

# QUICK START RULES

FOR CODE RED



VERSION 0.49

**CODE RED** is a wargaming ruleset for modern skirmishes. This Quickstart-Ruleset provides a simplified version of the rules to facilitate quick play and familiarization with the rules.

# BASICS

## DICE

Code Red uses 10-sided dice (D10) for any test. Results of 5+ (5 or above) after applying modifiers are successes (except morale - see below).

## MEASUREMENTS

Measurements are in Inches (“) and always done from the center of a unit.

## SHOCK

Shock represents the degradation of combat value for your units. Shock markers for Code Red have two sides: One red, one yellow. A shock marker enters the game with the **RED** side facing up.

## LINE OF SIGHT

If located inside a terrain piece, units have a LOS of 4” into the piece they occupy.

They can see out of their terrain piece if they’re located at most 2” from its edge. If the terrain piece is exactly 2” wide, units in contact with this piece can see through it.

**Any unit that can see an enemy unit will be visible to that enemy unit.**

## CLOSE RANGE

Units are in Close range if they are at most 10” away from the target.

## MORALE TEST

To take a Morale Test, roll a single die against the morale threshold (6+) - a failed roll adds 1 Shock.



# UNITS

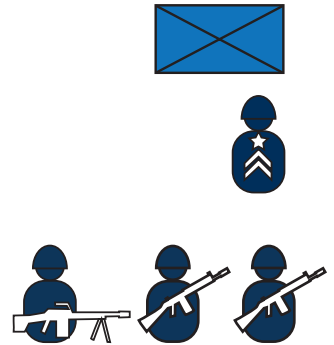
The Quickstart Rules use the following generic organisations.

Each of the listed elements (Group/Team) is a single **UNIT**. Soldiers within that unit may be placed up to 1" apart. Units are activated by their **LEADER**.

## BLUFOR INFANTRY SECTION

Section Leader (NCO)

- Gun Group
  - 1x MG
  - 2x Assistant Riflemen



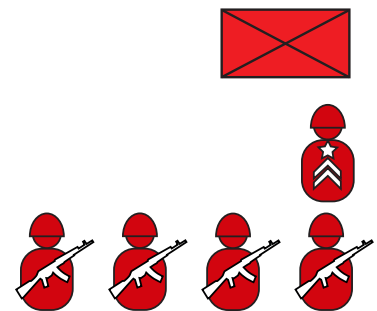
- Rifle Group
  - 6x Riflemen



## REDFOR INFANTRY SQUAD

Squad Leader (NCO)

- Team 1
  - 4x Riflemen



- Team 2
  - 4x Riflemen



# TERRAIN

The Quickstart Rules cover the following terrain types:

Terrain Feature	Effect
Hard Cover - Walls, Forest, Rocks	Concealment, Hard Cover
Light Cover - Fields, Bushes, Undergrowth	Concealment

**CONCEILMENT** means Units in this terrain feature have to be **SPOTTED**.  
**HARD COVER** provides physical protection from enemy fire.

# PHASES OF PLAY

The game is organised in the following phases:

## INITIATIVE

Leaders generate 2 command dice – all dice are pooled.

Command Dice may be removed from the pool to remove one shock marker per die from a unit. The remaining pool is rolled and all successes (5+) are counted.

Successes become **ORDERS** for the upcoming Orders-phase.

The Player with most orders gains **INITIATIVE** and becomes the **ACTIVE PLAYER**. In case of a tie the initiative remains with the player who had it last turn.

## FIRST AID

Units that suffered casualties in the last turn are treated.

One die per casualty is rolled, the result is determined on the Wound-Table.

## ORDERS

The player who holds initiative activates units. His opponent may use his orders to interrupt these activations by reactions or save them for later.

Once the active player has spent all his orders, the passive player may activate his units with his remaining orders.

## CLOSE COMBAT

All close combat is resolved within this phase

## RECOVERY

At the end of turn any unit that has no red Shock markers (i.e. only yellow sides facing up) may remove one yellow shock marker.

All red Shock markers are then flipped so the yellow side faces up.

# ORDERS

In the Orders-phase, orders may be given to units. The player spends an order (i.e. a successful roll from the initiative phase) to activate a unit. The order range of a Leader is 12" (radius) – all activations outside this radius cost 2 order dice instead of one.

Orders may be given to initiate the following Actions or Reactions:

## MOVEMENT

The unit moves.

