



Quickstart-Rules

Code Red is a Wargaming ruleset for modern skirmishes. This Quickstart-Ruleset provides a simplified version of the rules to facilitate quick play and familiarization with the rules.

1 Basics

Dice	Code Red uses 10-sided dice for any test. Results of 5+ (5 or above) after modifiers are successes.
Measuring	Measurements are in Inches (“) and always focused on the center of a unit
Morale Chits	Morale chits for Code Red have two sides: One red, one yellow. A morale chit enters the game with the red side facing up.
Line of Sight	<p>If located inside a terrain piece, units have a LOS of 4” into that piece.</p> <p>They can see outside of their terrain piece if they’re located at most 2” from its edge. If the terrain piece is exactly 2” wide, units in contact with this piece can see through it and will be visible.</p> <p>Any unit that can see an enemy unit will be visible to that enemy unit.</p>
Close Range	Units are in Close range if they are at most 10” away from the target.

2 Units

The Quickstart Rules use the following sample organisation:

Blufor-Infantry Section	Redfor- Infantry Squad
1x NCO (Section Leader) <ul style="list-style-type: none"> • Gun Group: <ul style="list-style-type: none"> ○ 1x MG ○ 2x Assistant (Riflemen) • Maneuver Group: <ul style="list-style-type: none"> ○ 6x Riflemen 	1x NCO (Squad Leader) <ul style="list-style-type: none"> • Team 1: <ul style="list-style-type: none"> ○ 4x Riflemen • Team 2: <ul style="list-style-type: none"> ○ 4x Riflemen

Each of the listed elements (Group/Team) forms a single **unit**. Soldiers within that unit may be placed up to 1” apart. Units are activated separately by their NCOs.



3 Terrain

The Quickstart Rules are limited to the following Terrain features:

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

- Concealment: Units in this terrain feature have to be spotted
- Hard Cover: provides physical protection from enemy fire.

4 Phases of Play

The Game is organized into the following phases:

Initiative	NCOs generate 2 command dice – all dice are pooled. Command Dice may be removed from the pool to remove a single morale chit of your choice per removed dice from a unit. The remaining pool is rolled and all successes (5+) are counted. Successes become orders for the upcoming Orders-phase. The Player with most orders gains initiative. In case of a tie the initiative remains with the player who had it last turn.
First Aid	Units that suffered casualties in the last turn are treated. One dice per casualty is rolled, the result is determined on the Wound-Table.
Orders	The player who holds initiative activates units. His opponent may use his orders to interrupt these activations by reactions or save them for later. Once the initiative player has spent all his orders, the non-initiative-player may activate his units with his remaining orders.
Close Combat	All close combat is resolved within this phase
Recovery	At the end of turn any unit that has no red morale chits (i.e. only yellow sides facing up) may remove one yellow morale chit. All red morale chits are then flipped so the yellow side faces up.

5 Orders

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

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



5.1.1 Movement

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

Tactical Movement	
Movement Range	6 Inches

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

Rapid Movement	
Movement Range:	12 Inches
Reaction Test	-1
Firepower	-50%

Rapid Movement inside terrain is only possible while entering or exiting a terrain piece – units may only move up to 2” inside a terrain piece while executing a Rapid Movement.

Any movement further into the terrain piece must be a Tactical Movement.

5.1.2 Firefight

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

- 1. Reaction Test:** Both players roll a die. The player scoring highest fires first. In case of a tie, the initiative player goes first.
- 2. Calculate Firepower:** A unit gains 1 die per Rifleman and 4 dice per Machinegunner. If the target is inside a terrain piece that provides concealment and the reaction test result was a failure (result <5), the unit receives only half its firepower. A firing unit that has executed a Rapid Movement also halves its firepower. Both effects are cumulative.
- 3. Roll Firepower:** All firepower-die are rolled and successes are counted. Morale chits of the shooting unit modify all dice by -1 per chit!
- 4. Determine Effect on Target:** The target unit has to roll 1 die per success from step 3. Physical effects (i.e. casualties) are determined first: If the result is a failure after all modifiers are applied, a casualty is taken. The target units owner decides which figures become casualties. Casualties are ineffective until the next First-Aid-Phase.

Positive Modifiers	Negative Modifiers
<ul style="list-style-type: none"> • Hard Cover: +1 • In Cover: + 1 	<ul style="list-style-type: none"> • Shot from Close Range (10“): -1
The modifier “In Cover” applies to any unit that hasn’t moved yet in the current turn.	



