ELEVEN BRAVO

MINIATURES AGNOSTIC MODERN WARFARE
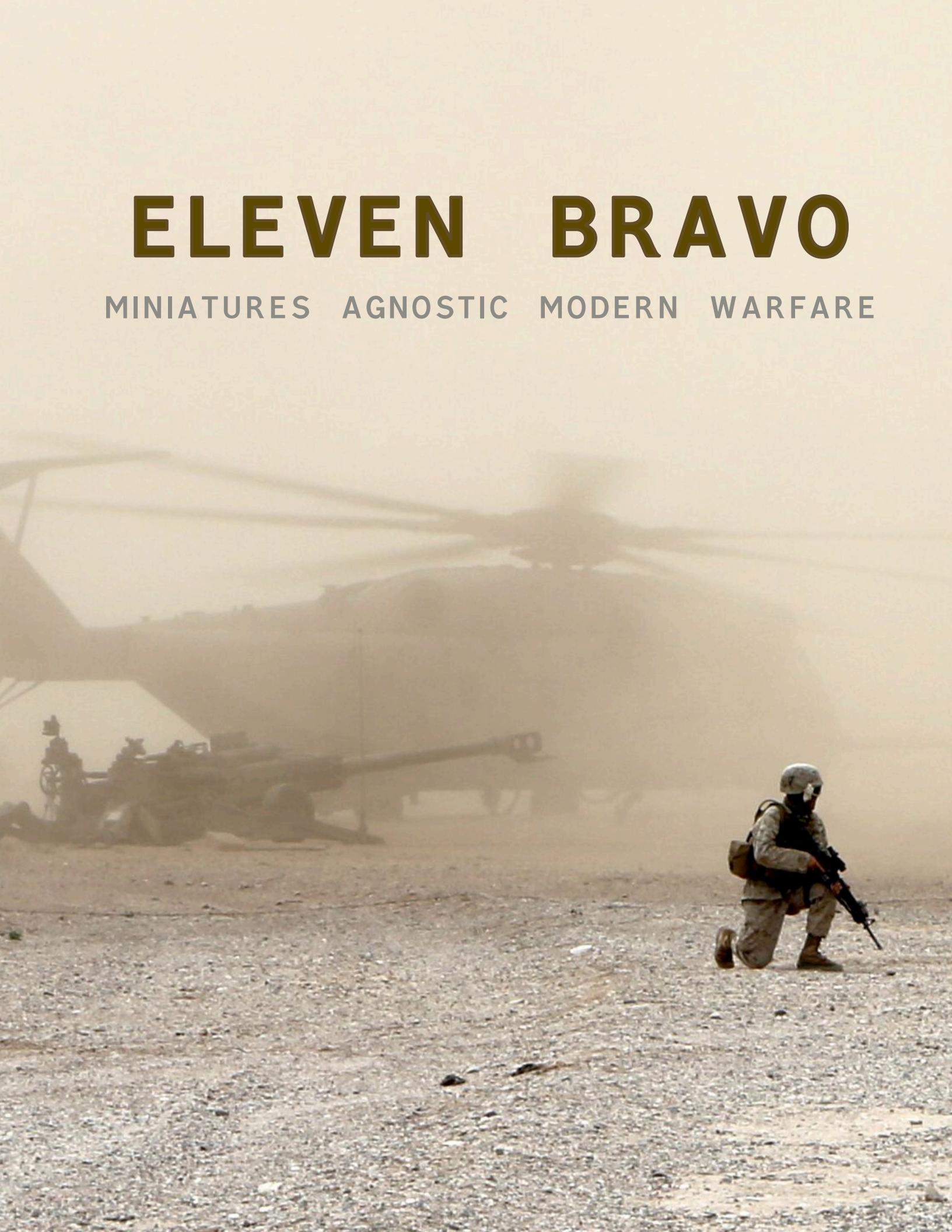
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Introduction

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 Irregular (D4) 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 unit entry, unless otherwise specified.

4. 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 player turns. The scenario being played determines who goes first. During their turn, a player may activate each of their units as many times as they like: their turn ends once they fail a morale test, miss when shooting, or have a unit suppressed by reaction fire.

Reserves

At the beginning of their turn, if a player has 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 Shock marker.
Rally	Shake off Shock markers.

Note that transports are activated separately from their parent unit but must end any movement action within 5" of at least one model from the parent unit.

Movement

Units may move in 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.

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.

1	Pinned: Cannot move.
2	Suppressed: Cannot shoot.
3+	Panicked: Roll Panic tests.

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 Panic 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	Explodes: Vehicle destroyed. Place D6 Shock markers on any allied infantry within 4".

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 activation.

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.