There are two types of movement: Tactical Movement and Rapid Movement. Both can be combined with the "Firefight"-Action, i.e. Fire + Movement or Movement + Fire.

Movement Type	Range	Additional Effects
Tactical Movement	6"	-
Rapid Movement	12"	Reaction Test: -1 Firepower - 50%

Tactical movement is not impeded by terrain and can always be used.

Rapid Movement inside terrain is only possible while entering or exiting a terrain piece – units may only move up to 2” inside a terrain piece while executing a Rapid Movement. Any movement further into the terrain piece must be a Tactical Movement.

## FIREFIGHT

The unit initiates a firefight on a target in Line of Sight. The following steps are resolved:

1. **REACTION TEST:** Both players roll a die. The player scoring highest fires first. In case of a tie, the initiative player goes first.
2. Calculate **FIREPOWER:** A unit gains 1 die per Rifleman and 4 dice per Machinewunner. If the target is inside a terrain piece that provides concealment and the reaction test result was a failure (result <5), the target has not been spotted and the firing unit uses only half its firepower. A firing unit that has executed a Rapid Movement also halves its firepower. Both effects are cumulative.
3. Roll Firepower: All firepower-die are rolled and successes are counted. Shock of the shooting unit modifies all dice by -1 per Shock!
4. Determine Effect on Target: The target unit has to roll 1 die per success from step 3. Casualties are determined first: If the result is a failure after all modifiers are applied, a casualty is taken. The target units owner decides which figures become casualties. Casualties are combat ineffective until the next First-Aid-Phase.



Terrain	Cover	In Cover	Close Range
Soft Cover		+1	-1
Hard Cover	+1		

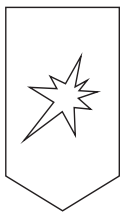
Regular Units may re-roll a single die that would otherwise produce a casualty - they take an additional Shock if they chose to do so.



All dice that did not cause a casualty at this point are checked again for morale effects: Any result below the morale threshold (6) gains an additional Shock for the target unit.

Shock has the following effects on units, depending on the number of shock:

- Prevents movement
- Restricts ability to fire
- Modifies all rolls (except First Aid)



Shock	Move	Fire	Modifier
1	No	Yes	-1
2	No	Return only	-2
3	No	No	-3
4+	Retreat if Enemy in LOS		

A maximum of 3 shock can be caused in a firefight.

After the unit that won the reaction test has resolved their firing the target may shoot back (if it is still able to do so). Repeat step 2-5. This does not count as a reaction.

## ASSAULT

The unit starts an assault to initiate close combat with a target unit. An Assault is any kind of movement that creates contact with an enemy unit. If the target is out of Line of Sight the attacker is limited to a Tactical Movement (6") to get in contact.

To conduct an Assault, a reaction test is taken. The attacker receives an additional modifier of -1 per 3" distance to the target. This represents the increasing difficulty of avoiding defensive fire when covering larger distances. Units entering enemy Line of Sight during the assault measure the distance from the point they enter LoS, but apply at least -1 to their roll.

If the attacker wins the reaction test, no defensive fire is taken and he may immediately move his unit into contact with the target.

If the defender wins the reaction test, he may choose to hold position and fight off the attack or to retreat to avoid Close Combat.

- If he chooses to retreat his unit may conduct defensive fire with half its firepower and must retreat immediately after the firefight. The defender automatically gains a morale hit.
- If he chooses to hold position and fight he may conduct defensive fire with full firepower and has to fight in close combat if the attacker is not forced to break off. Defensive fire always counts as Fire from Close Range. The attacking unit does not get any positive modifiers for cover. If the attacking unit gains shock while assaulting, they must break off and retreat.

After a successful assault the defender may not give any orders to the assaulted unit. If several assaults were conducted on the same target, the attacking units merge for the close combat phase and are automatically separated afterwards.

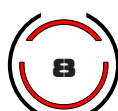
## REACTIONS

The passive player may interrupt any movement, firefight or assault of the active player that happens inside the line of sight of his units. He must spend an order if the action happens outside Close Range (10") and may reactively move, fire, or close assault with one of his units.

Any reaction causes a reaction test to determine its success:

- If the reacting unit wins the test it will act first (i.e. before the initial activation of the opposing unit).
- If it loses, it will act after the initial activation, if that is still possible.

