

CODE RED



VERSION 1.01

CODE RED is a wargaming ruleset for modern skirmishes.

PREFACE

This is a beta version of the rules. Though many hours have gone into designing and playtesting the ruleset, you will find yourself in situations which raise questions or require interpretation. Should you encounter such situations, please solve them in mutual agreement with all other players.

To improve the rules please send any questions and suggestions to info@enfilade.de. These will be useful in designing future versions and FAQs

Code Red will be changing and evolving throughout the next months – you can find the latest release of the rules for download at www.enfilade.de/CodeRed

Each update will include a changelog that summarized all important changes to the prior version.

Happy gaming!

CHANGELDG

The following changes have been included in this version:

- Removed „Maximum Deviation“ on Artillery rules – no obvious added value, no benefit to the game (Fire Support is rarely used and the cap on maximum deviation makes a difference of 2-4“ depending on accuracy class)
- Removed Accuracy Class 4 - so far, no Weapon System has been classed worse than AC3. Performance of exceptionally Bad Systems will be handled via Special Rules if at all required.
- Reworked Penetration Table - 15+ does not automatically kill passengers, Rule 9.2. on passengers in destroyed vehicles applies!
- Reworked Penetration Table: Increased Detonation AP to 6 (was 4) to make this rare event more spectacular and special.
- Reworked Critical Hit Table for Vehicles
- Renamed „Morale Chits“ to „Shock“ / „Shock Markers“
- Reworked Deployment mechanics

ADDITIONS FOR VERSION 1.01:

- Appendix C added - Points Cost

INTRODUCTION

„Code Red“ is a tabletop wargaming ruleset for modern era skirmishes – both historical and hypothetical.

The basic element in Code Red is an Infantry-Team, you are usually not commanding single figures, but units of about 2-10 men.

GAMING MATERIAL

Miniatures: The game can be played with miniatures of any scale, though it has been designed for 1:72 (20mm) and 15mm miniatures. With larger scale miniatures (28mm) or smaller models (10mm and 6mm) you might want to change the distances given in the rules to better suit your preferred scale.

We recommend playing with single based figures to reduce bookkeeping to a minimum. However, it is entirely possible to play with multibases - tracking losses will require a bit more effort, but determining flanks and orientation is much easier.

The amount of figures required to play the game depends on the size of your scenario. Usually you will require about 20-40 miniatures per player, representing roughly a platoon.

Terrain: Apart from miniatures, you will require some terrain. The type of terrain depends largely on the conflict and setting you are representing. Compared to other games, you will find that you need quite a bit more terrain features to fill the table with enough cover and concealment to provide a fun, challenging game.

Dice: To play „Code Red“ you will need only ten-sided dice (D10). You should set aside about 10-15 dice for each player, preferably with a variety of colors available to each player.

BASICS

TESTS AND MODIFIERS

A **Test** is taken by rolling a die (D10). The result of your roll will be modified by different **modifiers**. If not stated otherwise, a **success** is any result of 5 or higher (5+) after applying all relevant modifiers, with the following provisions:

- A roll of 1 is always a failure
- A roll of 10 is always a success, not matter if the modifiers push it below the target number.

Automatic Successes are successes you do not have to roll for. Like normal successes, they might require you to take subsequent tests (e.g. saving rolls for automatic hits)

ROUNDING

When modifying values or amounts, you might encounter decimals (fractions). These are always rounded down. However, the result can never be below 1.

UNITS

- A **Unit** is a group of figures or a vehicle. Figures within a unit have to be placed with a maximum distance of 1" between each figure.1
- Soldiers within a unit move together, fight together and endure the effects of fighting together.

MEASUREMENTS

- All measurements are made in inches ("). You may measure at any time.
- All measurements are taken from the center of the unit. You can approximate the center of the unit, it is usually not of importance to determine the exact center of the unit to the last millimeter.

LINE OF SIGHT AND LINE OF FIRE

- A **line of sight** is established when you can draw an uninterrupted line between two units. The line of sight will be drawn from the center of the unit to the center of the target.
- **Any unit that can see an enemy unit will be visible to that enemy unit.**
- Any unit that has a line of sight to the enemy, automatically has a **line of fire**.

CONTACT AND CLOSE RANGE

- Units are **in contact** with other units or objects on the battlefield, if they are placed at most 2" away from it.
- Anything within 10" of the center of a unit is within **close range** to that unit.

INITIATIVE

- In any turn one player will have the **initiative**. He is the **active player** and will go first with any activations and actions. His opponent is the **passive player**.

ORDERS AND LEADERS

- **Orders** are generated in the initiative phase and can be used for activations.
- Only **Leaders** can give orders. Leaders have a command range of 12". Outside of 12" the cost of giving orders is doubled.

ACTIVATIONS, ACTIONS AND REACTIONS

- **Activations** are all activities that can be triggered by an order. A unit can only be activated once per turn.
- **Actions** are all activations that can be answered by a reaction.
- **Reactions** are activations that can interrupt an action of the active player.

SHOCK

- **Shock** in Code Red is represented by markers with two sides: Red and Yellow.
- A Shock Marker enters the game with the red side facing up.
- Shock causes modifiers and reduce unit effectiveness

CASUALTIES AND WOUNDED SOLDIERS

- Casualties are temporarily combat ineffective soldiers, whose status is still unclear.
- Wounded soldiers are casualties that have received first aid and whose status is

clarified. Wounded miniatures stay on the battlefield and are marked according to the severity of their wounds.

PHASES OF PLAY

The game is organized into several turns that are subdivided into different phases. Within a turn the phases below are played in the following order:

1. Fire Support
2. Initiative
3. First Aid
4. Orders
5. Specialists
6. Close Combat
7. Recovery

The following section will give you a quick overview on these phases. Detailed explanations will follow in later chapters.

FIRE SUPPORT

In this phase, all indirect support fires (Artillery and Air Strikes) that have been called in previous turns may arrive. This is resolved before determining initiative.

INITIATIVE

This phase determines which player has the initiative for the turn.

- **Determine Command Dice:** Gain 2 command dice per Leader into your command pool.¹
- **Rally units:** Remove dice from the command pool to remove 1 Shock from a unit
- **Determine Orders:** Roll all remaining dice in your command pool. All failures are removed. All successes constitute your orders for the turn.

More details on these steps are provided in "Command and Control" on page 18

FIRST AID

After determining initiative, all casualties and wounded are treated.

- **First aid for Casualties:** Units that suffered casualties in previous turns are treated. Roll 1 die per casualty and consult the wound table.
- **Treatment of serious injuries:** For every seriously wounded figure that is not in contact with a medic, roll 1 dice to check if he succumbs to his injuries – on a roll of 1 or 2, he dies.

More on this topic in chapter "Casualties and Wounded soldiers" on page 6

ORDERS

Next, you may use your orders to activate units:

- **Actions:** The active player (see "Command and Control" on page 18) activates his units using orders.
- **Reactions:** The passive player may use his orders to react to actions of the active player and interrupt them ("Reactions" on page 24)
- **Actions of the passive player:** After all orders of the active player have been spent, the passive player may use his remaining orders to activate his units.

This phase makes up most of the game, including Fire and Maneuver.

CLOSE COMBAT

In this phase, all close combat is resolved. Close combat may result result from assaults in the orders phase. More on this topic see "Assault and Close Combat" on page 39.

SPECIALISTS

Now you may activate Specialists without spending orders. Specialists are units with special attributes, for example Leaders, Snipers, Medics, Forward Observers, and so on.

RECOVERY

Before the turn ends, you may remove Shock:

1. All units that only have yellow Shock marker may remove one Shock.
2. Now all red Shock markers are flipped to show the yellow side.

Furthermore, any **Smoke** that was deployed in the previous turn is removed ("Smoke" on page 42)



THE BATTLEFIELD

TERRAIN

On a modern battlefield, terrain is a key factor. Advantageous terrain not only provides concealment, but also cover for troops and vehicles. To avoid any discussions or interpretations during the game, the terrain should be clearly defined before the start of the game – both regarding the type of each terrain piece as well as its size and borders.

Terrain has three potential effects on the game:

- **Inhibits movement:** See "Movement" on page 26
- **Concealment:** Units within the terrain must be spotted ("Reaction Test" on page 27)
- **Cover:** provides protection from fire ("Effects on Target – Casualties" on page 31)

TERRAIN TYPES

The most important categories of Terrain are:

Terrain Type	Inhibits Movement	Concealment	Cover	Examples
Open	-	-	-	Desert, Road, Meadow, Water
Soft Cover	-	-	-	Fields, Savanna, Bush, Tall Grass, Canes, Orchards, Hedges, etc.
Hard Cover	x	x	+1	Walls, Rocks, Woods
Fortified Cover	x	x	+2	Foxholes, Trenches, Sandbags, Sangar, Hesco-Barriers, etc.
Buildings	x	x	+1 to +3	Shack (+1) House, Ruin(+2), Bunker (+3)

Buildings and water are subject to special rules explained below.



BUILDINGS AND BUNKERS

Models of buildings on the table are abstractions, not 1:1 representations of the original.

In Code Red, buildings are divided into blocks. A building block can be part of a bigger structure or may be a single house. Large buildings should be divided into blocks not smaller than 4x3“ prior to the game. In multi-story buildings every story forms its own block. Changing between stories costs 3“ of movement (half a tactical move)

All buildings and ruins provide cover and inhibit movement. Units always occupy the entire building block and declare up to two edges of the block that constitute their field of vision. Along these edges, the unit can see outside (and be seen). Enemy units out of this field of vision cannot fire on the occupants of the building nor be fired upon. Units in buildings can thus not be flanked.

The declared field of vision can be changed during an activation of the occupying unit by declaring new edges.

Units that want to enter a building block that is occupied by an enemy unit must enter close combat by assaulting the building. See "Assault and Close Combat" on page 39

WATER

Bodies of water like lakes or rivers are subject to the following rules:

- Units may only cross water using tactical movement ("Movement" on page 26).
- Vehicles may only pass a body of water if the vehicle has the attribute „amphibious“ or if the players defined the body of water as passable for vehicles (small and flat streams) before the start of the game.

All infantry units that are shot at while in a body of water count as **exposed**.

LINE OF SIGHT

Terrain that provides concealment limits the line of sight of units. The following rules apply:

- If located inside a terrain piece, units have a LOS of 4" into that piece.
- Units inside a terrain piece may look out when placed within 2" of its edge.
- Units outside a terrain piece may look up to 2" into the terrain piece. If the terrain piece is exactly 2" wide, they may see units immediately in contact with the terrain element.
- Line of Sight ends behind any terrain piece, even if it is smaller than 2" (i.e. you may not see through multiple pieces smaller than 2")

Vehicles are treated like terrain in regards to limiting line of sight.

If there is any doubt if units can establish line of sight, roll a die.



HEIGHT LEVELS

When more than one height level exist on the table (i.e. multi-story buildings and roofs, hills, etc.), the players have to define clearly prior to the game which terrain features have which height level.

Ground level is always Height Level 1.

A single terrain feature may have multiple height levels – in this case, the levels are separated by a **terrain edge** - a clearly defined line that separates height levels. If a unit is placed within 2" of a terrain edge, it ignores all parts of the terrain feature that have a lower height level. It may also extend its line of sight by 2" into other terrain features on a lower height level and may ignore one terrain feature that is 2" or smaller.

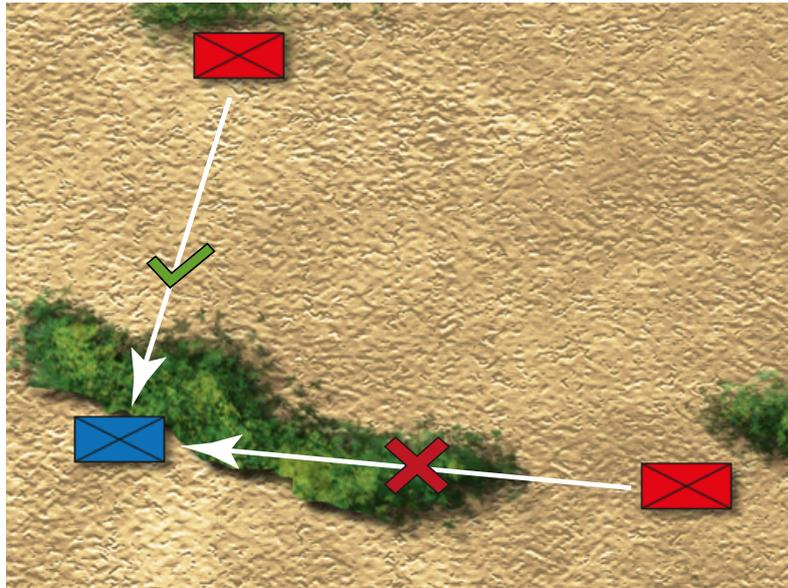
If the height difference is greater than one level, multiply these effects by the difference in height levels.



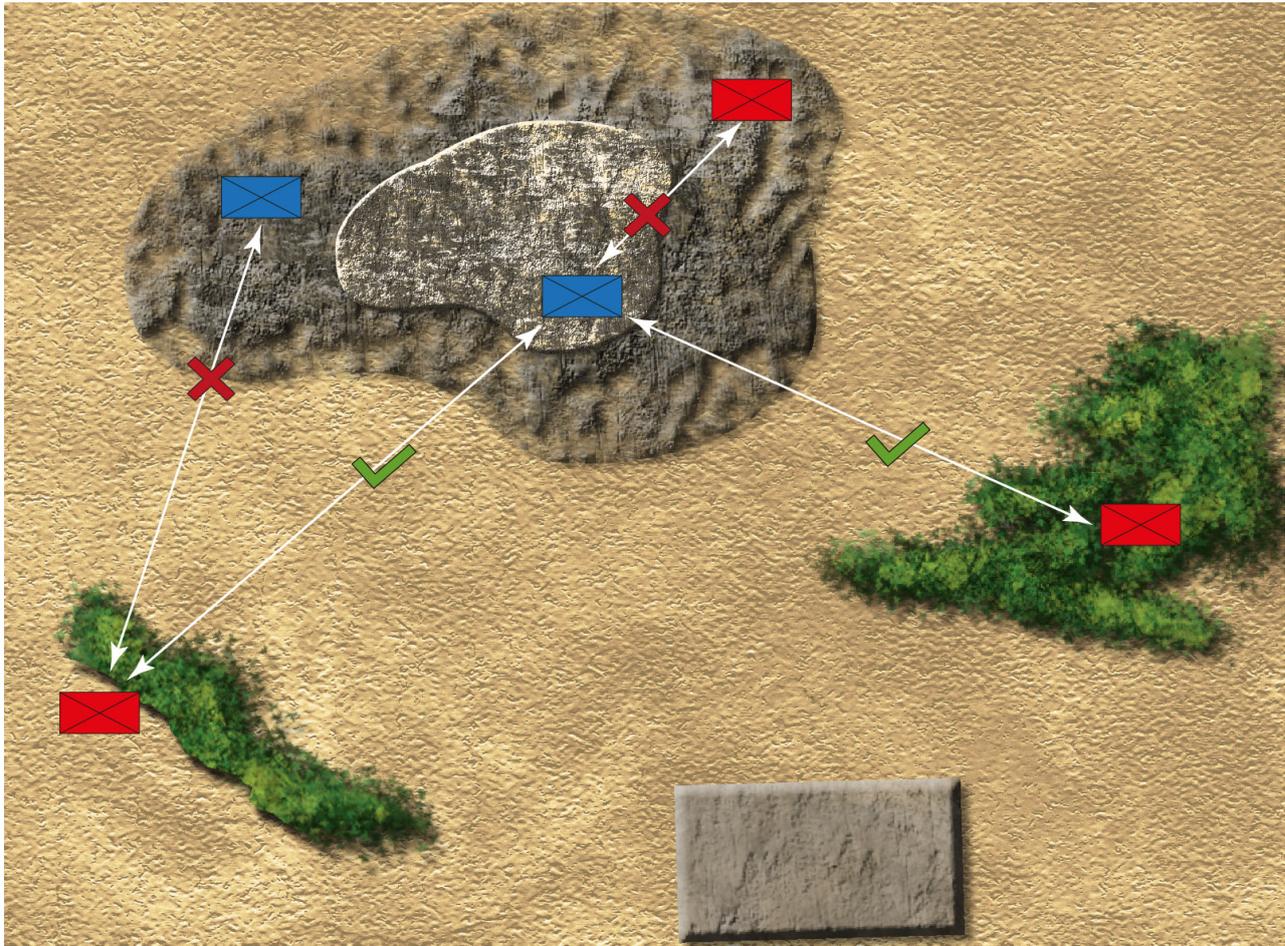
A blue unit has taken position in a building and is deployed to cover the southern and western building edge. It has line of sight to two units that are within 2" of their terrain pieces edge. A third red unit is hidden.

Units on the same height level ignore all terrain features on a lower height level in

between that would otherwise block their line of sight.



Blue 1 is located behind a hedge (2" deep). The Red unit on the left can draw line of sight, as the hedge is only 2". However, the second Red unit on the right cannot draw a line of sight, as the hedge is more than 2" along this potential line of sight.



Two Blue units are deployed on a rocky hill - the unit on the left is on height level 1 (ground level), the right unit is on height level 2. On height level 2, the right unit can see the Red unit in the woods (4" into the terrain, 2" further than on ground level) and the right units behind the hedge as it ignores intervening rocks from the hill.

The left unit can see no red units, as it is placed too deep in the terrain - being on ground level, they can not ignore intervening terrain and can only see within 4" of their own terrain piece.