Regular Units may re-roll a **single die** that would otherwise produce a casualty - they take an additional morale chit in return.

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

Morale chits have the following effects (depending on their count):

Moral Chits	Effect
1	-1 Modifier on all Firepower- and Reaction die rolls Unit may no longer move
2	-2 Modifier on all Firepower- and Reaction die rolls Unit may no longer move Unit may not start a firefight (but it will return fire)
3	Unit must not fire.

A maximum of 3 morale chits can be caused in a firefight.

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

5.1.3 Assault

The unit starts an assault to initiate close combat with a target unit. An Assault is any kind of movement that creates contact with an enemy unit.¹ If the target is out of Line of Sight the attacker is limited to a Tactical Movement (6") to get in contact.

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

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

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

If he chooses to retreat his unit may conduct defensive fire with half its firepower and must retreat immediately after the firefight (see p. 3 Firefight and p. 6 - Retreat). The defender automatically gains a morale chit.

¹ the unit must be able to move, i.e. must not have a morale chit to perform a charge.



If he chooses to hold position and fight he may conduct defensive fire with full firepower and has to fight in close combat if the attacker is not forced to break off.

Defensive fire always counts as Fire from Close Range. The attacking unit does not get any positive modifiers for cover. If the attacker incurs a morale chit while assaulting, they must break off and retreat.

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

5.2 Reactions

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

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

Any reaction causes a reaction test to determine its success. If the reacting unit wins the test it will act first (i.e. before the initial activation of the opposing unit). If it loses it will act after the initial activation, if that is still possible. See also p. 3 Firepower for Reaction Tests.

6 Close Combat

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

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

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

Any success also results in a morale check (die roll, results below 6 are failures and cause additional morale chits).

Contrary to standard firefights, the number of Morale chits in close combat is not limited. If the unit has more morale chits than active soldiers it must retreat (see p. 6).

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

Any excess morale chits are removed after the close combat ends, the victorious unit has a maximum of three chits.



7 First Aid

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

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

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

For each killed comrade a unit has to take a morale test, i.e. a single die. For each result <6 it gains a morale chit.

Units that suffered lightly wounded casualties are limited to Tactical Movement.

8 Retreat

Units are forced to retreat if they have 3 morale chits and suffer an additional morale effect (i.e. if they would gain a fourth chit). Units may always retreat voluntarily. No order is required to do so. If an enemy unit has line of sight to the retreating unit the latter must roll a die for every morale chit it has. If it fails (<5) it suffers a casualty.

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

9 What's included in the full ruleset?

The full rules feature different troop quality and morale levels, more weaponry and special figures, vehicle combat, fire support (artillery and airstrikes), explosive devices, reinforcements, Ambushes as well as a set of basic scenario and detailed army lists and army generator.

Unfortunately it will take a while to translate the German version into English. If you'd like to volunteer, please contact me!

10 Example Game Turn

Redfor and Blufor start the game with 2 units. The game starts with the initiative phase. Both players have two NCOs each and thus gain 4 command dice in total. As there are no morale chits in game to remove, both players roll their full pool.

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

Blufor activates one of its MG-teams by spending an order die to open fire on a Redfor-Unit in Line



of Sight. Both players roll a reaction test. Blufor rolls a **5**, Redfor another **10**. The Redfor-unit wins the test and fires first.

The targeted Redfor-Unit has 4 Riflemen that generate a total of 4 Firepower-dice. It didn't move and didn't suffer a failure in its reaction test, so it may use the full firepower pool. Redfor rolls all four dice and counts successes. It does not suffer from morale chits, so it does not apply modifiers. The rolled results are: **3,5,7,8**, which equals 3 successes. Blufor now has to roll one die per success, i.e. 3 dice to determine effect on target. His unit hasn't moved yet, so it counts as "In Cover" (+1) and the unit is positioned behind a wall that provides "Hard Cover" (+1). Blufor thus has to roll at least a 3 to reach the success threshold with all modifiers to avoid casualties ($3+2 = 5$). Blufor rolls **1,7,8** and would suffer a casualty. Being a regular unit, the Player decides to take a Morale chit to re-roll the failed 1. He rolls a **10**, so his unit is fine.

Now, all results are compared to the morale threshold (6) – none is below it, so the unit does not gain more morale chits.

