

HOUSE TO HOUSE

QUICK START RULES

FOR ELEVEN BRAVO

PRE-GAME SETUP

While normal games of **Eleven Bravo** are played on a 6'x4' table, this quick-start scenario is played on a 1'x1'.

Players control one of two forces, the US Army or the Insurgents, as they attempt to accomplish their objective.

THE OBJECTIVE

A player is declared the winner when they have rendered more than half of the opposing forces **Killed** or **Suppressed** when initiative switches.

INITIATIVE

The US Army player begins with the initiative, and initiative switches in one of three ways:

1. **Morale Failure.** A friendly unit fails to activate.
2. **Failure to Suppress.** If a friendly unit executes a shooting attack and misses with 50% or more of the total dice rolled.
3. **Tactical Suppression.** Enemy fire successfully pins a friendly unit in place when they attempt to move.

PLACING TERRAIN

Starting with the initiative player, alternate placing terrain features such that neither player can draw line of sight across more than half of the board in any one direction.

DEPLOYING FORCES

Starting with the initiative player, alternate placing models (see “Coalition Forces” and “Insurgent Forces”) within 6” of a terrain feature. Each model must be able to draw line of sight to one other friendly model. Deployment continues until and unless a friendly model can draw line of sight to an enemy model.

Any models not deployed come in as Reserves.

RESERVES

At the beginning of their initiative, a player may bring one model onto the board following the “Deploying Forces” rules outlined above.

TROOP QUALITY

All units in **Eleven Bravo** have one core stat: **Troop Quality** (TQ), which is an amalgamation of their training, morale, body armor, etc. This is the die they roll for any checks they are required to make. Note that a 1 is always a failure and the top number of the die (e.g. 8 on a D8) is always a success even if modifiers would make this not the case. The base success roll for Troop Quality is **4+**.

ACTIVATING MODELS

The player who currently holds the initiative can activate any of their models until and unless initiative switches.

AVAILABLE ACTIONS

Infantry models may take one of three actions:

1. **Advance:** Move 6” and fire at an enemy unit.
2. **Charge:** Move 6” into melee with an enemy unit.
3. **Hunker Down:** Duck into cover for a -1 modifier to any incoming Shooting rolls until the controlling player's next initiative.

Additionally, instead of activating, an infantry model with **Stress** markers may **Fall Back** 6” toward the nearest terrain feature and remove one **Stress** Marker.

SHOOTING

Roll a TQ die for each model attempting to shoot. Every individual die result of a **4+** (subject to cover modifiers) is a successful hit.

Shooting at units in **heavy cover** (such as walls or solid structures) confers a -2 modifier. **Light cover** such as trees confers a -1 modifier.

A model firing an infantry support weapon (such as an LMG or underslung grenade launcher) rolls an extra die when making a shooting attack. Infantry support weapons are identified by the “Support Weapon” keyword in the faction's respective army list.

For each successful hit, the enemy unit must immediately roll a Troop Quality die. On a failure, the unit accrues one (1) **Stress** marker.

ANTI-TANK WEAPONS

When using anti-tank weapons against infantry, do not roll to hit normally. Place a 3” blast template over the targeted unit. Roll a standard scatter die. The blast template moves 3” in the direction indicated. All models caught under the template must take a standard TQ test. The unit accrues one (1) **Stress** marker per failed test.

Anti-tank weapons are identified by the “Anti-armor” keyword.

STRESS

A unit that accrues **Stress** markers must roll to activate. Roll one Troop Quality die in sequence for each **Stress** marker a unit has accrued. On a roll of 1, the unit is killed and removed from the table; on a roll of 2 or 3, the unit is **Suppressed** and cannot activate; on a roll of 4 or greater, the unit activates as normal. In all cases, any accrued **Stress** markers are removed.

If a unit fails to activate (i.e. it is **Suppressed** or killed), initiative shifts to the opposing player.

MELEE

Charging units move into base contact with the closest enemy unit. both players then roll a TQ die for each model in base contact, pairing off successes from highest to lowest with the higher die in each pair killing an enemy model. Defender wins ties.

Units that have accrued **Stress** markers have a -1 modifier to their melee rolls per accrued **Stress** marker.

The side that kills the most enemy models wins combat, and the losing unit is considered destroyed.

REACTIONS

Whenever a friendly unit has line of sight to an enemy unit as it moves, it may react to that unit once at any point in its movement by shooting. Roll a TQ die for each model in friendly unit. On a **6+** a hit is scored.

If the friendly unit misses **50%** or more of its dice rolls then it can't react to any other action until the player's next initiative phase. If it scores one hit the enemy 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.

COALITION FORCES

Troop Quality: D8

→ 1× Squad Leader w/M4A1

→ 2× Fire Teams

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

INSURGENT FORCES

Troop Quality: D6

→ 1× Insurgent Team One

- 1× Insurgent Leader w/AKM
- 1× Insurgent w/RPK (support weapon)
- 1× Insurgent w/RPG (anti-armor)
- 3× Insurgent w/AKM

→ 1× Insurgent Team Two

- 1× Insurgent Leader w/AKM
- 5× Insurgent w/AKM