The Red unit on the top right can not see beyond the terrain edge, as the blue unit is not directly in contact with the edge in this direction

UNITS

UNIT CHARACTERISTICS

A unit has a few key characteristics that represent their performance on the battlefield.

The following attributes have to be defined for any unit:

Troop type: Divides troops into either regular, organized or irregular troops. Regular troops are soldiers with formal military training and an established command structure. Irregulars have no fixed command structure and are usually just gangs or insurgents with internal rivalries. Organized units fall in between, representing seasoned irregular fighters with a better organisation, which is however not formalised into clear hierarchies.

Training: Represents training, skill and discipline of a unit and provides an important modifiers to many rolls.



Training	Modifier
Militia	-1
Basic	0
Veteran	1
Elite	2

Morale: Motivation and fanaticism of a unit. Determines the modifier on any morale related tests the unit takes.



Morale	Modifier
Poor	-2
Basic	-1
Good	0
Fanatical	1

The classification of units varies along these attributes: Units with a regular military training usually have a Basic Training (0) with normal morale (-1).

Units with significant esprit de corps (like USMC, Army Rangers) may have a higher morale (0) but a higher training level is only granted in very rare case. Only elite formations or very seasoned troops are rated as Veterans (+1) – most Special Forces and Commando units also count into this group. „Elite“ units are only the truly elite formations (SAS, SBS, KSK, Deltas, etc.)

While there is some correlation between Morale und Training, some units might be highly motivated, but poorly trained. Jihadists or highly motivated Militia may be Irregular Militia (-1) but can have a Fanatical Morale (+1).

UNIT ATTRIBUTES AND SPECIALISTS

Some figures have special skills or specialist training that sets them apart from normal soldiers. These **Specialists** have certain attributes that are listed below:

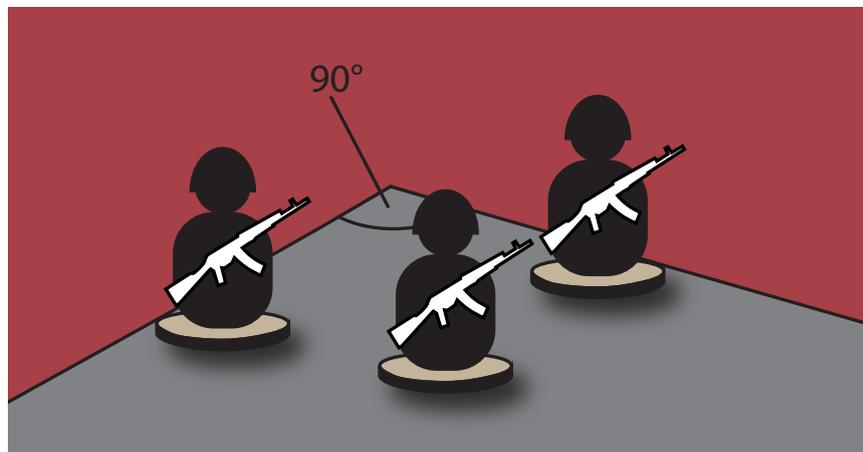
- **Leader:** this figures is an officer or NCO in a regular army. Leaders generate 2 command dice and may give order. "Command and Control" on page 18
- **Irregular Leader:** this figure is a Leader of irregular forces. Basically a Leader with some special rules – see chapter "Commanding Irregular and Organised Forces" on page 22
- **Radio Operator:** Any Leader that is in contact with a Radio Operator can give orders to a unit outside his command range without suffering the penalty of paying twice for this order.
- **Medic:** This figure is a Medic and can stabilise seriously injured soldiers to prevent them from dying. More see chapter "Casualties and Wounded soldiers" on page 6
- **Sniper/Spotter:** A sniper treats all units as if they were in close range. If he causes casualties, he may pick one of the casualties. A sniper may be accompanied by a Spotter, forming a Weapon Team (see also "Weapon Teams" on page 30).
- **Forward Observer (FO):** A Forward Observer coordinates Artillery Support. He doesn't receive the usual malus on requesting Artillery Support. See chapter "Indirect Fire Support" on page 53.
- **Tactical Air Controller (TAC / JTAC):** A Tactical Air Controller coordinates Air Strikes. He doesn't receive the usual malus on requesting air support. "Indirect Fire Support" on page 53

ORIENTATION, FIELD OF VISION, FLANKS

Apart from its attributes, the positioning of units on the battlefield is important.

To determine the positioning of the unit, consider the orientation of the models within that unit. The orientation of the unit must be clear from looking at the models. If there are any doubts, your opponent decides about the orientation of the unit.

To determine front, flanks and rear, you may use a 90° angle. Place the angle in a way that it touches the outer edges of the bases of the leftmost and rightmost figure in that unit.



Flank and rear are marked in red, the units front is marked in light grey.

The orientation of a unit is important to determine if a unit has been flanked and which area it can cover with Overwatch.

Read about the consequences of being flanked in chapter "Flanking Fire" on page 46 and "Overwatch" on page 44 to get a clear idea of the implications.

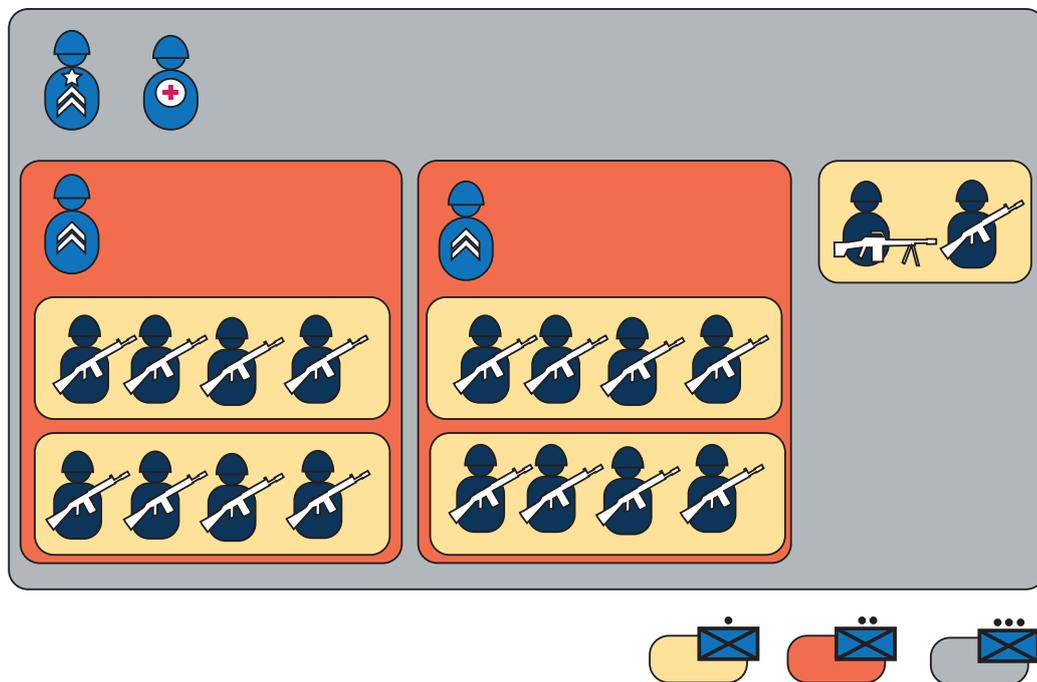
COMMAND AND CONTROL

To operate effectively and in a coordinated manner, Units require orders. Any regular unit is either under the command of a Squadleader or of the Platoonleader, from which they receive orders. Units that do not receive orders usually wait for the situation to develop and merely react to immediate threats in their vicinity.

THE CHAIN OF COMMAND

All regular units in Code Red are part of a Chain of Command that coordinates these units with other elements on the battlefield.

Units within the same Formation can always receive order from the commander of the Formation (usually the Platoon Leader). Units within an Element only from the Leader of the Element (usually the Squad Leader). Units can be part of an element, but don't have to be.



The illustration shows a Formation with two Elements and five units. The elements are outlined in orange and represent Squads/Sections lead by a Squad or Section leader. Individual units are marked in yellow. The entire formation is commanded by a platoon leader. A medic is attached as a specialist and the formation also has a support unit (MG team) under direct command of the platoon commander. Specialists are marked in light blue.

Whenever a Leader wants to activate a unit that is not under his direct command, the unit has to be within his command range and the costs of giving an order are doubled.

Irregulars are subject to special rules that are laid out in "Commanding Irregular and Organised Forces" on page 22

INITIATIVE & COMMAND DICE

Example: Two US Infantry Squads are surrounded by Soviet Troops. One of the Fireteams is already pinned by enemy fire (1 Shock). At the start of the turn both US Squad Leaders generate two command dice, forming a command pool of four dice.

The US Player decides to spend one of his command dice to remove a Shock marker from his pinned unit and rolls the remaining pool of 3 dice. He rolls a 2, a 5 and a 3 and has generated only one order. The Soviet Player rolls three successes and gains the initiative for the turn.

In Code Red, every Leader (Squad/Platoonleader and Irregular Leader) generates two command dice. All players always have at least one command dice, even if no Leader is available.

All command dice are pooled. Before rolling the pool, players may remove command dice from the pool to remove one Shock from a chosen unit per dice spent. You may spend several command dice to rally more than one unit, but never remove more than one on each unit.

To determine initiative, roll the remaining dice in the pool and count the number of successes (5+)

The player who rolled more successes gains the initiative for the turn. In case of a tie, the player who had initiative last turn keeps it. If you roll a tie in the first turn, the starting player gains the initiative. (see "Setting up the game" on page 83).

Command dice are generated by Leaders. You may spend command dice to remove shock from units. Remaining dice are rolled, successes become orders. The player with more orders gains initiative and becomes the active player for the turn.

ORDERS AND ACTIONS

The Soviet player now starts to activate his units. He moves two units outside the US line of sight by spending an order for each unit. With his last order, he activates an Infantry group and opens fire on a US fireteam in his line of sight.

Orders are now used during the orders phase to activate units. The active player begins giving orders with his leaders.

The command range of any leader is 12" - all orders outside this radius cost double.

You may never issue more orders with a single leader than he has generated as command dice (usually two). Orders can be spent for the following activations:

- Resolve an Action (Move/Fire, Assault)
- React to an enemy Action
- Provide Overwatch
- Request Fire Mission
- Request Reinforcements (if available)
- Move Rally Point
- Deploy Unit

Any order must be issued by stating your full intent, to give your opponent the opportunity to interrupt at any point- this includes describing all planned movement and firing of your unit for this activation before resolving it.

Orders have to be spent during the turn they were generated, you cannot save them for the next turn. If you do not want to spend more orders, you can forfeit any remaining orders.

Only after the active player has spend all his orders (or decided not to) the passive player may issue his orders.

If any enemy unit is located within Close Range and inside Line of Sight of a unit, this unit may attack (fire or assault) on this enemy without spending an order. The unit will always defend itself against enemies in proximity. However, moving the unit requires and order (unless it retreats)

SPLITTING AND MERGING UNITS

During the next turn, the Soviet player splits his unit of Motostrelki into a support team (RPG, Assistant, LMG) and a maneuver element (the remaining soldiers) by moving the maneuver element away from the unit and declaring it as a new unit. The new maneuver element counts as activated after its move, the support team is still available for the turn.

Later in the game, the player wants to merge the two units back into one group. He does this by moving the units back into contact with each other and declaring it merged – the entire merged unit now counts as activated for the turn.

Units don't have to remain in the predetermined structure but may be split or merged during the game.

Splitting a unit can be accomplished at any time by issuing an order, defining the new unit and moving it at least 2" from its parent unit. You must move the new unit, but may also combine this movement with firing. The declared activation only counts for the new unit. The remaining parent unit stays in place and may be activated separately later in the turn.

When merging units, a unit must move into contact with the unit it intends to merge with. Units may then be declared merged and count as a single unit from now on. All shock markers of the parent units are added and kept. The merged unit counts as activated for the turn.

ACTIVATING SPECIALISTS

The Soviet player wants to redeploy his platoon leader to keep him in command range of his troops. As the platoon leader is a specialist, he may be activated and moved in the Specialists-Phase without spending an order.

At the end of the turn, after all orders have been spent, Specialists may be activated without having to spend any orders. This may be interrupted by enemy units on Overwatch to attack the Specialist.

Specialists are all units with a suitable attribute, see "Unit Attributes and Specialists" on page 16

COMMANDING IRREGULAR AND ORGANISED FORCES

A formation of irregular Vietcon are preparing an ambush against US Forces in the jungles of Vietnam. The Vietcong player commands two infantry groups of three men each as well as an Irregular Leader that is attached to one of the units. During the initiative phase the Vietcong player rolled two successes and gained initiative.

He now orders the unit with the attached leader to open fire on the US forces. With their leader in contact, the unit activates as ordered without testing and initiates the firefight. The second unit is now ordered to also attack. Though it is in command range of the irregular leader, it must test if the unit follows the order. Rolling a 7 the unit succeeds and may act as ordered – if it had failed, the activation would have been wasted.

Irregular and Organised forces do not have a Chain of Command. An irregular Leader can activate any irregular or organised unit.

Irregular Leaders may activate any unit they are in contact with as if they were a regular unit.

If an Irregular Leader gives an order to an irregular unit without being in contact, the unit must pass a test on their training level to act as ordered. If successful, it activates – if it fails, the unit does nothing but counts as activated and the order is lost.

Irregulars also have to test for any activation within close range that does not require an order. You do not have to test for Specialists during the Specialists-Phase.

It might happen that regular, organised and irregular units are fielded in the same scenario on the same side. A clear visual distinction is helpful to keep track of different units and the special rules associated with them. In such circumstances, regular Leaders can give orders to irregular and organised units as if they were irregular leaders. Different troop types may not be merged. Irregular Leaders may not give orders to regular troops.

INFANTRY COMBAT

ACTIONS

To achieve results in combat, units must actively engage the enemy. To do so, there are several actions a unit can take, which will be described briefly in this section.

- **Movement:** A unit may move. There are two basic types of movement: Slow, methodic Tactical Movement (6" movement range) and rapid, bounding movement (12" range). "Movement" on page 26
- **Firefight:** A unit may engage in a firefight with the enemy. More on this in section "Firefight" on page 27
- **Assault:** A unit may conduct an assault on an enemy position. Details in section "Assault and Close Combat" on page 39

Units may move and fire in any order with the same action. There might be modifiers for combining these actions (see "Movement" on page 26) Assault cannot be combined with fire or movement.

All actions can be interrupted by reactions, see "Reactions" on page 24

ACTIVATIONS

There are some activations that cannot be interrupted by a reaction:

- **Rally unit:** Remove a Shock from a friendly unit of your choice.
- **Overwatch:** Units may be placed on Overwatch to cover other units by observing for enemy activity and engaging when necessary. More on this in "Overwatch" on page 44
- **Request Fire Mission:** Units can request support by indirect fire if available. This included all types of Artillery- and Airstrikes. More on this in section "Indirect Fire Support" on page 53
- **Request Reinforcements:** Call new units into your reserve pool for later deployment onto the battlefield. See "Reinforcements and Reserve" on page 47
- **Deploy unit:** Deploy unit onto the battlefield at a rally point or at the table edge

in your deployment zone. Details in "Rally Points" on page 47

- Move Rally Point: "Rally Points" on page 47

REACTIONS

You can use movement, firefight and assault as reactions to enemy actions.

The passive player may interrupt any movement, firefight or assault action by a reaction. Other activations listed above are not actions and cannot be interrupted by reactions.

The passive player's reacting unit must have line of sight to the enemy unit he is trying to interrupt. Line of sight can be established during the active player's action (e.g., if his unit moves out of concealment). An order is required for a reaction if the target of the reaction is outside close range of the reacting unit.

Units that are being fired on always return fire. **Returning fire is not a reaction**, does not require an order and does not count as an activation. A unit returning fire may receive an order at a later point in the turn.

