRREGULARS SUPPORT TABLE

SUPPORT	PTS
Militia Group One	1
Militia Group Two	1
Militia Group Three	1
Barbed Wire	1
Technical	1
Technical w/HMG*	2
Roadblock	2
IED	2
Militia Hunter-Killer Team	3
Militia Light Mortar Team	3
Militia Heavy Mortar Team	4
VBIED	5
Technical w/autocannon*	6
Light Artillery Forward Observer	7
Heavy Artillery Forward Observer	8

*Note that Technicals with weapons do not have any crew capacity.

VEHICLE	ARMOR	TROOP QUALITY	CREW	CAPACITY	WEAPONS
Technical	+1/+1/+1	D6	2	9 (incl. crew)	1x HMG OR 1x autocannon

Most of the support options on the list are either self-explanatory or have their qualities explained by the faction arsenal table. However, the following support options need some notes.

IED

IEDs act as C4 or shaped charges. For each IED purchased, the Militia player receives a single 25mm base that may be deployed anywhere on the board during the Militia player's deployment.

VBIED

For each VBIED, the insurgent player receives a Technical with an IED in the back. The VBIED may be detonated by the Militia player at any time: treat this as an Explodes result on the Vehicle Panic table against enemy infantry; additionally, the IED itself detonates - treat this as a shaped charge detonation.

If the VBIED receives enough *Shock* markers for an Engine Kill or Explodes result, the IED in the back detonates.

MISSION LIST

SCENARIO ONE: PATROL

You have been detailed to patrol no man's land and drive off any enemy forces encountered. Additional forces are near at hand to secure victory, but be warned - the enemy have their own reserves and will attempt to do the same to you.

SCENARIO INFORMATION

Initiative: Attacker

Support: 1D6 for attacker and defender both. The attacker may not select barbed wire or pre-registered artillery as part of their support choices. The defender may not select pre-registered artillery as part of their support choices.

ATTACKER MISSION

You have caught the enemy out in no-man's land. Destroy them utterly before they have a chance to withdraw, regroup, or call in further support.

Attacker Major Victory: All defender units destroyed by the end of the eighth turn.

Attacker Minor Victory: More than 50% of the defender's units destroyed by the end of the eighth turn.

DEFENDER MISSION

Enemy forces have been spotted in no-man's land. Pin them in place so that you can withdraw or destroy them utterly - the choice is yours.

Defender Major Victory: No attacker units left on the board by the end of the eighth turn.

Defender Minor Victory: Move 75% of your starting force off the attacker's board edge.

SCENARIO TWO: AMBUSH

While out on patrol, your squad/platoon is ambushed by the enemy. Either withdraw in good order or eliminate them!

SCENARIO INFORMATION

Initiative: Attacker

Support: 2D6 for attacker, 1D6 for defender. The attacker may not select barbed wire as part of their support choices.

ATTACKER MISSION

Your ambush has succeeded in catching the enemy in a kill zone. Finish them off!

Attacker Victory: All defender units destroyed by the end of the eighth turn.

DEFENDER MISSION

Enemy forces have caught you in an ambush. Withdraw before you are overrun.

Defender Major Victory: Move 75% or more of your starting force off of any board edge except your starting board edge. Must move all units off the same board edge.

Defender Minor Victory: Move 50%-75% of your starting force off of any board edge except your starting board edge. Must move all units off the same board edge.

SCENARIO THREE: SWEEP AND CLEAR

You've received intelligence that enemy forces are holed up in a nearby settlement. Sweep through and root them out, block by block if necessary.

SCENARIO INFORMATION

Initiative: Defender

Support: 2D6 for attacker and 1D6 for defender. The attacker may not select barbed wire or pre-registered artillery as part of their support choices.

SETUP

1. Before choosing table edges or deploying forces, players alternate placing buildings onto the board until at least 75% of the board is covered in terrain.
2. Both sides choose their deployment table edges.
3. Deploy as per the "Deployment" section of the book, with one alteration: all of the defender's *Rally Point* markers must be inside a building on their half of the table.

ATTACKER MISSION

The enemy is holed up in a nearby settlement. Secure the area so that you can continue your advance unmolested.

Attacker Major Victory: All defender buildings captured by the end of the eighth turn.

Attacker Minor Victory: More than 50% of defender buildings captured by the end of the eighth turn.

DEFENDER MISSION

The enemy has fallen into your trap. Encircle and destroy them.

Defender Major Victory: No attacker units left on the board by the end of the eighth turn.

Defender Minor Victory: Move 75% of your starting force off the attacker's board edge.

SCENARIO FOUR: RESCUE

Both forces are sweeping the area for valuable intel - maps, a downed pilot, a crashed command vehicle - when they clash near its location.

SCENARIO INFORMATION

Initiative: Dice roll to decide initiative

Support: 2D6 for attacker and 1D6 for defender. Neither the attacker nor the defender may select barbed wire as part of their support choices.

SETUP

1. Before choosing table edges or deploying any forces, the players alternate placing six numbered counters face down anywhere on the table, (without looking at the numbers on the counters!). Each counter must be no closer than 8" to another counter and no closer than 8" to any board edge.
2. Determine which one of these counters is the objective by rolling a D6. The counter with that number on it is the real objective and must be discovered by the armies during the battle.
3. Deploy as per the "Deployment" section of the book.
4. Both players roll a die, the winner choosing whether or not they begin with the initiative.

OBJECTIVE

The player in possession of the objective at the end of the game wins. If no one has the objective at the end of the game, it is a draw.

To reveal a counter, the player must move an infantry model into contact with it. Turn the counter face up. If the counter is the one with the number rolled at the start of the game, the model has located the objective, and it is now in that model's possession. If the counter is any other number, discard it and keep hunting.

If the model carrying the objective is killed or has to fall back, then it is dropped and remains on the board. It may be picked up by any infantry model that moves into contact with it.

The model can pass the objective to another infantry model by moving into base contact.

Both models may move after they have come into contact, but the objective can only be handed off once per initiative phase.

SCENARIO FIVE: TAKE AND HOLD

You've received orders to secure the battlefield before the arrival of a much greater number of friendly troops - and the enemy are known to be doing the same. Smash them aside, take the high ground and await reinforcements.

SCENARIO INFORMATION

Initiative: Dice roll to decide initiative

Support: 2D6 for attacker and 1D6 for defender.

OBJECTIVE

The player who controls the center of the battlefield at the end of the game is the winner. The center is defined as a 12" square in the absolute middle of the board.

In order to control the center, a unit inside that 12" square must be above 50% strength and not Pinned or Suppressed. If two opposing units are both in the center, the center is contested until one of the units is reduced below 50%, Pinned, Suppressed or destroyed.

SCENARIO SIX: DELAYING ACTION

The offensive is pushing the enemy back all along the front. The attacker must sweep aside any pockets of resistance as quickly as possible. The defender's army has been driven back by the enemy offensive, and needs time to regroup. The defender's force has been selected as the rearguard of the retreating army, and must stall the enemy advance as long as possible to give the rest of the army a chance to form a new defensive line.

SCENARIO INFORMATION

Initiative: Dice roll to decide initiative

Support: 2D6 for the attacker and 1D6 for the defender. The defender may not select pre-registered artillery as part of their support choices.

ATTACKER MISSION

Eliminate the defender's rearguard quickly and keep the momentum of your advance going.

Attacker Victory: At least one attacker unit on the board and no defender units more than 12" from any table edge at the end of the game.

DEFENDER MISSION

Stall for as long as you can.

Defender Victory: At least one defender unit must be more than 12" from any table edge at the end of the game.