Units targeted by enemy fire will always automatically return fire. This is not a reaction. A unit that returns fire may receive orders later on, i.e. it does not count as activated.





# CLOSE COMBAT

Close Combat is resolved in the corresponding phase of the turn.

In Close combat, all soldiers generate 1 die irrespective of their armament. Attacker and Defender roll their firepower at the same time. All modifiers from Shock are applied.

All successes in Close combat automatically cause casualties without any further tests. If a unit is wiped out in close combat (all figures are casualties) it is removed from play.

Any success also triggers a morale test.

Contrary to firefights, Shock in close combat is not limited. If the unit has more Shock than active soldiers it must retreat.

If no victor has been determined at this point, another round of Close Combat follows immediately.

After the end of close combat, remove any Shock above three.

# FIRST AID

Casualties are checked in the first-aid phase of the game turn. A single die is rolled per casualty. Consult the table below to determine the severity of the wounds:

D10	1	2	3	4	5	6	7	8	9	10
Effect	Dead	Dead	Dead	Dead	Dead	Dead	Dead	Light	Light	Light

Units that are already lightly wounded and get wounded again are dead (incapacitated).

For each killed soldier a unit has to take a morale test.



Units that are accompanied by lightly wounded soldiers are limited to Tactical Movement.

## RETREAT

Units are forced to retreat if they have three Shock and suffer an additional morale effect (i.e. if they would gain a fourth chit). Units may always retreat voluntarily. No order is required to do so.

If an enemy unit has line of sight to the retreating unit the latter must roll a die for every Shock it has. If it fails, it suffers a casualty.

Units in retreat have to move away from all enemy units in line of sight. If that is not possible the unit has to remain in place. Retreat is always a tactical movement and may not be interrupted by reactions.

## YOU WANT MORE RULES?

The full rules feature different troop quality and morale levels, more weaponry and special figures, vehicle combat, fire support (artillery and airstrikes), explosive devices, reinforcements, Ambushes as well as a set of basic scenarios and detailed army builders to set up your own forces.

Download the full ruleset for free at [www.enfilade-figures.com/CodeRed](http://www.enfilade-figures.com/CodeRed)

# EXAMPLE GAME TURNS

Redfor and Blufor start the game with 2 units each.

The game starts with the **INITIATIVE PHASE**: Both players have two Leaders each and thus gain 4 command dice in total. As there are no morale chits in game to remove, both players roll their full pool.

Redfor has a roll of 1,1,1,10, which means one success. Blufor rolls 2,5,6,7 and thus has three successes. Blue gains initiative as they have more successes. Each success is an order die for the upcoming **ORDER PHASE**:

Blufor activates one of its MG-teams by spending an order to open fire on a Redfor-Unit in Line of Sight. A **FIREFIGHT** is initiated: Both players roll a reaction test. Blufor rolls a 5, Redfor another 10. The Redfor-unit wins the test and fires first.

The targeted Redfor-Unit has 4 Riflemen that generate a total of 4 Firepower-dice. It didn't move and didn't suffer a failure in its reaction test, so it may use the full firepower pool.

Redfor rolls all four dice and counts successes. It does not suffer from morale chits, so it does not apply modifiers. The rolled results are: 3,5,7,8, which equals 3 successes.

Blufor now has to roll one die per success, i.e. 3 dice to determine effect on target. His unit hasn't moved yet, so it counts as "In Cover" (+1) and the unit is positioned behind a wall that provides "Hard Cover" (+1). Blufor thus has to roll at least a 3 to reach the success threshold with all modifiers to avoid casualties ( $3+2 = 5$ ). Blufor rolls 1,7,8 and would suffer a casualty.

Being a regular unit, the Player decides to take one Shock to re-roll the failed 1. He rolls a 10, so his unit is fine. Now, all results that didn't cause a casualty are compared to the morale threshold (6) – none is below it, so the unit does not gain more morale chits.

Blufor may now return fire. The MG-Team has an MG and two Assistants with Rifles, which generates a total of 6 firepower-dice. The unit didn't move and didn't suffer a failure in its reaction test, which means it can use its full firepower. However, Blufor has a single Shock from Redfors fire, so it suffers from a -1 modifier on all firepower rolls. Blufor rolls 1,2,4,8,8,9 or 0,1,3,7,7,8 after modifiers – three successes.