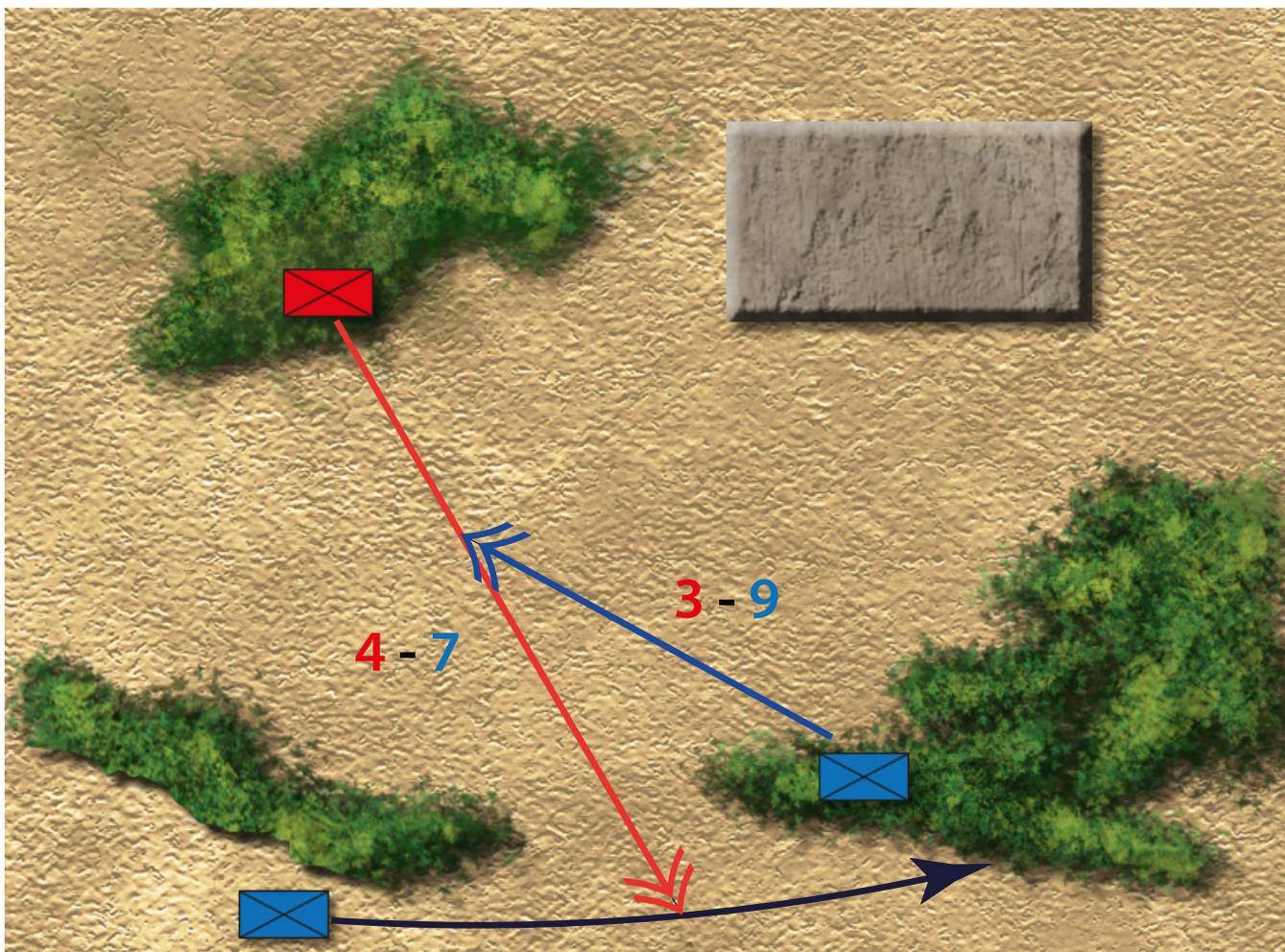
To conduct a reaction, take a reaction test ("Reaction Test" on page 27).

If the reacting unit wins the test, it acts first (before resolving the original action). If it loses the test, it may only act after the original action - if the intended reaction is still possible at this point.

Units on Overwatch may attempt to interrupt reactions. This also requires a reaction test - if they win this test, they act before the reaction takes place.

For complex situations with multiple reactions and overwatch, resolve in the following order:

1. Resolve successful Overwatch
2. Resolve successful reactions
3. Resolve original action
4. Resolve failed reactions
5. Resolve failed overwatch



Blue has initiative and activates unit 1, setting them on overwatch. Next, Blue wants to move unit 3, crossing the Line of Sight of Red 2. Red uses an order to trigger a Reaction with Red 2 to interrupt Blue 3. As Blue 1 is on Overwatch, it may attempt to prevent this reaction. Blue wants to do so.

According to these intents and declarations, a reaction test is rolled for each interruption. Blue wins both Reaction Tests against Red (compare blue and red numbers along the colored lines). This means Blue has successfully used overwatch while Red's Reaction was unsuccessful.

Blue 1 interrupts Red's reaction with successful overwatch and fires on Red 2. Red 2 returns fire automatically. Then Blue 3 resolves its original action and leaves Line of Sight of Red 2.

With the target out of sight, Red's reaction is no longer possible as Line of Sight is required for a firefight. If Blue 3 had remained in Line of Sight after its movement, now would be the time to resolve the failed reaction, with blue going first in the Firefight.

MOVEMENT

As indicated before, there are two types of Movement:

Tactical Movement with a movement range of 6“ is not restricted by terrain (except impassable terrain). Heavy weapons, stationary guns, and weapon teams receive a modifier for any firing after making a tactical move:

Tactical Move	
Range	6"
Heavy Weapons	-1 to hit modifier
Weapon Team Bonus	Not applied

A bounding movement is a rapid move of 12“. However, bounding is only possible through relatively open terrain and may only begin and end inside 2“ of a terrain piece. Any movement beyond 2“ inside a terrain piece must be tactical.

During bounding movement, a unit is moving quickly, is more easily spotted, and is not able to utilise its full firepower. Thus, they are suffering the following modifiers:

Bounding Move	
Range	12"
Firepower	-50%
Heavy Weapons	Cannot fire
Weapon Team Bonus	Not applied

Units with Shock cannot move normally. They may only retreat (see "Retreat" on page 34).

In Cover

Units that have not yet moved during the turn when they are fired on are benefitting from better protection and gain the modifier „in Cover“. More in "Effects on Target – Casualties" on page 31

FIREFIGHT

The next section will teach you how to resolve firefights between units.

INITIATING THE FIREFIGHT

A group of Taliban wants to open fire on a German patrol of Fallschirmjäger. The Taliban player checks line of sight and spends an order to activate his units. The targeted German unit will automatically return fire without spending an order.

A firefight between units begins with an action or reaction, usually triggered by an order. To initiate a firefight, a unit has to have clear line of sight to its target.

Friendly units or civilians crossing the line of fire are endangered by the firing. You can choose to fire while other units are in the line of fire – however, you may only target the closest enemy unit if several enemy units are in the same line of fire. All units within 2“ of the line of fire are hit with half the hits on the original target.

When a unit is being fired on, it will automatically return fire. Returning fire is not an action nor a reaction - the unit may receive an order later in the turn. To check who is first in laying down effective fire onto the enemy, you now take a reaction test.

REACTION TEST

From the cover of a house the Taliban now open fire on the Fallschirmjäger who are walking through open ground. A reaction test is rolled. The Germans roll a 3 and get no modifier, as they have a basic training level (+0). The Taliban are militia and modify their result of 2 by -1 accordingly. Having achieved a higher number, the Fallschirmjäger lay down effective fire first. However, their reaction test result is still a failure after all modifiers (<5), so they do not have fully spotted the enemy and lay down only suppressive fire in the area.

Whenever a unit comes under fire, a reaction test is made. Both attacker and defender roll a dice (D10) and modify it by their training. The test has two immediate effects:

1. **Determining shooting order:** The reaction test determines who is able to lay down effective fire first. Compare the dice roll after modifiers. The unit with the higher number goes first. In case of tie, the active player goes first.
2. **Spotting the enemy:** The same reaction test also determines if the target has been spotted, if it is in terrain concealing terrain. Has the attacker spotted the

enemy well enough to place well directed fire onto the target? Or does he just have a rough idea of possible enemy positions and can just put down suppressive fire?

- › Check the result of the reaction test: If it was a success (5+ after modifiers) your unit has spotted the enemy and may bring to bear its full firepower. If you failed the test (1-4) your units firepower is halved.
- › Spotting is only required if the enemy is in terrain granting concealment or if you are fighting at night. You will always automatically spot enemy units in the open at daytime.
- › Spotting is checked again for each firefight.

The following modifiers may apply to a reaction test:

Reaction Test	Modifier
Training	-1 to +2 (Training Level Modifier)
Shock	-3 to 0 (-1 per Shock)
Bounding Move	-1
Overwatch	+1
Ambushed by Enemy	-1

FIREPOWER (INFANTRY WEAPONS)

The german unit of Fallschirmjäger has 5 men, one of which carries an MG4 LMG, the other are armed with G36 rifles. For every rifle, the unit gains 1 firepower dice while the LMG contributes 3 dice. Added up, the German unit has 7 firepower.

A unit's firepower is mostly determined by their weapons. Weapons are classified into the following categories, where the difference between certain models of weapons are marginal for the purpose of our game.

Add the firepower of all weapons to determine a unit's basic firepower – this firepower might be modified later when determining effective firepower in a particular firefight.

Standard Infantry Weapons:

Category	Firepower	Examples
Rifle, Assault Rifle	1	M16, M4, Ak47, G36, L85, FN FAL, Steyr AUG, FAMAS, etc.
Light Machine Gun (LMG)	3	RPK, RPD, M27 IAR, L86 LSW, Bren Gun, BAR, M249, MG4, FN Minimi, etc.
Medium Machine Gun (MMG)	4	MG3, M60, M240, FN MAG, PKM, etc.

The weapons listed here are not classed as heavy weapons ("Weapon Systems" on page 52).

GRENADE LAUNCHERS

A unit with a Grenadier fires on a target fortified in a house. The Grenadier gains 1 die for his rifle as described above, but he also wants to fire his grenade launcher.

He adds the firepower for the rifle to the unit's firepower dice, but also rolls a separate dice for the grenade launcher. The grenade launcher hits with a roll of 7. The target unit has 5 soldiers, the unit receives 2 automatic hits ($5/2 = 2,5$ rounded down to 2)

Grenades fired by infantry (Rifle Grenades, Underbarrel Grenades) are subject to a special rule. Grenadiers may fire their grenades once per turn.

When firing the grenades the unit gains an additional firepower die. Dice generated by Grenades are not modified like normal firepower by movement, spotting, etc. - you always roll one die per grenade launcher. You can roll grenades together with the other firepower dice, just use a different color of dice.

When a grenade hits (=rolls a success), the target suffers half its strength (manpower) as automatic hits. The result is always rounded down, but never below 1.

Instead of using grenades offensively, Grenadiers may also deploy smoke outside of the close range of their units.

In any firefight in which grenades are not fired, a grenadier behaves like a normal rifleman.

Automatic hits

Automatic hits are automatic successes for which you do not have to roll firepower-dice. Add them to all the regular hits you rolled. Your opponent checks for saves and morale effects like he does for normal hits.

Automatic hits are not automatic casualties or wounds, your opponent may still save them

WEAPON TEAMS

A sniper team of Sniper and Spotter observes the battlefield from afar. They are a weapon team – whenever they fire, they gain a bonus dice in addition to their normal firepower.

Specially trained teams that are operating a weapon system usually have a greater effect than the sum of their parts. Such teams may be a machine gunner and loader, a sniper and spotter, an AT-Gunner and his assistant, and so on.

To reflect their higher performance from this special training and cooperation, these teams gain +1 firepower in addition to their basic firepower.

If a weapon team operates a heavy weapon (see "Direct Fire Support" on page 57) it gains a +1 modifier to hit instead of an additional die.

The weapon-team bonus is lost when the weapon team is reduced to a single figure or if it merges with another unit and cannot operate independently anymore. If it is split off later, it may once again benefit from the bonus.

EFFECTS ON TARGET – CASUALTIES

With 5 Rifleman and an MG4, the Fallschirmjäger group has a basic firepower of 7. This is halved and rounded down, as the enemy has not been spotted due to the results of the reaction test. The Germans roll 7,7,2 and gain two successes. The Taliban now roll to save these two successes, rolling two dice. The Taliban player rolls 4 and 10 and checks for physical effects:

His unit is in Hard Cover (+1) and has not moved yet in the turn, counting them as „in Cover“ (+1) - a total modifier of +2 to their results. With these modifiers, the Taliban player has final results of 6 and 12. Both are successes, which means no casualties are suffered.

The previously determined firepower of the firing unit is now rolled. All successes are counted as hits. The target unit now has to roll for effects for all hits (including automatic hits) – to do this, the target unit rolls one die per hit.

Effects on target may fall into two categories:

1. **Physical Effect** – Direct effects on target that cause Casualties
2. **Psychological Effect** - Morale effects that reduce the fighting ability of the target unit

To check for physical effect, all dice are modified by the following modifiers:



Terrain	Cover	In Cover	Close Range	Exposed	Heavy Weapon
Soft Cover		+1	-1	-2	-1*
Hard Cover	+1				
Fortified	+2				
Bunker	+3				

* -1 per 2 Automatic Hits inflicted by Heavy Weapon

The modifier **In Cover** applies only to units that didn't move at the time of firing. They have positioned themselves ideally in the terrain to avoid damage.

Troops are **Exposed** if they are not in contact with a terrain feature. They are less well protected and suffer more damage for being caught in the open.

If the result of the roll is a failure after applying all relevant modifiers, the unit suffers a casualty. Casualties are marked and checked during the First Aid phase of the next turn, see "Casualties and Wounded" on page 36

Take Cover!

Regular and organised troops may reroll ONE dice result that would otherwise result in a casualty and must take a Shock if they chose to do so.

Irregular troops do not have this option, every failure means a casualty for them.

All dice that caused casualties are now removed, they will not be used to determine morale effects.

EFFECTS ON TARGET – MORALE AND SHOCK

To determine morale effects, the same dice results are kept and checked again – this time with different modifiers though. The Taliban unit has „Good“ Morale (+0), which does not modify the result. No other modifiers apply in this example – the Taliban thus has a result of 4 and 10 for checking morale. For having a failure (4), the unit receives a Shock.

To determine morale effects, the remaining dice from the above mentioned roll are kept. **You do not roll again!**

Only the modifier from the units morale level is applied to the roll for checking for morale effects.

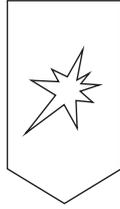
- Successes after this modification do not have negative consequences.
- Any failure gains a Shock for the unit.

Shock

Shock markers in Code Red have two sides: One yellow, one red. They always enter the game with the red side facing up. At the end of each turn, all red Shock markers are turned, so the yellow side faces up.

All units that have only yellow Shock may remove one yellow Shock marker.

Shock influences units depending on how many points of Shock a unit currently has:



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

Fire can cause at most three Shock on a unit. During Close Combat, the number of Shock markers is not limited (details in "Assault and Close Combat" on page 39).

Not only firing may cause morale effects – other events such as Losses, Close Combat, Hits on Vehicles and other events may cause Morale Tests. A Morale Test is taken by rolling a single die, modified by the relevant modifiers.

As outlined in "Initiative & Command Dice" on page 19, Shock may be removed (rallied) by spending a command dice or an order during the orders phase.

Example 2:

The Taliban unit returns fire on the Germans with 3 Firepower. They roll two successes and force the Germans to take two rolls for effect on target.

The Fallschirmjäger roll 3 and 9. Being in the open, they count as „exposed“ and get a negative -2 on their result. The 3 is thus certainly a failed roll. The German player decides to use the rule „Take Cover“ to reroll the dice, gaining a Shock on his unit.

The reroll results in a 4, which is still failure ($4-2 = 2$) and causes a casualty. One figure is laid on its side to mark the casualty and the dice is removed. The other result was a success ($9-2 = 7$) and must now be checked for morale effects.

With a modifiers of -1 (Basic Morale) they have a total of 8, which is a success and causes no more morale effects.

RETREAT

As the Fallschirmjäger came under fire while being „exposed“ and gained a Shock, they are now forced to withdraw into nearby cover. The Taliban are still in Line of Sight, so they need to roll a die for their Shock while withdrawing. The German player rolls a 4, which means another casualty as the German unit withdraws under fire. With two casualties and a Shock taken during the exchange, the German unit retreats to a nearby treeline.

Units must retreat if they:

- Gained Shock while being „exposed“
- When they have Line of Sight to an enemy and exceed 3 Shock

Units may retreat voluntarily at any time. A voluntary retreat can be declared whenever the enemy is currently not declaring an activation of his own. This means units may retreat before or after an enemy activation, but not as a direct answer to an enemy activation. A voluntary retreat does not require an order.

Retreating units must immediately take a test on their training for every point of Shock the unit has if the unit has Line of Sight to any enemy unit. Each failure means another casualty. The usual modifiers for cover (except training) do not apply, you do not check for psychological effects.

Retreating units have to move in a way that increases the distance to all visible enemy units. If this is impossible (due to envelopment), the unit must remain in place. Retreat has the same range as a tactical movement (6“) and may not be interrupted by Reactions or Overwatch.

Should a unit move off table as consequence of a retreat, it will be placed into the reserve pool with all its Shock markers (see also 7.4 - Deployment, Reinforcements and Reserve). Once it has removed all Shock, it may return to the table within 12“ of the point of exit like reinforcements.

Any casualties and effects on wounded (checking for seriously injured figures) will continue to effect the unit during their stay in the reserve pool. Shock is removed following the standard rules as if the unit was on the table.

Example 2:

A unit of East German Mot-Schützen is under heavy fire from British troops. The unit was previously pinned (1 Morale chit) and now suffers four hits from enemy fire. The East German player rolls for effects (2,5,6,7) and checks the results:

His unit is in Hard Cover (+1) and has not moved (+1), so the results are modified by +2 for physical effects (=4,7,8,9). This results in one failure (4), which the player chooses to reroll using „Take Cover“, gaining a second point of Shock. His unit is now suppressed with 2 Shock.

The re-rolled dice shows a 5 (total: 5,5,6,7). After applying +2 modifier, it is a success (7) and causes no casualty.

All four dice are now checked for psychological effects. The East German Morale is Basic (-1), which is applied to all dice (4,4,5,7). This result means two more failures for checking morale and gains the units two more Shock. As it already has two Shock and now exceeds the limit of 3, it is forced for withdraw.

To withdraw, the unit now rolls 3 dice (one per chit), as it is in Line of Sight of the British Unit. It rolls 2,4,8, - two failures, which cause two more casualties.



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CASUALTIES AND WOUNDED

ALLOCATION OF CASUALTIES

The owner of the unit determines which figure becomes a casualty, except when:

- Casualty is caused by a Sniper or Designated Marksman (see "Unit Attributes and Specialists" on page 16)
- Casualty is caused during Close Combat (see "Assault and Close Combat" on page 39)

In these cases, the opponent decides which figures become casualties.

WOUNDED SOLDIERS

The Germans suffered two casualties from Taliban fire. At the beginning of the next turn, these casualties are examined during the first aid phase. The German forces use „Advanced First Aid“ and check the respective column when rolling the dice. They roll a 5 and a 9, and add +2 for their Heavy Body Armor (Helmets + Ballistic Vests), modifying the result to 7 and 11. One soldier (7) is thus heavily wounded, the other (11) is not wounded and was only temporarily stunned by the fire.

