

GHOST TOWN

A SOLO SCENARIO FOR **CODE RED**



PREMISE

After a long day of patrolling your platoon closes in on the final objective of their mission: A small settlement. Your task is to sweep five key positions where command suspects weapon caches or other suspicious activity.

While your squads slowly close in on the settlement, a weird feeling takes hold of you. Something is off. It is quiet – way too quiet.

No civilian activity, nothing, just the wind tugging on some disposed trashbags along the road. The village ahead is a ghost town – the place is deserted. You check back with command, but the order is to proceed as planned.

With extreme caution, you enter the ghost town, ready for anything...

Your Forces

You are in command of a platoon of three infantry squads.

Your troops are regulars with **BASIC TRAINING, BASIC MORALE, HEAVY BODY ARMOR** using **ADVANCED FIRST AID**

YOUR FORCES:

Platoon Command (you)

- Platoon Support Group
 - MG Team (1 Machine Gunner, 1 Assistant)
 - Medic

- Alpha Squad - Squad Leader
 - Fireteam 1 (4 Soldiers)
 - Fireteam 2 (4 Soldiers)

- Bravo Squad - Squad Leader
 - Fireteam 1 (4 Soldiers)
 - Fireteam 2 (4 Soldiers)

- Charlie Squad – Squad Leader
 - Fireteam 1 (4 Soldiers)
 - Fireteam 2 (4 Soldiers)

Each Fireteam has 1 LMG, 1 Grenade Launcher and two Rifleman.

Choose troops from your favorite faction, feel free to adjust the setup according to your taste.

ADJUSTING YOUR FORCE

Use the following guidelines for variation if you want to keep the difficulty level about even:

Each Item in the left column may be swapped for the units and effects in the corresponding column on the same row to the right.

Remove	Add
Remove HEAVY BODY ARMOR	Raise MORALE OR TRAINING for all own Units by 1
Remove 1 LMG +1 Grenade Launcher per Squad	Upgrade the other LMG to an MMG and add 1 Soldier to the Squad
Remove ADVANCED FIRST AID and Medic	Add 1 Sniper to the Platoon Support Group or 1 Soldier to the MG Team. Use MISSION FIRST for First Aid
Remove 1 Squad	Add 2 Armored Transport Vehicles (M113, Stryker, BTR or comparable)

Add or Remove units or Equipment to increase or decrease difficulty level to your preference.

ENEMY FORCES

You are facing **IRREGULAR** Insurgents with **MILITIA** Training, **GOOD** Morale, No Body Armor using **RUDIMENTARY FIRST AID**

Enemy Forces start with the following units in **RESERVE**

- Irregular Leader
 - Personal Bodyguard: 4x Insurgents with Assault Rifles
- Irregular Leader
 - Personal Bodyguard: 3x Insurgents with Assault Rifle

SETUP

TERRAIN

Set up a village of at least 7 Building Blocks.

Also scatter some cover in the form of low walls, rocks, trash, abandoned cars or other terrain of your choice.

You may also use the method described below to randomly place your terrain.

OBJECTIVES

Divide the table into 6 equal zones and number them 1-6. Roll a D6 for each objective. The rolled numbers indicate the zones where your objectives are located.

1	2	3
4	5	6

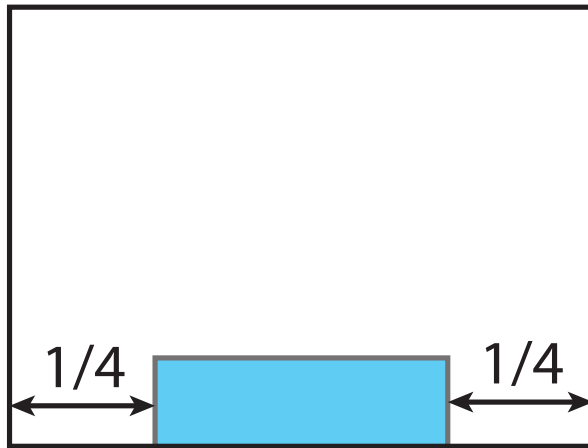
If there are several buildings within one zone, randomly pick one by rolling a dice. There may be several objectives in the same zone, but not in the same building block.

If there are not enough buildings in the rolled zone, add one and place the objective there.

Example: You roll 5D6 with the following result: 1,3,5,1,4,2. You place 2 Objectives into Zone 1, randomly determining two buildings in the zone. You place 1 objective each into Zones 1,2,3 and 4.