Redfor now has to test for effect on target. The Redfor-player rolls three dice, one for each success of the firing unit, and rolls 2,3,6. His unit hasn't moved, it is thus "in Cover", but it is only hidden in undergrowth and doesn't gain a bonus for Hard Cover. The rolled 2 and 3 are failures even after modifiers have been applied ( $3+1 = 4 < 5$ ), which means that Redfor suffers two casualties. As regulars, his unit may reroll a single die in exchange for a Shock – the player decides this is a good option and uses the re-roll. He rolls 8 and saves another man. The rolls that didn't produce casualties (6,8) are now compared to the morale threshold (6). No further Shock is caused.

The firefight is now over, with Redfor suffering 1 Casualty and 1 Shock and Blufor suffering no casualties and 1 Shock.

With his next order Blufor activates their rifle group to **MOVE** behind the solid cover of a nearby



wall using Tactical Movement and opens fire on the already weakened Redfor-unit, initiating another **FIREFIGHT**. Blufor wins the reaction test with a roll of 3 to 3 due to Redfors Shock that adds a -1 modifier. However, having rolled a result below 5 (3, i.e. a failure) on their reaction test, Blufor fails to spot the exact position of the Redfor-unit and has its firepower halved. With six riflemen, this means 3 dice in total. Blufor rolls two successes on these dice, so Redfor now has to check with two dice for effect on target getting a 1 and a 6. The Redfor-Player takes another Shock to reroll the 1, this time achieving a 5. This prevents another casualty.

However, now that the remaining dice are checked for morale effects, the roll of 5 being below the morale threshold of 6 causes another morale chit for the Redfor unit. It now has three Shock and is hard-pressed to hold on.

With his third order, Blufor now activates his second MG-team and fires at the battered Redfor group. This **FIREFIGHT** results in another Morale chit for Redfor, which triggers a **RETREAT**, as another Shock marker would push the unit above the limit of three Shock. Redfor-Player rolls a die for each Shock (i.e. 3) and suffers 2 failures, which causes two more casualties. His team retreats 6" away from all Blufor-units and breaks Line of Sight to these.

Blufor has now activated all units, so Redfor may use his remaining order. He moves a fresh team along the right flank into a good position to engage blufor next turn.

At the end of turn in the **RECOVERY** Phase, all red morale-chits are turned over so the yellow side is facing up.

Turn 2 commences with the **INITIATIVE**-phase. Both players again have 4 dice at their disposal. Both spend a die from their pool to remove a Shock from the previous firefights. Redfor again rolls poorly for a 1,3,5 – only a single success. Blufor doesn't have better luck, rolling 1,1,5 – one success. Blufor retains initiative because of the tie, as they held it last turn.

Next, Casualties are checked in the **FIRST AID** Phase. Redfor suffered 3 Casualties in a single unit and rolls three dice. Comparing to the table, Redfor has 2 dead and one light wound. Each dead triggers another morale test, both tests are failures, which triggers another retreat. However, having broken line of sight to the enemy, they do not take a test for additional casualties.

Blufor now starts the **ORDER PHASE** by activating a rifle group, ordering it to **MOVE** through a large area of open ground by Rapid Movement. Redfor, having Line of Sight into the open ground, recognizes the opportunity to interrupt the activation by ordering a **REACTION** to initiate a **FIREFIGHT**:

A reaction test is taken. Blufor suffers -1 from rapid movement, but rolls a 5. Comparing to the Redfor-result of 4, a tie is achieved after all modifiers are applied. Holding initiative, Blufor wins the tie.

His unit crosses the open area and leaves line of sight before Redfor is able to put effective fire on them.