With a heavily wounded soldier, the unit gains another moral chit (now 2) and may (after removing all Shock) only move tactically. It must also test at the start of each turn to see if the heavily wounded soldier succumbs to his wounds.

All casualties caused during the turn are marked. They are only checked for in the following turn. At the beginning of each turn, all casualties are treated. Roll one die per casualty and refer to the first-aid table.

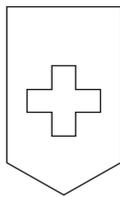
The first-aid table has three columns that are used depending on scenario and forces involved:

- **Advanced First Aid:** The unit will treat its wounded to the highest medical standard possible and retrieve all wounded with priority over other mission objectives, as casualties are to be avoided for political reasons.
- **Mission First:** Units are ordered to put the mission first, and prioritise reaching objectives over rescuing and treating individual soldiers. Heavily wounded soldiers are not treated immediately, but only after reaching or abandoning the objective of the mission. Lightly wounded soldiers are treated quickly and resume the fight.
- **Rudimentary First Aid:** The units are either not willing or not able to provide far reaching first aid to their wounded. Wounded soldiers are either able to continue

fighting by their own means or are only retrieved after fighting has ended (if at all).

Rolls on the first-aid table may be modified by the following modifiers:

- **Light Body Armor:** helmets + light ballistic vests (flak-vest, light kevlar vest)
- **Heavy Body Armor:** helmets + heavy ballistic vests (with ceramic plates)
- **Drugged up:** Unit is under the influence of heavy drugs (khat, amphetamine,..)



D10	Advanced First Aid	Mission First	Rudimentary First Aid
1-4	Dead	Dead	Dead
5-7	Serious	Dead	Dead
8-10	Light	Light	Ok
11+	Ok	Ok	Ok

Light Armor +1
 Heavy Armor +1
 Drugged Up +1

Soldiers increase their wounded level upon receiving the second wound of the same kind. Lightly wounded becomes seriously wounded by gaining a second light wounded, two successive serious wounds mean death. Light and serious wounds combined always remain serious wounds

Depending on the wounds received, the unit suffers the following negative consequences as long as the wounded soldier accompanies the unit (if not stated otherwise below):

Dead

Unit takes an immediate morale test.

Serious Wound

Unit gains one Shock.

Unit is limited to tactical movement.

If not accompanied by a medic, seriously wounded soldier is tested in each First aid phase - roll a die, on a 1 or 2 he succumbs to his wounds.

Light Wound

Unit is limited to tactical movement

WOUNDED LEADERS

Lightly wounded Leaders can resume their role as commanders without any restriction.

If a Leader of regular forces is killed or seriously wounded, a deputy takes command. Every deputy generates just one instead of two command dice. Irregular Leaders are lost and will have no deputy when getting killed or seriously wounded.

COMBAT INEFFECTIVE UNITS

A unit in which all soldiers are either seriously wounded or casualties is combat ineffective. All casualties are checked in the next First Aid Phase as usual, so the unit might become combat effective again during the following turn when casualties turn out to be combat ready or lightly wounded.

If an enemy unit makes contact with a combat ineffective unit, the unit is wiped out. Remove the unit from the table, all soldiers are counted as Dead for the purposes of determining motivation and victory points.

ASSAULT AND CLOSE COMBAT

Even in modern war, Close Combat is still an effective method to dislodge enemies from their positions or destroy them.

Close Combat is initiated by an order to assault, which activates a unit. The activated unit must be in movement range of the enemy to conduct an assault and may not suffer from morale effects. An assault is a movement that makes contact with an enemy.

If the target of the assault is outside of Line of Sight of the charging unit, the attacker may only move into contact with a tactical move (6").

DEFENSIVE FIRE

A unit of 4 Soldiers tries to assault an enemy position over 9" of open ground. The defender is pinned (1 Shock), but not completely suppressed. He wants to use defensive fire, so both sides roll a reaction test. Both roll a 7. The attacker receives a modifier of -3 for charging over a distance of 3x 3" (=9"). The defender modifies by -1 for his morale hit.

The defender wins the reaction test and may fire defensively. He rolls his firepower and gets two successes. Attacking over open ground, the assaulting unit modifies his test on physical effects by -4 (-1 for rapid movement, -2 for being exposed, -1 for being in close range). He rolls 7 and 8, which means two failures. The unit takes two casualties. However, checking for morale, he does not receive morale effects and finishes his charge.

Before getting into close combat, the defending unit might have the opportunity to defeat the assault by defensive fire. To do so, the unit must be able to fire (see 2.10 - Shock). Defensive fire is an automatic response to a charge and is not an action nor a reaction – like returning fire.

Both units roll a reaction test and apply the relevant modifiers. Apart from the usual modifiers, the attacker receives:

- -1 per 3" distance for the attacking unit

This modifier represents the difficulty to avoid defensive fire while covering longer distances by movement. Units that do not start their assault in line of sight of the enemy measure the distance from the point they enter line of sight, but they always suffer at least -1 as modifier.

The Reaction test result now determines the options available:

- **Assaulting unit wins the Reaction Test:** no defensive fire is applied and the attacker may immediately move his unit into contact with the target. The defender has been surprised.
- **Defender wins the Reaction Test:** Defender may chose if he wants to hold position and drive off the attacker, or if he wants to retreat and avoid close combat:
 - If he decides to retreat, his unit may use defensive fire with half their firepower and retreat after firing (see "Retreat" on page 34). The defending unit automatically gains a point of Shock after finishing its retreat.
 - If he decides to stand and fight, his unit may use defensive fire with its full firepower. The Defender has to fight in the ensuing close combat if his fire doesn't repel the assault.

Defensive fire always happens at Close Range, the assaulting unit does not benefit from cover. If the assaulting unit gains a point of Shock due to defensive fire, it must abandon its attack and retreat.

The assaulting unit **does not return fire** after being shot at by defensive fire.

After a sucesfull assault, neither the defending nor the attacking unit may receive any orders until the Close Combat is resolved. The fighting units may not be the target of any firing.

If several units have assaulted the same target, these units will merge into a single unit for the purpose of Close Combat, and will automatically split back into their constituent units afterwards.

CLOSE COMBAT

The assaulting unit reaches the enemy position with two casualties and the fight is resolved during the Close Combat phase. The defending unit is an MG-Team of two soldiers. Both attacker and defender gain one die per soldier, i.e. 2 dice each. Both roll their dice: The attacker has one success, the defender fails with all his dice. The defender suffers a casualty and takes a morale test, which he fails. He gains a Shock and now has two (he already started the combat with one). He now has more Shock markers (2) than active soldiers (1) and retreats.

All close combats are resolved in the Close Combat Phase of the turn, after all orders have been spent.

During close combat, each soldier generates exactly one die. Attacker and defender roll their dice simultaneously and count their successes after applying modifiers (training, morale effects). All successes automatically cause a casualty on the enemy. Casualties are allocated by the opponent. Each casualty also causes a morale test immediately.

During close combat, the number of Shock markers a unit can have is not limited. If a unit has more Shock than active soldiers, it will immediately withdraw ("Retreat" on page 34) and end the close combat.

If no winner is determined after a round of close combat, fight another close combat at once! After a close combat is resolved, remove all excess Shock so that surviving units have at most 3 Shock.

Special Close Combat Equipment provides the following effects:

Equipment	Effect
Shotgun	+1 Combat Die
Close Combat Weapons (Machete, Spears, Swords, etc.)	Enemy takes a morale test at the beginning of Close Combat
Flashbang Grenades	Enemy gains one shock at the beginning of Close Combat

SMOKE

Terrain features and obstacles are not the only thing that may block a unit's line of sight. Smoke may be employed to break line of sights and cover a unit's movement.

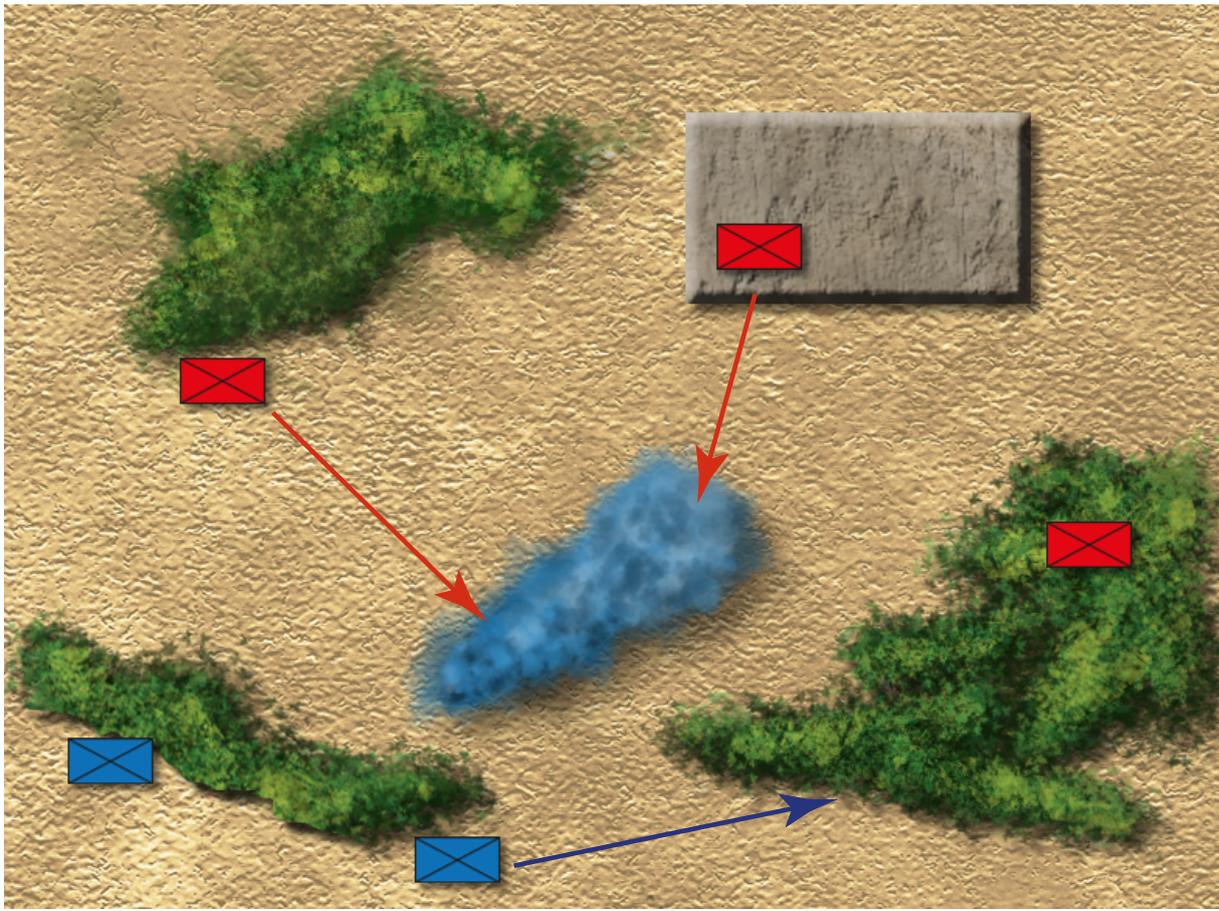
Unless specifically stated otherwise, a unit may use smoke grenades.

The use of smoke is always part of an activation and does not cost an additional order. However, you must check if smoke is employed correctly and in a timely manner. A unit deploying smoke takes a test on their training.

If successful, smoke is placed before the activation is carried out – if failed, place it after the unit's activation. You may choose not to carry out your stated activation if you fail your test, but your order is lost and the unit still counts as activated. Any reactions to an activation involving the deployment of smoke may be declared after the test.

Smoke may be placed in close range (10“) in any direction from the unit using smoke. A smokescreen is 3“ long, behaves like any other terrain piece in regards to line of sight - but blocks line of sight on all height levels.

Smoke remains on the table until the end of the next turn and will be removed like a Shock at the end of the turn.



A Blue unit has deployed smoke to prevent enemy units from firing on them during their move. It has taken a successful test during its activation, rolling an 8, and the smoke is deployed before their movement. Red may not interrupt now, as they cannot establish Line of Sight.

OVERWATCH

A sniper team positioned on a hill receives the order to go on overwatch and provide cover to other units. It receives an overwatch marker.

Next, a friendly unit is activated and moved over open ground. The opposing player reacts to the movement and orders one of his units to open fire.

The sniper team may try to interrupt this reaction using overwatch. All units involved take reaction tests. The sniper team rolls a 5, gains a +1 bonus from overwatch (=6) and beats the opponent's roll of 2. It interrupts the reaction, fires on the reacting unit, and causes one Shock before the reaction is resolved, lessening the effectiveness of the fire on the friendly unit.

To cover your units and use fire and maneuver, units on the field may be put on overwatch. It observes the battlefield and deals with any threats that are detected.

To put a unit on overwatch, it must receive an order to do so. It counts as activated for the turn, receives a marker, and may not take any further actions for the turn. As long as a unit is on overwatch, it may not move but receives the following benefits:

- A unit providing overwatch is able to interrupt all enemy activations including reactions to their front (compare "Orientation, Field of Vision, Flanks" on page 17)
- It receives +1 to all its reaction tests.

Units on overwatch may not interrupt units that are only returning fire after being fired upon, as that is no activation. To interrupt an enemy activation, a reaction test is taken – if the unit on overwatch wins, it may open fire first as described in "Reactions" on page 24. Like with reactions, all declarations of intended actions, reactions and overwatch must be completed before taking any reaction tests. All reaction tests are taken simultaneously, the results are compared and resolved at the same time.

Overwatch Marker

Units on overwatch receive a marker. The marker has two sides (bright and dark), like Shock markers. When the unit uses overwatch to interrupt activations, flip the marker to the other side.

With the second flip, remove the marker. The unit is no longer on overwatch and must receive another overwatch-order to remain vigilant.

FLANKING FIRE

A pinned unit is getting outmaneuvered by an enemy team and takes fire into their flank. Surprised by fire from this unexpected angle, it receives -2 to their reaction test and loses the test.

The attacking team rolls their full firepower and has 3 successes, one of which causes one Shock. The flanked unit scrambles to return fire, but receives -50% firepower for being flanked as well as -50% firepower for not spotting the enemy as a result of its failed reaction test.

To simulate the effects of receiving fire from flank or rear, units hit from outside their front arc suffer the following penalties against the flanking unit:

- -2 modifier to reaction tests
- -50% firepower (cumulative with other effects like spotting)
- may not fire heavy weapons against the flanking unit.

Units may reorient themselves after a firefight to face the flanking unit.

REINFORCEMENTS AND RESERVE

THE RESERVE POOL

The reserve pool harbours all units that have not yet entered the table but are available to the players.

Leaders that are placed in the reserve pool generate half the command dice they would on the table – in almost all cases that is effectively 1 die.

The reserve pool may contain several different units – including units of different training, morale level, regulars and irregulars, specialists, etc). Units in reserve may be placed onto the table using an order. The unit is placed onto the table and may immediately activate without receiving a second order – their activation is part of deploying from reserve.

Units that enter the table from the reserve pool must enter in the deployment zone or at a rally point.

RALLY POINTS

Rally Points are points that units may use to enter the table.

Rally Points may be moved using an activation or an ambush card as long as no unit has yet entered the table using the respective rally point. Rally Points move up to 6“ through any terrain that is not impassable for infantry. During movement, the path taken by the rally point must not cross enemy line of sight!

As soon as a rally point is used to deploy units onto the field, its position is fixed.

To deploy a unit through a rally point, the desired unit is placed into contact with the rally point. It may immediately activate to move or initiate a firefight. Units may not be deployed onto a rally point that has been moved during the same turn. Vehicles may not use rally points to deploy, they always enter the table through the deployment zones or via ambush cards.

Units, explosive devices and defensive structures must not be played inside close range of enemy units (10“ radius!). Defensive structures (trenches, foxholes, road-blocks, barbed wire, ...) and explosive devices may be placed within 24“ from a deployment point.

Rally Points may be destroyed if an enemy unit remains stationary in contact with the rally point for an entire turn. This is a setback (see "Setbacks" on page 87).

REINFORCEMENTS

A Vietcong Leader uses an order to call fresh troops into battle. During preparation of the game, the Vietcong player has chosen „Reinforcements – Level 3“ and paid the appropriate cost.

To call reinforcements he rolls a die (4) and adds his reinforcement level as bonus (+3). He now checks the entry on the reinforcement table he chose (total of 7). He gains 3 guerilla fighters that are placed into his reserve pool.

He spends another order to swell his ranks. This time he receives a malus of -1 as he already asked for reinforcements during this turn. He rolls a 2, adds his level as bonus (+3 - 1 = 4) and only gains one more guerilla according to the table.

To bring reinforcements to battle, the player must have this option in his list, or provided by the scenario. When procuring the option for the list or preparing the scenario, he chooses the source of reinforcements and the respective tables. Each of these has separate reinforcement levels.

During a game, the player may then use orders to reinforce his troops. He rolls a single die and adds his reinforcement level to the result. He consults the reinforcement table and gains the content of the entry into his reserve pool.

For each successive attempt to call reinforcements, the player suffers a cumulative -1 penalty.

Example 2:

A Taliban player has access to reinforcements from the source „Local Militia“ with a reinforcement level of 2. During th game, he calls for reinforcements using an order. He rolls 2, adds his reinforcement level (+2 = 4) and checks the table – a 4 does not gain him any reinforcements.