D4:

1	Roll on Complication chart
2-3	Reduced effect
4	Full Effect

D6:

1-2	Roll on Complication chart
3-4	Reduced effect
5-6	Full Effect

D8:

1	Roll on Complication chart
2-3	No effect
4-5	Reduced effect
6-8	Full effect

D10:

1-2	Roll on Complication chart
3-4	No effect
5-6	Reduced effect
7-10	Full effect

Fire Mission Resolution

Each type of fire mission generates a number of base attack dice. For each "Reduced effect" result, halve the number of attack dice, rounding down.

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.

D4:

1	Strike lands on nearest friendly unit
2-3	Counter-fire: -1 to further availability rolls
4	Shift fire 6" opposing player's choice

D6:

1-2	Strike lands on nearest friendly unit
3-4	Counter-fire: -1 to further availability rolls
5-6	Shift fire 6" opposing player's choice

D8:

1	Strike lands on nearest friendly unit
2-4	Counter-fire: -1 to further availability rolls
5	Shift fire 6" north
6	Shift fire 6" east
7	Shift fire 6" west
8	Shift fire 6" south

D10:

1	Strike lands on nearest friendly unit
2-6	Counter-fire: -1 to further 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, which functions the same as the Calling For Fire section of the rules. Direct fire functions a little differently:

1. Declare target.
2. Place a blast template over the target unit.
3. Roll a scatter die and 1D6. On any other result except for a HIT, move the blast template that many inches in the direction indicated by the scatter die.
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 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 4+ you may remove one Shock marker: otherwise no Shock markers are removed and the player's turn ends.

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 turn ends. If it scores one hit the target ends its move on the spot, and if it scores two or more hits then the player's turn ends on top of that.

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. Typically this is represented in the following way:

Name	Armor	Troop Quality	Type
M1 Abrams	-3 / -2 / 0	D8	Tracked

Vehicle Activation

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 Shock marker.
Repair	Shake off Shock markers.

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 as many times as they have weapons systems - each weapons system generates a base number of attack dice.

Depending on what the vehicle is attacking, refer to the "Shooting At Infantry" and "Shooting At Vehicles" sections of the rulebook.

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, but any shots against a buttoned-up vehicle have a -1 when attempting to generate *Shock* markers.

Repair

Vehicles with one or two Shock markers on them may opt to use a Repair action to shake off a marker. Roll one die and if the final result is 4+ you may remove one Shock marker: otherwise no Shock markers are removed and the player's turn ends.

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 turn.

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' D4, with both sides rolling 1D6 for support. The Irregulars roll a 3: this, combined with the +4 they get for the difference in Troop Quality means they can select up to 7 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.

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 Prereigstered 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 squad.

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

Most of the support options on 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	Type	Weapons
HMMVW	-0/-0/-0	D8	Wheeled	1x M2 HMG OR 1x Mk19 AGL
AA7 APC	-1/-1/-0	D8	Tracked	1x M2 HMG AND 1x Mk19 AGL
JLTV	-0/-0/-0	D8	Wheeled	1x M2 HMG OR 1x Mk19 AGL OR 1x TOW-2 ATGM
LAV-25	-1/-1/-1	D8	Wheeled	1x 25mm Autocannon AND 2x 7.62 MMGs
LAV-M	-1/-1/-1	D8	Wheeled	1x 81mm mortar AND 1x 7.62 MMG
LAV-AT	-1/-1/-1	D8	Wheeled	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	Pts
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, eight men	8
M1A2 Abrams	10

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/SA80

1x Grenadier w/SA80 UGL (support weapon)

2x Gunner w/L108A1 SAW (support weapon)

British Army Fireteam Two

1x Assistant Squad Leader w/SA80

1x Grenadier w/ SA80 UGL (support weapon)

1x Gunner w/L108A1 SAW (support weapon)

1x Gunner w/GPMG (support weapon)

British Army Section

1x Fireteam One

1x Fireteam Two

British Army Platoon

1x Platoon Commander w/SA80

1x Platoon Sergeant w/SA80

3x Sections

The Russian Ground Forces

Infantry 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)

2x Rifleman w/AK-74M

Russian Ground Forces 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)

1× Assistant Machine Gunner w/AK-74M

1× Sniper w/SVD

1× Medic w/AK-74M

3x Sections

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/PKP (support weapon)

1× Assistant Machine Gunner w/AK-74

1× Sniper w/SVD

1× 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: D4

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)

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

1x Sniper w/SVD

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)

1x Sniper w/SVD

4x 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

1x Militia Group Three

2x Militia Hunter Killer Teams

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

Game Duration: 8 turns

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

Game Duration: 8 turns

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

Game Duration: 8 turns

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 them 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

Game Duration: 8 turns

Initiative: Dice roll for first turn

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 take turns 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 dice, the winner choosing whether to take the first or second turn.

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 turn.

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

Game Duration: 8 turns

Initiative: Dice roll for first turn

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

Game Duration: 8 turns

Initiative: Dice roll for first turn

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.