TROOPS

Determine a Deployment Zone by randomly choosing a table edge. Your troops may deploy 6" from the board edge, but must keep a distance of 1/4 of your table to the other table edges



Your forces deploy in the deployment zone. You get no **RALLY POINT**. You may keep units in reserve to deploy into the deployment zone later.

The enemy uses five (5) **RALLY POINTS**. Deploy them randomly on the table using the method described for the objectives.

The enemy **REINFORCEMENT LEVEL** at the start of the game is three (3). The enemy keeps all starting forces in reserve.

Raise or Lower starting enemy **REINFORCEMENT LEVEL** to adjust difficulty to your taste.

YOUR MISSION

Clear all five objectives. An objective is cleared when the building is occupied by one of your units.

Your success will be judged by the amount of casualties incurred during your mission: Your Forces **MOTIVATION LEVEL** starts at 10.

The game ends when your **MOTIVATION LEVEL** reaches 0 or you cleared all five objectives.

SPECIAL RULES

CLEARED OBJECTIVES

Whenever an objective is cleared, the enemy **REINFORCEMENT LEVEL** is immediately raised by 1 and the enemy takes 5 free reinforcement tests. Do not apply the usual -1 modifier for additional reinforcement-tests to these.

ENEMY BEHAVIOUR

Use the following guidelines to play the enemy forces:

If there are one or two leaders in the reinforcement pool and the third objective is not cleared, the enemy will prioritize building up their reinforcement pool and harassing the enemy:

- Spend at least one order on reinforcements, if possible more
- Deploy units only to defend rally points, only engage from hard cover

If there are three or more leaders in the reinforcement pool and the third objective is not yet cleared:

- Spend one order on reinforcements whenever possible
- Deploy units, move them into cover (keep at least two leaders in the reinforcement pool)
- Engage Fireteams out of hard cover, target teams on the move or in light cover

Once the third objective is cleared:

- Deploy all possible units
- Move from hard cover to hard cover if possible, but try to get into close range with the enemy
- Focus on defending the remaining objectives. Occupy them, block enemy movement into their direction with your fire, try to outflank units that advance towards the objective.
- Prioritise engaging enemies close to the objective, on the move, in light cover or with shock
- If you have more orders than units, spend the remaining orders equally on reinforcements and rallying shock from units on table.

If these instructions are not in the best interest of the enemy in a given situation on the table, chose another course of action that is.

SETBACKS

Use the following modified Setback table to modify your Motivation Level.

Cause	Motivation
Per 2 Morale Chits on own units	-1
Killed Leader	-1 (cumulative with “Killed Soldier”)
Killed Soldier	-2
Seriously Wounded Soldier	-2
Soldier Stabilized by Medic or evacuated from Battlefield	+1
Own Infantry unit wiped out	-2
Destroyed Vehicle (Armored Transport)	-2

Enemy forces do not use Motivation rules or setbacks.



REINFORCEMENTS

The enemy uses the following Reinforcement Table.

- All Insurgents are equipped with Assault Rifles
- The following abbreviations are used
 - LMG = 1 Insurgent with LMG
 - MMG = 1 Insurgent with MMG
 - RPG = 1 Insurgent with RPG7 AT-Launcher

Roll (D10 + Reinforcement Level)	Reinforcements
4	No Reinforcements
5	No Reinforcements
6	No Reinforcements
7	1x Insurgent
8	2x Insurgents
9	1x LMG
10	3x Insurgents
11	1x MMG
12	2x Insurgents + 1x Insurgent Leader
13	3x Insurgents + 1x LMG
14	3x Insurgents + 1x LMG + 1 Insurgent Leader
15	5x Insurgents
16	2x Insurgents + 1 MMG + 1 Insurgent Leader
17	3x Insurgents + 1 RPG
18	2x Insurgent Leader
19	4x Insurgents + 1x MMG
20	Roll twice on the table.



YOUR SUPPORT

You like this scenario and **CODE RED** and want to support the development of the rules and future scenarios?

Here are some ways **YOU** can help:

- Provide Feedback on this scenario and the rules
- Spread the word and recommend **CODE RED** to other gamers
- Buy some of my miniatures at **www.enfilade-figures.com**
- Consider donating a few bucks via paypal to **info@enfilade-figures.com**

FEEDBACK

If you want to provide Feedback on this scenario or the rules, send an email to **info@enfilade-figures.com** with a short summary of your game and impressions or join our Code Red Facebook group and let us know about your experiences there!