Frustrated, he immediately spends another order on reinforcements, receiving a penalty of -1 for the second test. He rolls a 7, adds his +2 and subtracts the penalty ($7+2-1 = 8$). According to the table, he generates an irregular insurgent fighter with a machine gun (MMG).

AMBUSHES

A unit of Mujahideen ambushes a Soviet convoy in Afghanistan. The Mujahideen player plays an ambush card from his hand. The ambush card says: „Move an eligible unit that is on the table into a wood or treeline on the eastern half of the battlefield“.

The player has chosen to play this card as he has noted a well placed treeline on the flank of the convoy on the eastern part of the table. He moves a small cell with an RPG, as described on the card, and activates the cell to open fire on the convoy using the RPG.

His activation counts as an ambush, the attacked unit receives -1 to it's reaction test in addition to -2 for being flanked. The Mujahideen win their reaction test, open fire and destroy a fully manned troop transport...

Ambushes in Code Red are surprise attacks by hidden units. Effective Ambushes in reality are rarely anticipated by the ambushed side. To convey the surprise and shock of an ambush and the uncertainty involved in these affairs, Code Red uses Ambush Cards.

These cards can be purchased or gained during scenario preparation. They are kept hidden from the other player and may be played at any time.

All ambush cards are structured in the same way and contain the following information:

- A restriction on its use (for example „Move a unit on the table“ or „Place a unit from the reserve pool“)
- A restriction of terrain (for example „into a Wood or Treeline“ or „to a building or wall“)
- A restriction in relation to the table area (for example „on the eastern half of the table“, „on the northern half of the table“, etc.)

The information on the cards are only visible to the player who owns them, until he plays the card. It is entirely possible that his ambush cards are worthless considering the battlefield, as the required terrain features might not be present in the required area. However, he can still use the cards to his advantage by scaring his opponent into thinking an ambush might be imminent, forcing him to take risks or prepare for all possibilities...

Apart from the restrictions on the card, the following restrictions always apply:

- Units may never be placed into close range of an enemy unit (10“ radius!)
- Units in Line of Sight of any enemy units may not be moved using an ambush card. Their presence and location is known, they do not simply disappear.

By playing an ambush card, the card is discarded and no longer available.

Units that are moved or placed by an ambush card may immediately be activated using an order according to standard rules. If it is activated during the same turn it moved with an ambush card, any firefights initiated by it are an „Ambush“ and provide the following benefits:

- The target unit and all units trying to interrupt (reaction, overwatch) receive -1 to their reaction test.
- The target unit is automatically spotted, even on a failed reaction test.

No Ambush Cards available?

There is no official ambush card set available yet. If you do not want to make your own, you can use the following table to generate your ambush cards. Note the results onto a sheet of paper (your „hand“):

Example: to generate an ambush card, roll 3 dice and note the result: 3,6,5. Read the table using the three results using each column:

3 – „Move unit on the table“

6 - „Woods, Treeline, Hedge“

5 - „Southern Half of the Table“

The Ambush card thus reads „Move a unit on the table into a wood, treeline or orchard in the southern half of the table“

Roll	Placement	Terrain Restriction	Table Restriction
1-2	Move unit on table	Road, Ditch, Riverbed	Northern Half
3-4		Building, Wall	Eastern Half
5-6	Deploy unit from re-serve	Wood, Orchard, other Vegetation	Southern Half
7-8		Rock, Hill,	Western Half
9-10	Move or deploy any unit	Any Terrain	Anywhere

EVENTS

After blowing up the troop transport, the Soviets try to fight their way through the ambush by covering the Mujahideen in machine gun fire. However, the mujahideen player uses an event card to cause a jam on a heavy machingun on one of the vehicles to prevent their fire.

Unexpected and unplanned influences and events often disrupt plans even on modern battlefields. These exceptional circumstances are not covered by the basic rules, but may have surprising influences on the outcome of a battle.

These events are managed using Event cards. Event cards contain a short description of the event and its influence on the game. Effects on event cards can override basic rules. Players draw event cards whenever one of his units rolls an unmodified 1 on a reaction test.

Event cards may be played at any time to trigger the event described, unless the card says otherwise or contains specific restrictions.

FIRE SUPPORT

The following chapter explains uses and effects of heavy weapons in Code Red. Heavy weapons are all weapons of calibre 12,7mm (cal .50) or larger. Fire Support by Heavy Weapons may be applied directly by static weapons and vehicle-mounted armament represented on the tabletop or indirectly as off-table fire support.

WEAPON SYSTEMS

An AGM-114 Hellfire Rocket has a Penetration value of 26, an Anti-Personnel Firepower of 9, and is rated as a weapon system with Accuracy Class 1 – quite precise.

Every heavy weapon has a profile determining its effectiveness. The profile contains the following values:

- **Penetration (P):** Anti-Tank effectiveness of the weapon for a direct hit.
- **Anti-Personnel Firepower (AP):** Effect against infantry and buildings. This value is applied as firepower for a direct hit on a target unit. The firepower is reduced for indirect hits the farther away the target is from the center of the detonation (see below).
- **Accuracy Class:** Categorizes the precision of the weapon and is used to determine deviation from the intended target. accuracy class 0 will always hit on target, accuracy class 4 has a high probability of scattering. If no Accuracy Class is given, its value is assumed to be 0.

The effects of these values is explained in the following paragraphs.

INDIRECT FIRE SUPPORT

This chapter describes how to request and resolve indirect fire support like Artillery, Airstrikes and Off-Table Fires.

REQUEST INDIRECT FIRE SUPPORT

Player A requests fire support from a battery of medium artillery. He starts his request by spending an order to initiate the procedure. He rolls a reaction test to determine if can spot the target and succeeds. Now he rolls for his forward observer, rolls a 4 and does not suffer any modifiers on his request. His request may be continued as he did not roll a 1.

Next, he tests for the artillery crew and rolls a 10.

To request indirect fire support you need to spend an order. All Leaders, Forward Observers and Tactical Air Controlers may call for indirect fires.

The player determines his intended target point in line of sight of the requesting unit and rolls a die:

- A result of 1 or less (after applying modifiers) immediately cancels his request.
- Any other result (including a results below 5) will resume the request, but may cause delays for the request.



Indirect Fire Request	Modifier
No FO/TAC	-1
Target not spotted	-1
Repeated Request on same target	+1

After testing for the requesting unit on the ground, the player rolls a second die to check for the crew manning the weapon system – using the same rules as above with scenario-specific modifiers for Counter-Battery-Fire and Air Defence Level. If he again succeeds in rolling a result other than a 1, he has made a successful request. Both dice are now placed next to the target point with the results facing up.

If the result of his second roll is negative, the weapon system is damaged and can not be used for fire support for the remainder of the game.

APPLY FIRE SUPPORT

During the Fire Support phase of the next turn, player A checks if his strike arrives. As one of his dice (4) is one point below the threshold for success (5), he suffers a -1 penalty for his check.

He rolls a 1 – failure. His strike is not applied this turn and will be delayed. The following turn, he checks again – this time, a 7 is rolled. $7-1 = 6 = \text{Success!}$ The strike arrives and artillery fire rocks the battlefield.

During the Fire Support phase at the start of each turn, all players check if requested strikes arrive. A die is rolled to make this check:

- If one of the results rolled during the request was a failure (below 5) the difference between actual result and success threshold (5) is calculated.
- If both rolls failed. The difference of both rolls to the threshold is added up.
- If both rolls were successes, no modifier is applied.

A die is now rolled using the modifier:

- If his roll is a success after applying this modifier, the strike arrives.
- If his roll fails, the strike is delayed. The player may roll again next turn using the same modifier.

Example 2:

A strike has been requested with a Roll of 3,2. The difference to the success threshold is calculated for both rolls, as both were failed. $5-3 = 2$ and $5-2 = 3$. The difference is added up to a total modifier of -5.

The player now checks for his fire support, rolling a 6. After applying his modifier of -5, the strike is delayed and does not arrive.

Example 3:

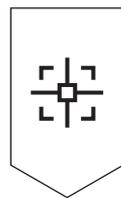
A strike has been requested with two successful rolls of 6 and 7. During the Fire Support Phase, the requesting player rolls a 4, applying not modifier. Unfortunately, his strike is delayed.

PRECISION AND DEVIATION

The strikes arrived. The medium artillery battery used has a accuracy class of II, which corresponds to a target value of 14. Having rolled a 4 and a 10 during the request, player A adds both results to a 14 and compares his result to the target value. He can match the target value, so his weapon strikes the intended target without deviation.

After determining the arrival of a strike, the player now adds the results of both dice and compares the result with the target value of the accuracy class for the weapon used. If he matches or exceeds the target value, the strike is applied precisely as requested. If the result is below the target value, the strike deviates from the intended target.

The deviation is calculated by subtracting the sum of the dice from the target value for the accuracy class.



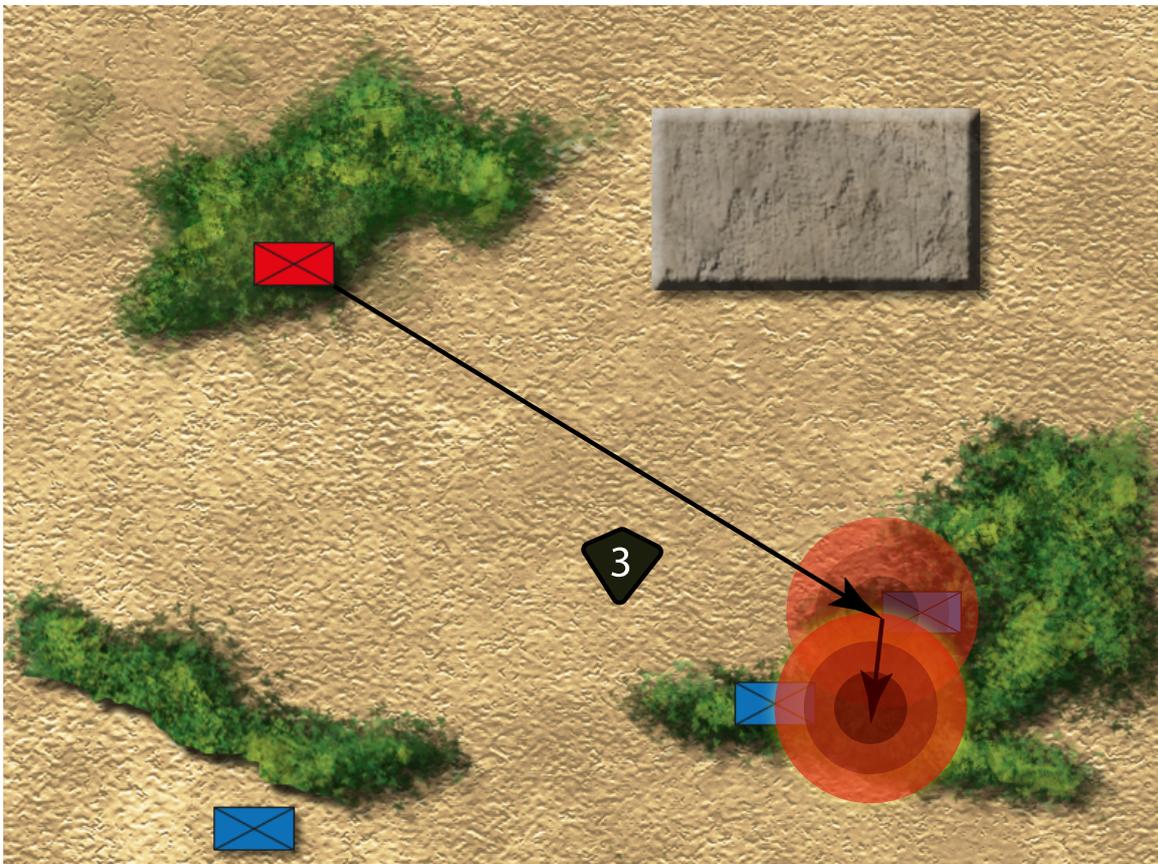
Accuracy Class	Target Value
O	7-8, (50%) 9+ (100%)
I	10
II	14
III	18

Weapons with a accuracy class of 0 do not deviate. A failure will always miss the target. Any result of 7 or 8 causes half damage, a result of 9+ causes full damage.

DETERMINING DEVIATION

The direction in which the strike deviates is randomly determined with a D10. A D10 always forms a point (triangle) with the side facing up. This is the direction in which the strike deviates.

This direction is determined immediately before applying the strike!



Red fires on the blue unit on the right. The red circle indicated the blast radius of its weapon (AP4). The weapons accuracy class is 1, requiring a 10+ to hit. Red rolled a total of 7, so their shot deviates by 3 inches. He rolls a die to determine deviation - the number is ignored, only the direction that the die is pointing to is relevant.

The shot deviates 3 inch to the south, the center of the blast is adjusted and both blue units are hit with 1 AP (4 AP - 3" distance to the center of the blast)

DIRECT FIRE SUPPORT

An Insurgent is targeting an American Humvee with his RPG. The RPG is a weapon system of accuracy class 1 and will hit on a 10 or more. The Insurgent player rolls 2 dice and rolls a total of 13. He modifies the total by his training (-1), but suffers no further modifiers. The American vehicle is hit.

Direct fire support is fire from any heavy weapon deployed on table – both on vehicles and carried by infantry. These weapons may be used in a firefight when firing. Fire by heavy weapons is resolved separately from infantry weapons.

All weapons of accuracy class 0 may be used several times throughout a single turn. Weapons of accuracy classes 1-4 are only eligible to fire once per turn.

When firing, a target point is designed (usually a target unit) and fire of all other weapons (including infantry weapons) during the firefight must be directed at the same target. A heavy weapon may also be used when returning fire.

For firing a heavy weapon on table, roll two dice (2D10) and modify the total by the following modifiers (if applicable):



Direct Fire	Modifier
Weapon Team	+1
Target not spotted	-1
„Tank ahead!“	-1
Hull Down Target	-1

A hit is achieved if the total after modifiers matches or exceeds the target value of the weapons Accuracy Class (see "Precision and Deviation" on page 55).

AMMUNITION SUPPLY

An Anti-Tank Team (Gunner and Assistant) just destroyed a target vehicle using their launcher. They now test if sufficient ammunition is available for the remainder of the engagement. The team rolls 2 dice and rolls a 2 and a 5. One of the results is a success, which means ammunition for another shot is available.

After firing again next turn, they take another test, this time with only one die – the other die is removed as it previously rolled a failure. This time, the single die also produces a failure (4) and no more ammunition is available until resupply.

Some heavy weapons like rocket launchers face the difficulty of limited supplies during combat, as spare rounds are heavy and bulky and might be unavailable to infantry units. To reduce bookkeeping on ammunition, Code Red limits ammunition only for infantry units with these types of weapons.

After using an Anti-Tank Rocket Launcher, an infantry unit must test if ammunition for another shot is available. Roll a die on their training level and add one die per Assistant Gunner that is part of the unit. If at least one success is rolled, the unit may take another shot later. If only failures are rolled, the launcher is not available until resupplied.

If at least one of the dice rolled is a failure, remove one of the bonus dice gained by the Assistant Gunner(s) for the next Ammunition Test.

Ammunition Tests are only taken by Infantry units using Rocket Launchers (RPG, LAW, Carl Gustav, Panzerfaust, etc.) or when triggered by Event Cards.

IMPROVISED EXPLOSIVE DEVICES (IEDS)

A Taliban Leader tries to detonate a remote controlled IED while an American Fireteam walks past it. The Taliban player spends an order, both players roll a reaction test. The Taliban rolls 8 (-1 for training, +1 for remote controlled IEDs), the American rolls 6 (+0). The Taliban player rolled a success, so he detonates his IED. He also won the reaction test, interrupting the American Movement right next to the IED.

The Taliban now determines the deviation of his IED, rolling a total of 15, exceeding the required target value of 10 (accuracy class 1) – the IED was well placed...

IEDs are improvised explosive devices usually used by insurgents to fight technologically superior troops.

IEDs are purchased by players when building their lists or available through the scenario setup. Apart from „real“ IEDs, a player may have access to „Dummy“ IEDs he can use to conceal the placement of his real explosives.

IEDs and Dummies may be placed within 24“ of a rally point but never within close range of enemy units, objectives or other explosive devices. IEDs and Dummies may also be placed or relocated by ambush cards ("Ambushes" on page 49).

IEDs come in various forms and types. Apart from their size and explosive power, the trigger mechanism is important and differentiated into two types:

- **Remote controlled:** Detonated by wire or wireless radio. Remote controlled IEDs require an order to be detonated. If out of command range, double the cost of the order as usual. Remote controlled IEDs receive a +1 modifier to their reaction test, so they are more reliable.
- **Mechanically triggered:** Triggered by the victim (tripwire, pressure plate) Mechanically triggered IEDs are triggered as soon as a unit enters a 4“ radius around the IED.

When triggering an IED (regardless of trigger mechanism), a reaction test is taken. This reaction test not only determines if the target unit can finish its activation if the IED is used as a reaction, but will also determine if the IED detonates at all:

- If the owner of the IED rolls a 1, the IED was a dud and will be removed from game.

- If the owner of the IED rolls a failure (after modifiers), his IED does not detonate this turn, but may still detonate later. If remote controlled, it may be triggered again in the next turn.
- If the owner of the IED rolls a success, the IED detonates

When detonated, the IED tests to hit using the same procedure as described in "Direct Fire Support" on page 57. The IED might not be ideally placed, or explode in an irregular pattern which is represented by a deviation of the explosion.

IEDs can be disarmed if an enemy unit remains stationary and in contact with the IED for an entire turn. Any unit that does not have an EOD attached must roll a die when disarming the IED. A result of 1 or 2 detonates the IED due to a mistake in handling the device.