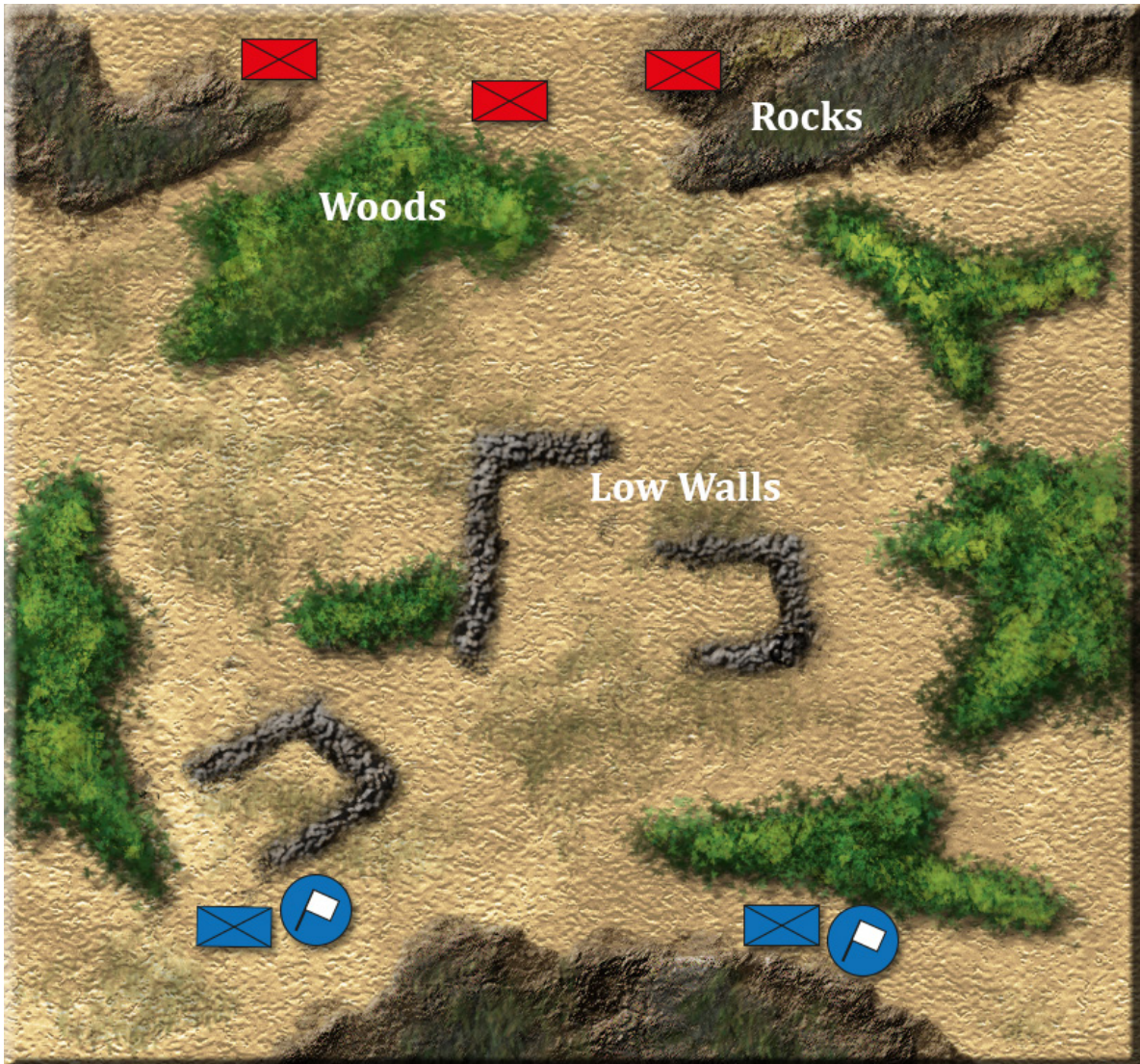
With all orders spent, the second turn moves into the **RECOVERY** Phase. Blufor MG-team is able to remove one Shock, having only yellow markers left from turn one. Redfor-Team, having gained new (red) Shock in the First-Aid-phase, may not remove them but will flip them to the yellow side.

# QUICKSTART SCENARIO

The following scenario is designed to give you a quick introduction to **CODE RED**. You may design your own scenario setups with the given Blufor/Redfor-troops listed above, or download the full rules to set up more elaborate scenarios.

## BATTLEFIELD

Use the following setup for the quickstart scenario:



## TROOPS

Deploy the troops as indicated on the map:

Blufor:

- 2x Infantry Section



Redfor:

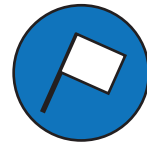
- 3x Infantry Squad



## OBJECTIVES

Deploy the objectives as indicated on the map:

2x Blufor Objective



Redfor must reconnoiter both objectives. To do this, his units must gain line of sight to the objective and take a successful test with a D10. Modifiers for morale chits apply to these tests.

## VICTORY CONDITIONS

If Redfor has successfully taken a test on both objectives, he has won the game. Blufor wins the game if Redfor loses 5 soldiers.