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

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

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

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

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

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

Blufor has now activated all units, so Redfor may use his remaining order. He moves a fresh team



along the right flank into a good position to engage blufor next turn.

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

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

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

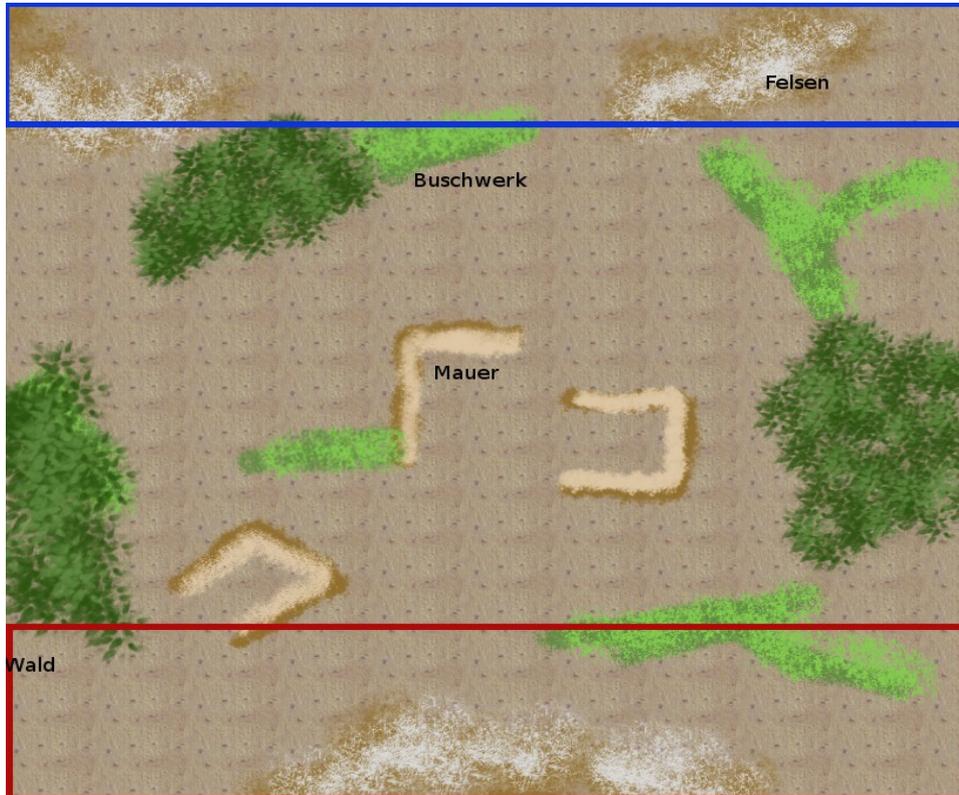
Blufor now starts the order phase by activating a rifle group, ordering it to cover a large area of open ground by Rapid Movement. Redfor, having Line of Sight into the open ground, recognizes the opportunity to interrupt the activation by ordering a reaction. A reaction test is taken. Blufor suffers -1 from rapid movement, but rolls a 5. Comparing to the Redfor-result of 4, a tie is achieved after all modifiers are applied. Holding initiative, Blufor wins the tie. His unit crosses the open area and leaves line of sight before Redfor is able to put effective fire on them.

With all orders given, the second turn moves into the recovery-phase. Blufor MG-team is able to remove one morale chit, having only yellow chits left from turn one. Redfor-Team, having gained new (red) morale chits in the First-Aid-phase, may not remove them but will flip them to the yellow side.

11 Quickstart-Scenario

The following scenario is designed to give you a quick introduction into Code Red. You may design your own scenario setups with the given Blufor/Redfor-troops listed above.

Battlefield:



Order of Battle

Redfor	Blufor
3x Infantry Squad Redfor	2x Infantry Section Blufor

Deployment zones for Blufor and Redfor are marked in the corresponding colors. Deploy units in turns with Redfor placing first.

Objectives and Scenario Rules:

Blufor places two objective markers in his deployment zone. Objectives must be placed at least 4" away from the table edge. Redfor must reconnoiter both objectives. To do this, his units must gain line of sight to the objective and take a successful test with a D10. Modifiers for morale chits apply to these tests.

If Redfor has successfully taken a test on both objectives, he has won the game.

Blufor wins the game if Redfor loses 5 soldiers, i.e. after having killed / incapacitated 5 troopers.