IED-Dummies

When using Dummies, take a reaction test for a potential detonation **before** revealing the marker and only reveal the marker when a detonation would happen.

If the Dummy does not „detonate“ this turn, it remains in play and its real nature is not given away to the opposing player. This keeps him guessing how many more real IEDs might be out there, even if he knows the scenario setup.

When disarming a Dummy, also remove it without revealing. Dummies will obviously never explode during disarming attempts, even on a roll of 1-2.

Example 2:

An EOD-Team closes in on a mechanically triggered IED to disarm it. As soon as it gets to within 4“ a reaction test is made. The IED-owner rolls a 4 (-2 modifier against EOD), the EOD Team rolls a 7 (+0). Having rolled a failure (2), the IED does not detonate this turn.

The EOD team remains stationary next turn, so no further detonation attempt is made. The team remains in contact and disarms the IED at the end of the turn.

EFFECTS OF FIRE SUPPORT

A requested artillery strike arrives with a delay of 1 turn, deviating 3" from its originally designated target point. With an AP-value of 10 the artillery salvo causes 10 automatic hits within 1" of the adjusted target point.

The originally designated target unit is now 3" from the adjusted target point due to the deviation of the shots. It is thus exposed to 7 automatic hits (10 AP -3" distance) and suffers a modifier of -3 to their saves.

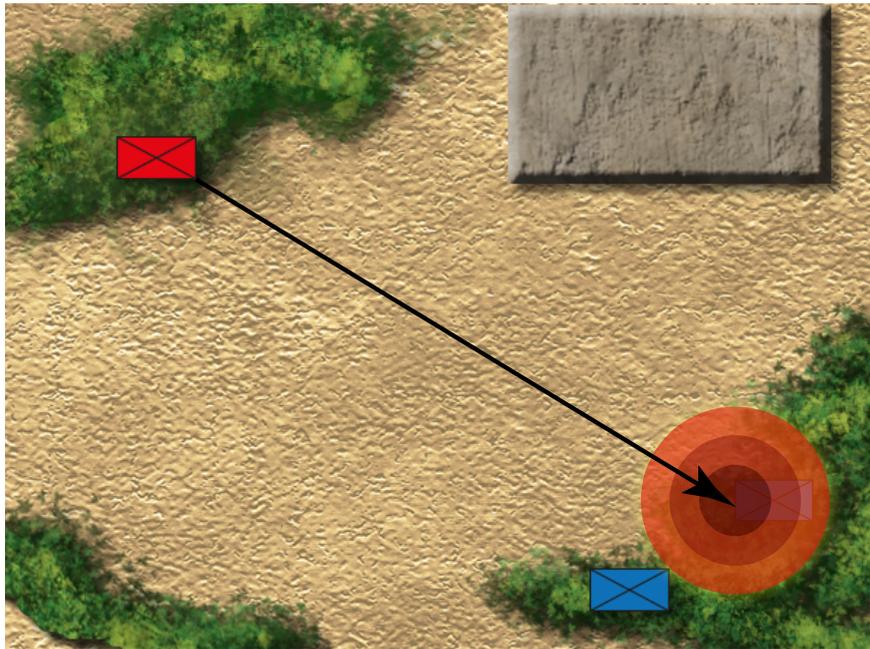
Another unit is also within the area of effect of the strike, located 6" from the new target point. It suffers 4 automatic hits and a modifier of -2 to their saves.

The effect of heavy weapons fire is variable and determined by the distance to the center of the strike. Every heavy weapon applies its full firepower within 1" of the center of the strike using AP against infantry and Penetration against armored vehicles:

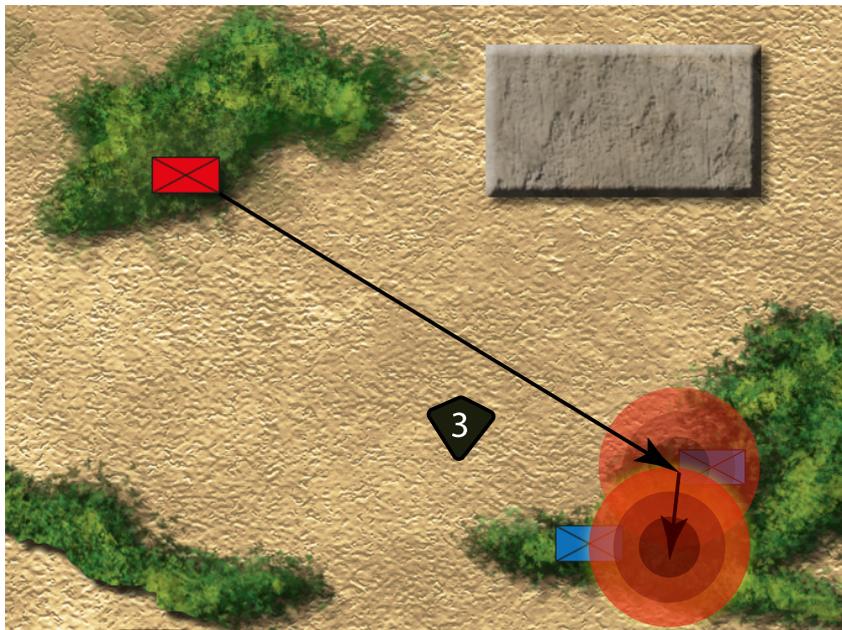
- Against soft targets (Infantry and light vehicles) the effect is determined by measuring the distance of the unit to the center of the strike and subtracting it from the AP value of the weapon.
- Against armored targets apply full weapon effect for direct hits and half the effect for close misses (max. 2" distance to the center of the strike). Apply the full or halved penetration value respectively.

Weapon systems of Accuracy Class 0 only apply damage directly at the target, no splash damage in the area around the target.

Infantry units suffer a modifier of -1 per 2 full AP when determining physical damage.



Red fires on the blue unit on the right. Their roll exceeds the target number of the accuracy class, landing a direct hit. Blue is hit with full AP power of the weapon (AP4).



Red fires on the blue unit on the right. The red circle indicated the blast radius of its weapon (AP4). The weapons accuracy class is 1, requiring a 10+ to hit. Red rolled a total of 7, so their shot deviates by 3 inches. He rolls a die to determine deviation - the number is ignored, only the direction that the die is pointing to is relevant.

The shot deviates 3 inch to the south, the center of the blast is adjusted and both blue units are hit with 1 AP (4 AP - 3" distance to the center of the blast)

Examples for weapons of accuracy class 0:

A russian BMP-2 targets an american firing position with its 30mm autocannon (Accuracy Class 0). The BMP rolls 2D10 and achieves a result of 9. The target was not fully spotted due to a bad reaction test, so a -1 is applied. With a total of 8, the weapon applies 50% damage (5 AP halved and rounded down to 2 AP → 2 automatic hits, -1 modifier for determining damage)

An M2 HMG fires on a group of insurgents in a treeline. The gunner is a veteran, the target unit spotted. The US player rolls 2D10, rolls 13 and modifiers by training (+1) for an end result of 14. Exceeding the target value of 9+, the HMG hits with full effect, applying 3 AP, i.e. 3 direct hits and -1 modifier for determining damage.

VEHICLES

Vehicles are units that are motorised (wheeled) or mechanised (tracked). Vehicles have to be manned by a crew to be combat effective – abandoned vehicles are treated as terrain pieces granting hard cover and concealment.

Line of Sight for a vehicle is measured from the center of the vehicle. To determine the line of sight, vehicles are treated as one height level above their current height level unless otherwise stated. For example, a vehicle on height level 1 is treated as if on height level 2 when determining line of sight.

The vehicle crew has a training- and morale level like any other unit.

Vehicles are often equipped with heavy weapons and armor. They have the following additional characteristics to show their capabilities:

- **Armament:** Weapon systems mounted on the vehicle. Usually heavy weapons (8.1 - Weapon Systems) with the relevant attributes (AP/AT/Precision) listed here.
- **Armor:** Protection against heavy weapons. Vehicles have three armor zones: Front, Side and Rear. Rear armor is also used as top armor against any top attacks
- **Attributes:** Vehicles may have certain attributes that are used to differentiate vehicles.

Example Profile:

Name	Type	Front	Side	Rear	Armament	Attributes
BTR-60	Wheeled	1	1	1	HMG	Transporter (7) Amphibious

VEHICLE ATTRIBUTES

Active Protection System: The vehicle is equipped with a modern active protection system that can intercept threats before they even hit.

All Rocket Launchers and ATGM receive -2 to their to-hit roll.

Advanced Optics and Sensors: The vehicle is equipped with state of the art sensors and targeting systems and can identify targets quicker and more easily than older systems.

Vehicle receives +1 to its reaction tests

+1 on any request for fire support, if the vehicle is also a Reconnaissance Vehicle

Amphibious: The vehicle is amphibious and may cross bodies of water using tactical movement.

Bar Armor /ERA : The vehicle is equipped with additional armor designed to defeat anti-tank warheads.

+5 Armor if hit by ATGM or AT Rocket Launchers.

Countermeasures: The vehicle is equipped with electronic countermeasures that protect it from ATGMs and IEDs.

All ATGMs and IEDs receive -1 to their to-hit roll.

Death Trap: The vehicle has a bad reputation with its crew due to poor level of protection

-1 to all morale tests of the vehicle crew

Life Saver: The vehicle offers good protection and earned a high level of trust and confidence from its crew.

+1 to all morale tests of the vehicle crew.

MRAP: The vehicle has a v-shaped underbody to deflect the explosion of mines and IEDs away from the passenger cabin.

+5 Armor if hit by IEDs or Mines.

Reconnaissance Vehicle: The vehicle always requires just 1 order to be activated – even if out of command range of leaders. The vehicle may also request fire support missions.

Transporter (X): The vehicle may mount Passengers. Transport capacity is specified as a number in brackets (X). More on this see "Passengers" on page 66

COMMANDING VEHICLES

Vehicles are either directly attached to a squad and commanded by a squad leader, or are a support element commanded by the platoon leader. Vehicles are commanded like any other unit (see "Orders and Actions" on page 20) with the following exceptions:

- Vehicles may not assault enemy units
- Vehicles or passengers mounted on vehicles may not request fire support, unless the vehicle is a reconnaissance vehicle (attribute)

PASSENGERS

Vehicles with the attribute „Transporter“ may carry infantry units. You can mount models up to the capacity limit of the vehicle. When mounting or dismounting units, the vehicle must not have moved yet during the turn. It may move after mounting or dismounting is finished.

Infantry units mounting or dismounting must be activated using an order and may make a tactical movement to or from the vehicle. The unit must be able to reach the center of the vehicle to mount it. Mounting/Dismounting is a standard movement action and may be interrupted ("Reactions" on page 24). The vehicle may provide overwatch during mounting or dismounting if given the appropriate order. ("Overwatch" on page 44).

When a vehicle is destroyed (combat ineffective or worse) all passengers immediately dismount the vehicle. They receive the attackers penetration bonus (see "Armor Penetration" on page 69) as automatic hits. Passengers hit this way count as being in hard cover.

Example:

An armored personell carrier with a mounted unit is destroyed. The vehicle armor is 3, the attackers penetration value is 5 – the penetration bonus is the difference, i.e. 2. This penetration bonus is applied as automatic hits, which means the infantry unit dismounts and receives 2 hits.

VEHICLE MOVEMENT

Vehicles have different speed and cross-terrain capabilities. Code Red differentiates vehicles into two categories to simplify these. The table indicates movement rates and terrain restrictions for each category:

Vehicle Type	Movement	Rapid Move	Tactical Move	Impassable Terrain
Wheeled	10"	Open Ground	Soft Cover	Any hard cover
Tracked	8"		Soft Cover, Light Woods, Low Walls	All other hard cover

Vehicles may move using a Tactical Movement (Movement Range as indicated above) or a Rapid Movement (2x Movement). Rapid Movement is only allowed through open terrain. Any movement backwards may only be made using Tactical Movement. Vehicles receive a -1 modifier to their reaction test when using Rapid Movement, other modifiers for Rapid Movement apply only to infantry.

Each turn of up to 90° uses 2" of movement. Some terrain may be impassable to vehicles – see table above.

VEHICLES IN A FIREFIGHT

An AMX-30 conducts an ambush against an advancing T55. The player wins the reaction test and fires using his main gun. The crew is a regular crew and receives no modifiers. They roll 2D10 using Precision Class I of the main gun against the target value of 10, rolling an 8 - a miss.

The T55 returns fire using his main gun and hits rolling an 11.

Vehicles conduct firefights like any other units. They take a Reaction Test when firing or fired upon. However, they never have to be spotted.

Vehicles may be placed in hull-down cover though, making them harder to hit. If the lower half of the vehicle is placed behind hard cover (walls, rocks, earthworks) the enemy receives - 1 to hit.

When firing, a vehicle may choose one of its weapon systems to conduct the firefight:

- **Heavy weapons:** are covered in "Fire Support" on page 52 - Direct Fire Support is used for almost all weapon systems on vehicles.
- **Infantry Weapons:** Usually Machineguns) - these weapons generate the number of firepower dice (see "Firepower (Infantry Weapons)" on page 28) and are using the infantry firepower rules.

Tank Ahead!

Whenever an infantry unit wins their reaction test against a vehicle firing on them, the infantry unit may take a Shock to modify the vehicles to-hit-roll by -1.

ARMOR PENETRATION

The AMX-30 is hit by the T55. The T55s main gun has a Penetration value of 11, the AMX-30 has a front armor of 6. The difference (damage bonus) is 5.

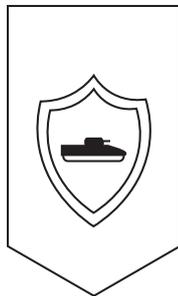
The T55s player rolls 2D10 and adds the damage bonus of 5 to determine damage on the target. Rolling a 5 and 8 (=13), the modified total is 18.

The AMX-30 is penetrated and the vehicle is knocked out.

When a vehicle is hit by a heavy weapon, a penetration test is taken to determine the damage to the target. Calculate the difference between Penetration and Armor values to determine the damage bonus:

$$\text{Penetration} - \text{Armor} = \text{Damage Bonus}$$

Roll 2D10, sum up the results and add the damage bonus and determine the damage using the table below.



Penetration Test	Effect
1-6	None
7-8	1 Morale Test
9-12	2 Morale Tests
13	3 Morale Tests -50% Movement Speed
14	3 Morale Tests Vehicle Immobilized
15-19	Vehicle Knocked Out
20-21	Vehicle destroyed
22+	Vehicle Destroyed Detonation (AP: 6)

The crew of a knocked out vehicle is assumed to be dead or to have made their way to rear areas – they are no longer relevant or present in the game.

When rolling doubles on the damage roll, add the following effect:

Double	Situation	Effect
1	Bounced Shot	Morale Test
2	Surprised Crew	+1 Shock
3	Disorganised Crew	Vehicle has to pass a test on training for next activation
4	Cautious Driver	-50% movement for next move
5	Fire Control System Error	-1 to hit next turn
6	Optical Systems Failure	-1 to reaction tests next turn
7	Weapon Jammed	vehicle may not fire for the rest of this turn
8	Commander wounded	Vehicle requires two orders for next activation
9	Panicked Crew	Vehicle retreats
10	Propulsion Damaged	Vehicle immobilised. Owner may spend an order to repair damage: Take a test on crew training. If successful, vehicle is repaired

MORALE TESTS FOR VEHICLES

A BTR-80 (Front Armor: 1) is hit by a heavy MG (Penetration: 3). The vehicle survives the damage roll on a roll of 11 without any damage, but has to take two morale tests. The crew rolls two morale tests using their morale level (-1 modifier). The BTR crew rolls 4 and 7 and receives one Shock.

The undamaged vehicle has to retreat to break line of sight.

A vehicle takes Morale Tests according to the damage table above. It receives Shock for any failed roll, like infantry units.

The effects of Shock listed in chapter "Effects on Target – Morale and Shock" on page 32 also apply to vehicles. However, vehicles may still move with Shock unless they are immobilised.

When receiving Shock, take the following check:

- **If the vehicle exceeds 3 Shock** all passengers leave the vehicle. The crew is assumed to have fled after bailing out, the vehicle may not be manned again for the remaining game. The abandoned vehicle is treated like a terrain piece granting hard cover.
- **If the vehicle has 3 or less Shock** it has to retreat using a tactical movement. Vehicles do not have to seek cover, but have to try to break line of sight to the attacker. When forced to retreat but unable to execute the movement due to damage the vehicle receives an additional Shock. Ignore this rule for this added morale chit to avoid a chain reaction.

Example 2:

A M1A2 Abrams is targeted and flanked by insurgent RPGs. The M1 loses its reaction test 5 to 9, the rebels fire their RPG-7 (Penetration 11) against the flank armor (Armor 9). The insurgents roll a 17 to hit (-1 for militia) and hit.

The damage bonus is +2 (11-9). The rebels roll a 10 (4 and 6) and achieve a result of 12 by adding the damage bonus. After consulting the table, the M1 is undamaged but has to take 2 morale tests.

The Crew now rolls these morale tests, but modifies them by +1 thanks to the vehicle attribute „Life Saver“. It's also a veteran crew with high morale (+0) The crew rolls 7 and 5 and does not suffer any morale effects.

Example 3:

A BMP-2 is hit into the flank (Armor 2) by a hidden HMG-Team (Penetration 3). Rolling a 13 for damage (+1 for damage bonus = 14), the HMG-Team immobilizes the vehicle and forces three morale tests. The crew (normal morale, -1) rolls 3,5 and 8 – receiving two Shock.

