

RAPID FIRE 1914 VARIATIONS

Read in conjunction with *Rapid Fire!* By Colin Rumford & Richard Marsh

(die roll conventions) D10 = 0-9 (except in close assault = 1-10)

(Introduction) Each figure represents 20 real troops, each gun represents 6 real guns and each MG represents 3 real MGs.

(Order of Play) Delete the Smoke stage and the Heroic Action stage.

(Table 1: Dice Roll Modifiers) a -1 modifier applies if the unit's CO is one of the casualties or is not within 12" of all elements in the unit (18" if the unit is elite).

(Table 1: Dice Roll Modifiers) a -1 modifier applies if the unit's parent formation CO (i.e. brigade CO for British, regimental CO for German, French etc) is one of the casualties or is not within 24" of the unit's CO (36" if the unit is elite) or, if the unit CO is a casualty, within that distance of all elements in the unit..

(Table 1: Results and Reactions) A unit is "cut off" from friendly troops if there are no friendly troops (other than OPs or empty transports) within 12" of its CO (24" if a cavalry unit), or if the CO is a casualty, within that distance of all elements in the unit.

(1.10) "Targeted by IDF" applies when a hit is achieved and regardless of whether casualties were caused or not.

(1.14) Where the direction for compulsory withdrawal is unclear this should be towards a friendly table edge as determined at the start of the game.

(2.4) Cover, for observation purposes, includes elements behind hedges or walls, crawling or laying down or in woods, entrenchments, buildings or ruins. Troops behind gun shields are not "in cover" for observation purposes.

(2.5) Elements successfully spotted by a chance test are visible to all other observing elements within the appropriate chance test range for their troop type. Until it moves from its position, the observed element is visible for the balance of the game to all other elements that move into chance test ranges. Even though an observing element may be within automatic observation range of a target, a successful chance test is still required for the target to be seen by other observing elements that move into chance test ranges.

(Table 5) "Fired last move?" also applies to reserved fire in the current player turn.

(2.11) If there are woods on both sides of a road, the entire wooded area (including the road) is considered to be woods for the purpose of measuring for observation.

(2.12) Elements travelling along a hedge-lined road are considered in contact with the hedge for targeting purposes.

(5.3) Movement through friendly forces is permitted except where a road, bridge or causeway does not allow ready passage of vehicles as identified in a scenario. Movement through enemy forces (other than OPs, un-crewed weapons and empty transports) is not permitted. Enemy OPs, un-crewed weapons and empty transports that would become intermingled with friendly forces are displaced 1" away by the owning player to allow positioning of friendly forces.

(5.5) Infantry and cavalry elements only pay a variable movement penalty if more than 50% of the figures in the element cross the obstacle. OPs and figures re-crewing weapons do not pay variable movement penalties.

(5.8) To simulate the less flexible unit organisations of the period, all figures within an infantry or cavalry element must remain:

- (a) within 1" of each other (except where permitted otherwise e.g. re-crewing weapons);
- (b) more than 1" away from figures in other friendly elements (except where permitted otherwise e.g. close assault).

(5.11) Cavalry may not fire while mounted.

(5.13) Guns of 105mm or less may move, unlimber and fire in the same turn (paying applicable movement penalties). Guns over 105mm may not move, unlimber and fire in the same turn. Guns of 80mm or less that are manhandled cannot fire IDF and guns over 80mm and up to 105mm that are manhandled cannot fire at all. Guns over 105mm may not be manhandled.

(6.4) In the Reserved Fire stage, different firers may fire at the same target at different points in the target's movement.

(7.9) If a close assault results in a draw, each side loses one casualty.

(8.2) Players are free to fire elements in any order but all elements firing at the same target must be nominated before firing at that target. If a destroyed target reveals an element that was not visible at the beginning of the Firing stage, it cannot be fired at. Also, if the target is destroyed all nominated firers at that target are considered to have fired for observation purposes etc.

(8.4) Direct firing through friendly elements is not permitted. Direct firing through enemy vehicles is not permitted. OPs, un-crewed weapons, empty transports and enemy infantry, cavalry and deployed guns do not block firing.

(8.6) MGs and guns require a minimum crew of 2 and may have a maximum crew of 4. An MG which is integral to a battalion may only be re-crewed by figures from that battalion. An MG which is not integral to a battalion may be re-crewed by any friendly figures but may only fire if at least one of its crew is a specialist MG gunner. Guns can only fire IDF if at least one of the crew is a specialist gunner. A weapon cannot be moved or fired in the turn it is re-crewed, unless it started the turn with its minimum crew.

(8.16) As a consequence of the variation to rule 5.8 above, figures from different elements may not form a firing group with figures from other elements.

(8.21) Grenades are not available unless permitted by the scenario.

(8.26) Only medium machine guns (called MGs in this Variation) are available.

(8.33) All guns are treated as having HE and IDF capability only.

(8.34) To reflect the extraordinary rate of fire of the French 75mm gun (relative to other guns of the period), it may fire twice at the same target in a turn when firing direct.

(8.66) An OP is on foot and communicates with his battery by signaling equipment. Other OPs are static posts equipped with a telephone. Each OP is attached to a specific battery.

(8.68) A telephone equipped OP communicates automatically to its battery. A signaling equipped OP communicates automatically if the OP is not more than 6" from its battery. Otherwise, a D6 is thrown to test for contact each turn firing is attempted. If the OP is within 24" of the battery, it communicates on anything but a 1 and, if more than 24" from the battery, on anything but a 1 or 2.

(8.71) OPs may not fire, be fired at or crew a weapon. They must not commence their turn within 3" of an enemy element (other than OPs or empty transports) otherwise they must immediately move away beyond 3". This is a compulsory reaction and is carried out in the Morale stage. Telephone equipped OPs that are required to move lose their telephone connection for the balance of the game and must use signaling equipment.

(8.72) As artillery fire control was less accurate in this period than later on, the fire grid is used to plot IDF shots as contemplated in rules 8.91 and 8.92. Throw a D6 for effect against targets in the square. In the case of target elements, more than 50% of the element must be in the square. In the case of target features, more than 50% of the square must be taken up by the feature. If more than one enemy element is in the square, the firer selects the element that is hit. If no enemy element is in the square, but more than 50% of a friendly element is, the friendly element is hit. If both enemy and friendly elements have more than 50% of their figures in the square, throw a D6 and on a roll of 1, 2 or 3 the friendly element, as selected by the firer, is hit. A friendly element that is hit is not subject to morale tests as a result.