

**[Code Red]**

**Basic Scenarios**

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## Changelog

*v0.48 – translated into english*

# 1 Basic 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.

**Disclaimer:** The scenarios outlined here have been designed based on my long experience, but not all of them have been tested thoroughly enough to guarantee a perfect playing experience. I'd be happy to receive your feedback and suggestions, please drop me an email via [info@enfilade-figures.com](mailto:info@enfilade-figures.com).

## 1.1 Meeting Engagement

Scenario Points: 0

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

Deploy 3 Objectives. The superior player is the attacker.

### Scenario rules:

- Deploy objectives before choosing deployment zones
- Both player gain 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.*

## 1.2 Distress Call

Scenario Points: 0

*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.*

The superior player is the defender.

### Scenario Rules:

- 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.

### 1.3 Seek and Destroy

Scenario Points: 100

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

The superior player is the attacker.

#### Scenario-Rules:

- 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 an 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.

## 1.4 Roadblocks

Scenario Points: 100

*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.*

The superior player is the attacker.

### Scenario Rules:

- 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.

## 1.5 Reconnaissance in Force

Scenario Points: 0

*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.*

The superior player is the attacker.

### Scenario Rules:

- The defender places two objectives. These objectives must be 12" from each other and from the table edge.
- The attacker gains 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.

## 1.6 Capture or Kill

Scenario Points: 100

*Our Headquartr 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.*

The superior player is the attacker.

### Scenario Rules:

- 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 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.
- 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 reduces to 0 Motivation



## 1.7 The Bridge

Scenario Points: 200

*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.*

The superior player is the attacker.

### Scenario Rules:

- 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.

## 1.8 Ambush

Scenario Points: 200

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

The inferior player is the attacker

### Scenario rules:

- 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.

## 1.9 To The Last Man

Scenario Points: 300

*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.*

The superior player is the attacker.

### Scenario Rules:

- 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.*