The vehicle has to retreat for gaining a Shock, but is immobilized. The crew gains another point of Shock and is now in panic, unable to return fire.

During the next turn, the vehicle is hit again and receives another Shock marker. As the vehicle already has 3 Shock, the BMP is abandoned, the crew bails out and flees.

FIRING AT LIGHTLY ARMORED VEHICLES

A group of insurgents fires on a lightly armored Humvee (Armor values - Front: 1, Side: 1, Back: 0 = Sum: 2). The Insurgents use an MG-Weapon Team (6 Firepower). Targeting a lightly armored vehicle, they use half their firepower.

They roll the remaining 3 Firepower dice and gain 2 successes. These 2 successes are transformed into a Penetration of 2. They roll on the vehicle damage table using a bonus of +1 (Penetration 2 – Armor 1) and get a total of 14. The Humvee suffers several hits on the wheels and drivetrain, becomes immobilised and takes 3 Morale Tests.

Unarmored and lightly armored vehicles may be targeted by infantry weapons. Unarmored vehicles are any vehicles that have a total armor of 0. A lightly armored vehicle is any vehicle that has **less than 3 points of armor in total**.

Vehicle	Front	Side	Back	Total	Class
Toyota Hilux	0	0	0	0	Unarmored
Humvee	1	1	0	2	Lightly Armored
BTR-70	1	1	1	3	Armored

To fire at a lightly armored vehicle using infantry weapons, determine the regular Firepower as usual and modify as follows:

- **Unarmored vehicles:** the attacker uses his full firepower.
- **Lightly armored vehicles:** the attacker halves his firepower.

Armored vehicles may only be targeted by heavy weapons.

All remaining firepower dice are rolled as usual. Underbarrel grenade launchers always cause 1 automatic hit per success when used against vehicles.

The number of rolled successes is the penetration value that is used to determine damage for this firefight. Take a Penetration Test as outlined above ("Armor Penetration" on page 69)using this Penetration value.

A unarmored Technical scoots around a corner and stops in sight of an infantry fireteam. The infantry unit recognizes the threat and opens fire, winning their reaction test.

The infantry uses its full firepower of 6 against the unarmored vehicle as well as 1 die for their underbarrel grenade launcher. The team rolls badly and only generates one success.

Now the player rolls 2D10 on the damage table rolling a 9 (5,4), adds the damage bonus (+1) and gets a total of 10. The Technical only has to take a Morale Test, but suffers no damage.

The Technical passes the Morale Test and returns fire...

CLOSE COMBAT AGAINST VEHICLES

A US Fireteam assaults an isolated Iraqi T55 that is blocking an intersection. The assault is successful as the infantry team assaults from the flanks.

The infantry unit now rolls 4 dice – one for each soldier in the unit – and tries to damage the tank using explosive charges and grenades. The unit rolls 4 successes, which are transformed into penetration value. The T55 has a side armor of 3, the total damage bonus used is +1.

The US player takes a penetration test, rolling a 7 (modified to 8 due to damage bonus) – no damage, but the tank has to take a morale test.

The Iraqis fail their morale test and have to retreat, clearing the intersection.

Even if infantry has only slim chances to destroy an armored vehicle in close combat, they might damage or scare it enough to force it to retreat if they are desperate enough.

To attack a vehicle in close combat the infantry unit has to make a successful assault against the vehicle. Infantry units may only make contact to the closest facing of the vehicle, they may not use their assault move to scoot around the vehicle to the front or back side if this is not the shortest way.

If the infantry unit is able to make contact with the vehicle, a close combat with the vehicle takes place during the close combat phase.

Like any close combat, the infantry unit generates 1 die per soldier. Any rolled success equals 1 point of penetration that is used to determine the damage bonus. The vehicle uses the armor facing the infantry unit – using the side that is in contact with the infantry.

Only one round of close combat is fought against a vehicle. Due to limited mobility and close confinement of the engagement, the armored vehicle cannot fight back against the infantry unit in the close combat phase.

Close combat against vehicles may result in the following outcomes:

- If the vehicle gains Shock, it has to retreat as usual.
- If the infantry does not drive off the vehicle, the infantry unit may continue to attack in close combat if it does not take any other action during the next turn



and remains in contact.

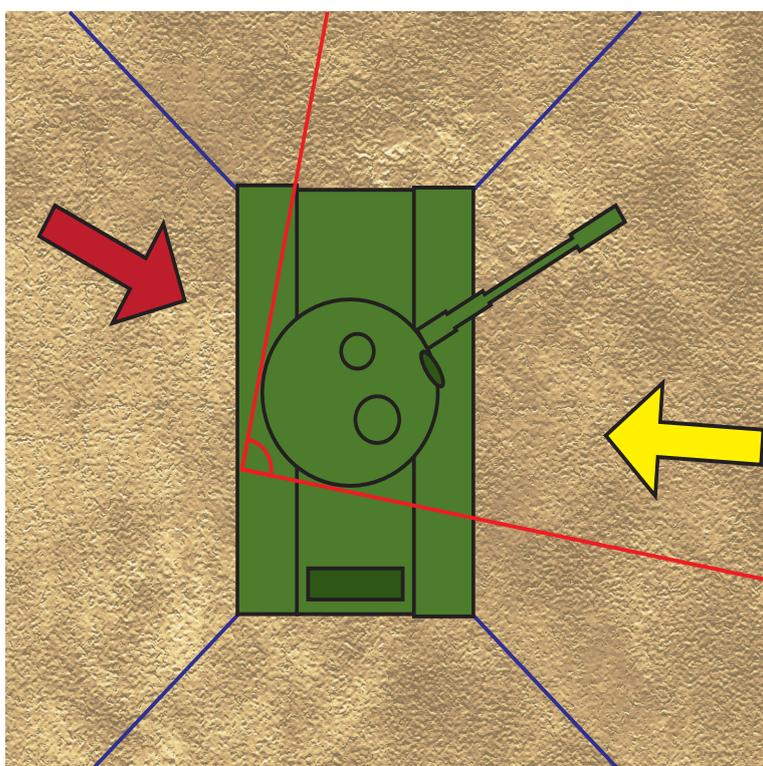
If the infantry unit takes any Shock while being in contact with the vehicle for whatever reason, it has to retreat.

Both vehicle and infantry can break off from close combat either by voluntary retreat or regular movement in any subsequent turn.

FLANKING VEHICLES

A russian T72B is getting flanked by Daghestani rebels. The T72 suffers -2 to its reaction test and loses its test. The rebels hit the tank with an RPG-7. In their penetration test, they get a total of 10 – no damage, but the crew has to take a Morale Test for the damage result, and an additional Morale Test for getting flanked. The Crew fails one of these tests and has to retreat.

To determine the orientation of a vehicle and its field of vision, the orientation of the turret is used. Like for infantry unit, a 90° arch is placed onto the tank turret as illustrated below. Vehicles without a turret are always oriented to the front – the 90° arch is placed along the aft of the vehicle to determine field of vision.



To determine if a turreted vehicle is flanked, use the orientation of the turret. The front is a 90° arch along the edges of the turret (illustrated in red).

Armor facings are determined using the hull, again divided into 90° archs (illustrated in blue).

An attack along the red arrow would have the tank flanked and hit in the side armor, while an attack along the axis of the yellow arrow does not flank the vehicle, but still hits side armor.

When determining which armor zone is used, the hull of the vehicle is relevant. The orientation of the turret is ignored. Armor zones are divided into 90° archs along the edges of the vehicle as illustrated.



Flanked vehicles receive -2 to their reaction test and take an additional Morale Test when hit.

All other modifiers listed in "Flanking Fire" on page 46 apply only to infantry!

SCENARIOS

Code Red can be played using scenarios designed before the game, but also features a scenario generation system that help you set up games quickly. Using this system, players can prepare their forces using the army lists and support options and stage relativey fast and spontaneous games.

Using this system you don't have to field two equally matched forces as in most other games – it allows you to develop asymmetric games where victory conditions are matched against force capabilities.

SETTING UP YOUR FORCES

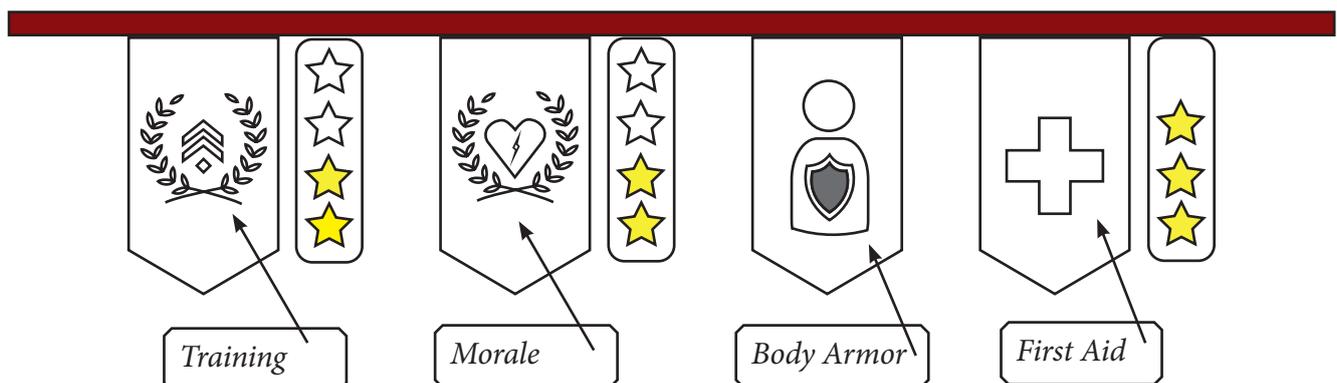
Each player choses units from the available army lists up to the agreed point limit.

The point limit may not be exceeded, but you don't need to completely exhaust it. Remaining points may be spent later to gain advantageous scenarios or invest in tactical options you cannot access using army lists.

HOW TO USE POINTS LISTS

HEADER

The list header shows the Unit Characteristics, Body Armor and First Aid level of the available troops.



	Training	Morale	First Aid
	Elite	Fanatical	
	Veteran	Good	Advanced First Aid
	Basic	Basic	Mission First
	Militia	Poor	Rudimentary First Aid
	Heavy Body Armor	Light Body Armor	No Body Armor

UNITS

Players may choose units from the list up to the availability limit. The availability of a unit is marked with red dots: ●

The availability of attached elements represents that you may take up to x per unit.

Optional choices are marked with grey text.

The diagram shows a unit selection interface with the following components:

- PLATOON HQ** (Unit): 1 red dot. Includes Platoon Leader (43 pt) and Medic (48 pt).
- MACHINE GUN TEAM** (Attached Element): 2 red dots. Includes PKM - MMG Team (66 pt) and Upgrade to DShK Heavy.MG (5 pt).
- SCOUT SNIPER TEAM** (Attached Element): 1 red dot. Includes Sniper Team (66 pt).

Labels on the right side of the interface:

- Unit**: Points to the PLATOON HQ header.
- Attached Element**: Points to the MACHINE GUN TEAM header.
- Availability**: Points to the red dot next to the SCOUT SNIPER TEAM header.



The Russian Platoon HQ is limited to one availability. The Platoon HQ consists of the Platoon Leader costing 43 pt. A medic may be added as an option for 48pts. For each Platoon HQ taken, the player may also add up to two Machine Gun Teams and one Scout Sniper Team as support elements.

Each Machine Gun Team costs 66pt and may be upgraded to Heavy MG by spending another 5 points (optional).

BASIC SCENARIOS

When using the scenario generation system, Basic Scenarios are determined by comparing the prepared forces of both players.

Compare the total point value of both forces, roll a D10 and refer to the table below:

D10	<100pt	100-200pt	200+ pt
1-3	Meeting Engagement	Seek and Destroy	The Bridge
4-6	Distress Call	Roadblocks	Ambush
7-10	Reconnaissance in Force	Capture or Kill	To the last man

Example: Thomas deploys a British force of 655 points against Neils 795 points strong Russians. The difference in points is 140pt. With a roll of 3 they play a „Seek and Destroy“ scenario.

The basic scenario conditions supply the main theme, victory and deployment conditions for the game. These basic conditions can be adapted and amended through the choice of Tactical Options (see "Tactical Options" on page 82)

The Basic Scenarios are listed in "Appendix B - Scenarios" on page 91

Thomas is the inferior player due to his lower points value. The „Seek an Destroy“ scenario costs 100 points for the inferior player, reducing the difference to 40 points which Thomas can spend to gain Tactical Options.

When using scenarios the following principles apply:

- Scenario rules always override standard game rules.
- Default rules apply if the scenario does not override rules.
- The player who invested more points in troops is the „superior“ player
- Scenario point costs are added to the point value of the inferior player.

TACTICAL OPTIONS

Tactical Options are chosen during scenario generation. Certain scenario may limit the availability of Tactical Options or add special options only available in the scenario.

The inferior player choses Tactical Options until he matches the pre-determined point limit, if he has points left after applying scenario costs.

After the inferior player has chosen, the superior player may also match the point limit by adding tactical options. Any options chosen by the inferior player are not available to him. If the predetermined points limit is exceeded by adding scenario costs to the inferior players points, the superior player may buy additional tactical options until he matches the inferior players point total.

Tactical Options are listed in "Appendix B - Scenarios" on page 91

SETTING UP THE GAME

Before the game can begin both players place terrain and units.

If no scenario rule apply, use the following procedure:

1. Terrain Placement
2. Determination of Deployment Zones
3. Placement of Objectives
4. Deployment of Rally Points

Details are provided in the following paragraphs

TERRAIN PLACEMENT

Both players roll a die. Players now alternate placing terrain pieces, starting with the player who rolled highest. Linear Terrain pieces like treelines, hedges, bush, walls or rivers are placed in increments of 3-4" length.

Players continue to place terrain until one player passes. This player becomes the starting player. Players may only pass after all terrain conditions required by the scenarios are met. The other player may now place up to three terrain pieces of his choice before deployment begins.

It is recommended to fill 40-60% of the battlefield with terrain to provide enough concealment and cover.

DETERMINATION OF DEPLOYMENT ZONES

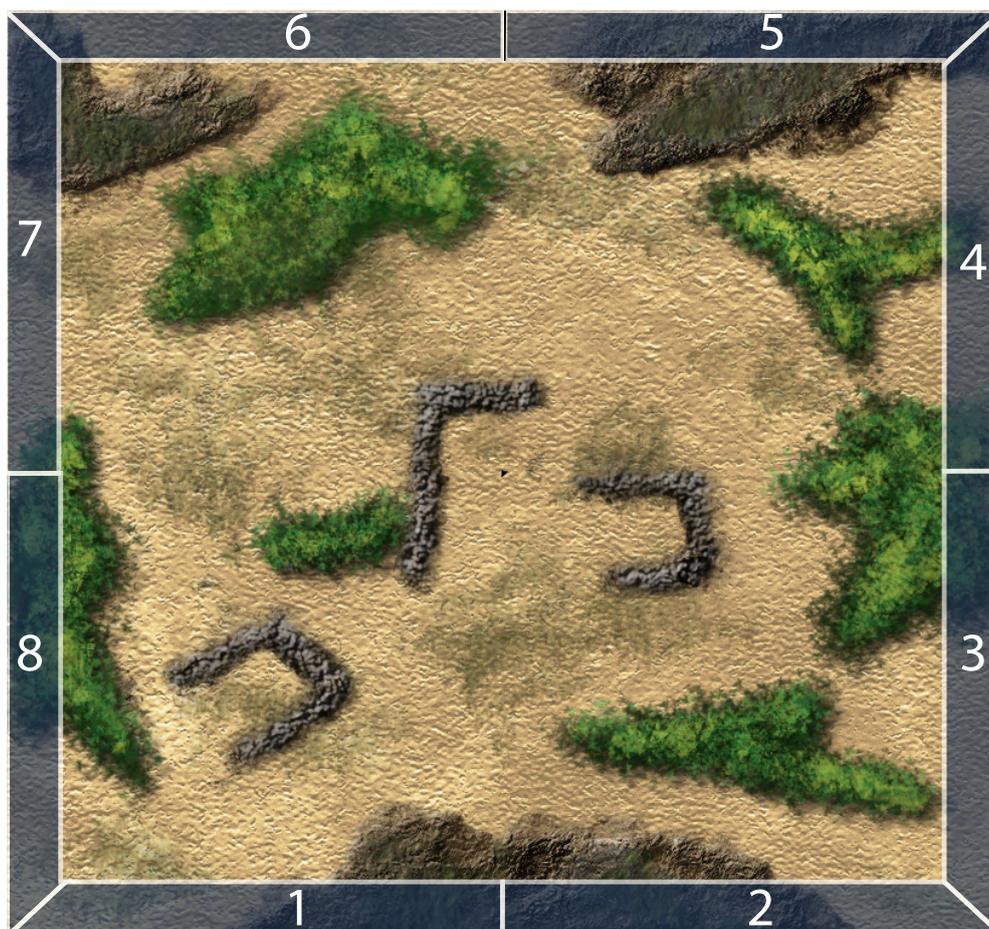
Mike is playing against Ben. Mike is the starting player as he passed first on terrain setup. Both players have two deployment points and gain two dice. Mike gains an additional dice for deployment. Both players roll, Mike rolls 5, 4 and 3, Ben rolls 6, 2.

After placing terrain players determine their deployment zones. The board edge is divided into 8 deployment zones as illustrated below, the starting player assigns the numbers. The table edge numbered with 1 is North.

Both players roll 1 dice for deployment for each available rally point.

- The starting player adds one additional dice.
- For any unit with the attribute "Scout" in their lists, the player adds one additional dice.

Players may place units or rally points into the deployment zones with the numbers corresponding to their rolls in subsequent steps.



PLACEMENT OF OBJECTIVES

After determining deployment zones both players place the objectives according to scenario rules and Tactical Options (if applicable).

- Objectives may be placed at most 4" away from a terrain piece, never into open terrain.
- Objectives have to maintain 12" distance between each other.

DEPLOYMENT OF RALLY POINTS

Mike starts deploying his first rally point into zone 5. Ben sets up a rally point in zone 2, as zone 6, as this is now adjacent to a hostile deployment zone. Mike puts his second rally point into zone 4, as he cannot use zone 3 due to its adjacency to the Bens rally point in zone 2.

Ben is now forced to choose: He can reroll his 6, hoping to get a better deployment zone. If he rolls a 6,5,4 or 3, he loses his second rally point as he cannot deploy into these zones - and the game starts if two subsequent turns see no rally point placed.

Considering the risk, he chooses to deploy his second rally point into zone 2.

Rally Points are placed during deployment turns. The players alternate, the starting player begins. Rally points are placed by spending dice with the corresponding number.

Rally points may not be placed into deployment zones adjacent to a zone already occupied with a hostile rally point.

If a player cannot deploy a rally point because he has no dice showing a valid number, he can choose:

- to re-roll his dice, gambling on a better roll - if he does not roll a valid result, he may to not deploy a rally point this turn, but may take another re-roll after his opponent has placed his next rally point.
- to deploy a rally point into a zone that already contains one of his rally points.

The game starts as soon as two subsequent deployment turns saw no rally point deployed.

DEPLOYMENT OF UNITS AND IEDS

Unless scenario rules require a different procedure, units, IEDs and defensive structures enter the battlefield using rally points or table edges (see "Rally Points" on page 47).

Until then all units are in reserve.

Vehicles may only enter the battlefield using table edges or Ambush Cards. Vehicles may be deployed with mounted passengers from the Reserve, if sufficient transport capacity is available.

OBJECTIVES

Objectives that need to be „controlled“ count as controlled if friendly units are within 6“ of the objectives. If the enemy has units within this radius the objective is contested.

If a unit has to „make contact“ with the Objective, it has to be in contact with the objective.

Depending on the type of objective, objectives may be triggered once or continuously. This is determined in the scenario description. If no statement is made, the objective is assumed to be triggered once.

GAME END

MOTIVATION

The chosen force determines the Motivation Level of the Formation that is tasked with a mission. This indicates the fighting spirit and combat endurance of the task force.

Determine Motivation by consulting your army list.

If the Motivation Level of a Task Force is reduced to 0, the game is lost.

SETBACKS

During the game a Bradley IFV (226 Points) is hit and destroyed. One passenger is seriously wounded, a second passenger is dead. The Formation suffers -5 Motivation due to these setbacks, now reduced to 5 Motivation.

After further turns of heavy fighting, the US player was able to avoid further casualties but suffered 8 Shock distributed among his units, reducing his Motivation at this point to 3 (-2 per 3). If the enemy is able to destroy a Rally Point until Shock can be removed, it's game over for the Americans...

Setbacks reduce the current Motivation of the Formation until it is unable to resume fighting.

Cause	Effect on Motivation
Per 3 Shock on own units	-1
Killed Leader	-1
Destroyed / Incapacitated / Abandoned Vehicle	-1 per 75 points of vehicle cost
Soldier killed (Advanced First Aid)	-1
Soldier killed (Mission First)	-1 per 2 killed
Soldier killed (Rudimentary First Aid)	no effect
Own infantry unit wiped out	-2
Own rally point destroyed	-3
Soldier seriously wounded (Advanced First Aid)	-1
Seriously wounded Soldier stabilised (Adv. First Aid)	+1
Seriously wounded Soldier abandoned (Adv. First Aid)	-2
Minor Objective triggered by enemy	-1
Medium Objective triggered by enemy	-2
Major Objective triggered by enemy	-3



Multiple destroyed vehicles affect motivation by adding all point costs and dividing by 75 – i.e. Multiple cheap vehicles will affect Motivation as soon as they exceed the 75 points threshold (i.e. 3 killed 30-points vehicles = 90pt = -1 Motivation)

CREDITS

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Without your support, this ruleset would not have seen the light of day.

APPENDIX A - WEAPONS

Designation	AP-Firepower	AT-Firepower	Accuracy Class	Cost
.50cal Anti-Materiel Rifle	1	3	0	15
Heavy MG (12,5 - 14,5mm)	3	3	0	21
20mm Autocannon	4	4	0	28
25mm Autocannon	5	4	0	33
30mm Autocannon	5	5	0	35
40mm Autom. Grenade Launcher	tbd	tbd	tbd	
Light AT Launcher (RPG-2, RPG-7, M72 LAW, etc.)	2	10	I	30
Medium AT Launcher (AT-4, RPG-7V, Type 69-III)	3	15	I	60
Heavy AT Launcher (SMAW, Carl-Gustav, LAW-80, PzF3, PF-89, etc.)	3	18	I	85
70mm Gun	4	10	I	40
100-105mm Gun	5	14	I	65
120mm Gun	6	20	I	110
Light Mortar Barrage	4	1	II	
Medium Mortar Barrage	6	3	II	
Light Fire Support (Light Artillery, Small Bombs)	8	10	III*	
Heavy Fire Support (Heavy Artillery, Bombs)	12	15	III*	
Light AT Missile (Metys, Konkurs, M47 Dragon)	3	14	2*	45
Heavy AT Missile (TOW-2, Milan, Javelin*, Hellfire*, Maverick*, ...)	5	20	2*	81 91*

*Precision Guided Munitions are always Accuracy Class I

APPENDIX B - SCENARIOS

The following scenarios are basic scenarios that can be used to organise quick games with little preparation or to inspire development of your own scenarios.

MEETING ENGAGEMENT

Two formations make contact from march and try to gain an advantageous position on the battlefield.

0 Points

- Each Player deploys 3 Objectives.
- The superior player is the attacker.
- Deploy objectives before choosing deployment zones
- Both player have 2 rally points
- Place the objectives by alternating between players, beginning with the starting player. The objectives must be placed at least 12" apart and 24" from the table edges
- At the end of each turn, compare the number of objectives controlled by each player. The player with less objectives controlled loses the difference Motivation
 - › i.e.: Matthias controls 2 Objectives, the third objective is contested. His opponent loses 2 Motivation this turn.

DISTRESS CALL

Friendly forces have been ambushed and are engaged in a heavy firefight. They are barely able to hold on and your force is tasked to get our blokes out of there.

0 Points

- The superior player is the defender.
- The defender places a terrain piece granting heavy cover (a wreck, house, walls, etc.) in the center of the table
- Both players deploy terrain as described in the standard rules
- The defender places one additional free unit of 3 Riflemen + 1 seriously wounded at the terrain piece in the center. The unit has 1 morale chit.
- The defender gains 2 rally points
- The defender chooses his deployment zone at a table edge
- The attacker gains 3 rally points
- The attacker places his rally points with at least 20" distance to the terrain piece in the table center and 20" away from the deployment zone of the defender.
- The scenario ends, when the additional unit has been evacuated or wiped out.
- The player with the higher remaining Motivation wins.

RECONNAISSANCE IN FORCE

A reconnaissance group has been formed to conduct a combat patrol. You are tasked to scout the forward defensive lines of the enemy. The defender is trying to impede this to keep his dispositions secret.

0 Points

- The superior player is the attacker.
- The defender places two objectives. These objectives must be 12“ from each other and from the table edge.
- The attacker gain 2 rally points
- The defender gains 3 rally points
- An objective is spotted when an attacking unit draws line of sight to the objective.
- Each spotted objective is a major objective (-3 Motivation) for the attacker
- The attacker doubles his lost motivation caused by killed soldiers, leaders and destroyed vehicles.
- If the attacker uses „Rudimentary First aid“ he loses -1 Motivation per 3 dead soldiers.
- The game ends when both objectives are spotted (in this case, the attacker wins) or when one side reaches 0 Motivation.

SEEK AND DESTROY

Priority targets have been spotted in the area of operation (AA-Position, Artillery, Supply Depot, etc.). Your task is to locate and destroy them.

100 Points

- The superior player is the attacker.
- The defender places 3 potential objectives: One of them is a real objective, two are distractions. He makes hidden and definitive notes which objective is the real target. All objectives must be placed 12" from each other and the table edge
- The attacker gains 3 rally points
- The defender gains 2 rally points
- The attacker has to spot the real objective and destroy it.
- To spot an objective the attacker has to have line of sight – at this point, the defender must reveal if the spotted objective is real or a distraction
- The target is destroyed when a unit is in contact and remained stationary and without morale chits at the objective.
- Spotting the real target is a minor objective (-1 Motivation) for the attacker
- Destroying the real target is a major objective (-3 Motivation) for the attacker
- If the attacker uses „Rudimentary First aid“ he loses -1 Motivation per 3 dead soldiers.
- The game ends with the destruction of the real target – the player with the highest remaining motivation wins.

ROADBLOCKS

An attacking formation is being delayed by retreating forces that deploy roadblocks to hinder enemy maneuver. The attacker must clear the way under enemy fire.

100 Points

- The superior player is the attacker.
- The defender places 3 Roadblocks as objectives. The roadblocks must be 12" from each other and the table edge.
- The defender gains 4 rally points
- The attacker gains 2 rally points
- The roadblocks can be cleared by a unit remaining stationary, without morale chits for one turn at the roadblock.
- Each cleared roadblock is a major objective (-3 Motivation) for the attacker
- If the attacker uses „Rudimentary First aid“ he loses -1 Motivation per 3 dead soldiers.

CAPTURE OR KILL

Our Headquarter has information about an enemy High Value Target (Officer, Tribal Chief, Drug Lord,...). The target individual must be captured or, if capture proves impossible, eliminated.

100 Points

Setup & Preparation:

- The superior player is the attacker.
- The deployment zone of the defender is extended by 12“
- The defender places a building and a target individual somewhere along the line along the center of the table.
- The defender gains one rally point.
- The attacker gains two rally points.

The Target:

- The target individual may only move if it is attached to a unit.
- The target individual starts the game with two morale chits. If he joins a unit, these are transferred to the unit.
- The target individual may only become a casualty after all his escorts are casualties, i.e. If excess casualties can no longer distributed to the unit he joined.
- The target individual always rolls on the first aid table „Advanced First aid“ when he is a casualty.
- The target individual does not take part in close combats, even if the unit he joined fights a close combat. He can never become a casualty as the result of close combat.

Objectives:

- The attacker is tasked to bring the target individual under his control and capture him. To do so, he must be in contact. The target is „captured“ when the attacker escorts him from the battlefield.
- The defender is tasked to evacuate the target individual from the battlefield.
- Killing the target individual is a minor objective (-1 Motivation) for the attacker.
- Capturing the target individual is a major objective (-3 Motivation) for the

attacker.

- Evacuating the target individual is a major objective (-3 Motivation) for the defender.
- The game ends, when either side triggers a major objective. The player with the highest remaining motivation wins.
- If the target individual is killed, the game ends when either side is reduced to 0 Motivation

THE BRIDGE

The enemy controls a strategically important bridge. Your force is tasked to secure the bridge to enable friendly forces to relieve formations cut off on the other side of the river.

200 Points

- The superior player is the attacker.
- Attacker and defender chose their deployment table edge, before the terrain is placed.
- The defender places a river and a bridge in the first quarter of the table edge adjacent to his deployment edge.
- The defender places all terrain in the first three quarters of the table adjacent to his deployment table edge.
- The first two quarters (i.e. Half the table) form the deployment zone of the defender.
- The attacker places all terrain in the last quarter of the table.
- The last quarter of the table constitutes the deployment zone of the attacker.
- The attacker gains 3 rally points.
- The defender gains 2 rally points.
- Whenever the bridge is within damage radius of a heavy weapon, roll 1 die per AP-effect caused. On a roll of 1, the bridge is heavily damaged and becomes impassable.
- The bridge must not become impassable! The game ends in a defeat for both players when the bridge is destroyed
- Both players are tasked to control/hold the bridge.
- The attacker gains +3 Motivation points.
- Control of the bridge is a permanent minor objective (-1) for the defender, i.e. The attacker loses 1 Motivation each turn the defender controls the bridge.
- Control of the bridge is a permanent major objective (-3) for the attacker, i.e. The defender loses 3 Motivation each turn the attacker controls the bridge.

AMBUSH

A superior force is ambushed by the enemy and must fight back and push through the ambush before casualties start to mount.

200 Points

- The inferior player is the attacker
- The deployment zone for the defender is in the center of the table in an area about 8x12" around the center.
- In this deployment zone, a maximum of two terrain pieces may be placed.
- The defender places all his unit in the deployment zone, before the attacker deploys.
- The attacker places 3 rally points at most 24" away from the defenders deployment zone. He may deploy as many units as he likes on these deployment points before the start of the game.
- If the defender uses „Rudimentary First Aid“ he applies -1 motivation per 3 soldiers killed.
- The attacker loses the game if one of his rally points is destroyed.



TO THE LAST MAN

A patrol is surprised and encircled by superior enemy forces. The patrol is able to retreat to a suitable defensive position and fortify it before the enemy assault commences.

300 Points

- The superior player is the attacker.
- The defenders deployment zone is in the center of the table in an area of about 18x18" around the table center.
- The defender places all terrain on the table. The attacker may then add up to 5 terrain pieces (max. 4x4" size) outside the defenders deployment zone.
- The defender gains one fortified position (4x3", Fortified Cover) per Infantry element into his reserve pool.
- The defender places an objective within 12" radius around the table center
- The attacker may use all table edges as deployment zones.
- The attacker must control the objective to win the game. The defender ignores all setbacks.

Possible future scenarios:

- Infiltration
 - Infiltrating an enemy base complex

- Recovery
 - Recovering important material or wounded personell from enemy controlled area

- Evacuation
 - Evacuating all units on table against superior odds with minimal losses.

- Personal Security Detail
 - Attack on a convoy or patrol with a VIP

- Breakthrough
 - A minimum number of units must reach the enemy table edge.

APPENDIX C - POINTS

This appendix provides the basic points cost to enable you to build your own forces and scenarios. These points are not intended to be used to create perfectly balanced competition games, but to give you an rough idea about the capabilities of the forces that are deployed.

INFANTRY

John wants to field a fireteam of four soldiers with Basic Training and Morale. He consults the table and determined the basic cost of an Infantryman, which is 13 in his case. $4 \times 13 = 52$ Points for the Riflemen.

The fireteam is equipped with heavy body armor (+5 per Soldier) and one LMG (+15), so he adds another 35 Points to the cost.

The total cost of his Fireteam is 87 Points.

The following table shows the basic points cost for one soldier with an assault rifle, which is influenced by both training and morale.

Select the column that matches the desired training of the unit and the row for the morale level to determine the basic points cost per soldier.

	Militia	Basic	Veteran	Elite
Demoralised	5	9	12	14
Basic	8	13	18	21
Motivated	10	17	21	25
Fanatical	12	20	24	30

EQUIPMENT

Then add the following points cost for each additional item equipped:

Equipment	Cost
Underbarrel Grenade Launcher (UGL)	10
Light Machine Gun (LMG)	15
Medium Machine Gun (MMG / GPMG)	20
Light Bodyarmor	2
Heavy Bodyarmor	5

ATTRIBUTES

Add points cost for attributes as required. Points cost are per soldier unless specified otherwise.

Attributes	Cost
Weapon Team Member	5
Organised (Irregulars)	3
Radio Operator	10
Leader	25
Medic	30 (for an individual figure) 50 (for a unit, attributes applies to all soldiers)
Sniper / Spotter	30 (Weapon Teams Bonus already included)
Forward Observer	15
Tactical Air Controller	15
Designated Marksman	20
Enhanced Ordnance Disposal (EOD)	15

HEAVY WEAPONS AND VEHICLES

John now wants to add a vehicle to his force. His vehicle has a front armor of 7 and fields a main gun with a penetration (AT) of 16 and 4 Anti-Personell Firepower (AP).

He consults the table and calculates an armor cost of 49. The gun costs 54 points for penetration (AT) and 20 points for AP (4*5). So far his vehicle costs 123 points.

Now he adds the Crew for 40 points and the vehicle attribute "Bar Armor" for 30 Points. The final vehicle is now deployed for 193 points.

Vehicle cost are determined by their strongest armor facing (usually front) and the firepower of the main armament.

The penetration cost can also be used to determine the cost of a heavy weapon on Infantry-served weapons or weapons mounted on unarmored vehicles.

Armor / Penetration	Armor Cost	Penetration (AT) Cost
1	7	2
2	14	4
3	21	6
4	28	8
5	35	10
6	42	12
7	49	14
8	56	16
9	63	18
10	79	20
11	88	25
12	97	30
13	106	35
14	115	40
15+	+12 per additional Armor point	+7 per Additional Point

Don't forget to add the cost for the AP-value of the gun:

Additional Gun Modifiers	Cost
Main Gun AP (Anti-Personell) value	+5 per point of AP
Accuracy Class II	-10
Accuracy Class III	-15

VEHICLE CREW AND ATTRIBUTES

Now add the points cost for the crew and additional attributes:

Crew	Cost
Basic Training	40
Veteran Training	55
Rookie Crew (Militia Training)	25
High Morale	+10
Low Morale	-10

Attribute	Cost
Active Protection System	30
Amphibious	10
Advanced Optics / Sensors	20
Bar Armor	30
Countermeasures	15
ERA	30
Death Trap	-15
Life Saver	15
Reconnaissance Vehicle	15
Transport	1 per Passenger Capacity

COMMON HEAVY WEAPONS

Points cost for common Heavy Weapons can be found in Appendix A