

Unofficial Rapid Fire 2 "clarifications" (13/4/08)
most recent changes since last version - changes last version
(die roll conventions) D10 = 0-9 (except in close assault = 1-10)

(1.3, 1.10, 8.73, 8.91, 15.10 - step 4) "Targeted by IDF" (including MRLs over 80mm - even if not the original target) OR "attacked by aircraft" applies when a "hit" (in the case of strafing this is automatic) is achieved, regardless of whether casualties or damage were caused or not. Permanently attached AFVs in an inf unit are not affected by a suppression result. The +1 modifier for OCCUPYING hard cover applies when the ALL of figures of the target element are in slit trenches and weapon positions, ruins or buildings.

(1.10, 1.11) Tank riders are treated in the same way as passengers in soft skin vehicles except tanks are free to move with a 6" penalty for debussing. Inf in APCs **DO NOT count as occupying hard cover for the purposes of the test** but if suppressed remain mounted.

(1.10, 1.13) Morale results from "IDF fire **and** attacks by aircraft" OR "inf & cav in open" applies to the unit ie. bn, bty, sqn, regt except when an element is acting independently i.e. British motor coy or eng sqn. **In either case only those inf & cav units with the majority of figures in the open need test.**

(1.4, 1.9) Inf units test for morale as inf regardless of wether they are mounted in vehicles or contain permanently attached tanks or armoured cars. If an inf or cav unit with permanently attached AFVs is required to carry out an AFV test AND an inf test in the same turn it must first take the AFV test under rule 1.6 If the AFV unit passes then carry out the inf test. If the unit fails the inf test, carry out the reactions (including any surviving AFVs) specified in Table 1. A suppression test if required is carried out last.

(1.6, 1.13) Armoured vehicles are either armoured fighting vehicles (AFVs) or armoured personnel carriers (APCs). AFVs are tanks, SPGs (including SP AA and HT mounted guns), tank destroyers and armoured cars. AFVs are either "closed" i.e. tanks, **fully enclosed assault guns** or armoured cars or "open topped" i.e. **other** SPGs, tank destroyers, **or armoured cars**. APCs are armoured transports and carry passengers e.g. **HTs**, carriers and scout cars **without mounted guns**.

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

(2.6) Elements successfully spotted by recon or artillery OPs are observable by other friendly elements to the appropriate range for their troop type (**see table 5**). Bn OPs observe at normal ranges. "Fired last move" also applies to reserve fire in the current player turn.

(2.7, 8.4, 8.44) **Direct** firing through friendly or enemy troops (other than OPs, abandoned AFVs or crew, uncrewed weapons & empty transports) is not permitted.

(2.11) In situations where there is woods on both sides of a road the entire woods including road is considered woods for purpose of measuring for observation.

(3.1, 3.5, 3.7-3.9, 8.2) When using smoke the target element must be visible to at least one friendly element **and be within range of the firing weapon**. Normal IDF rules DO NOT apply. **The firing of smoke** is per weapon not per battery. (OPTIONAL) To simplify large games tanks cannot fire smoke.

(4.1) **When an AFV without infantry support wishes to advance to within 6" of observed enemy**, "inf support" refers to any inf / cav figs or crew for a machine gun, mortar or anti-tank gun up to 75mm, **in vehicles or on foot**. **An AFV that wishes to carry out the same action in the movement phase must be accompanied by inf (i.e. not just start the movement phase with inf support)**. **If this accompanying infantry support is destroyed by enemy reserved fire then the AFV is moved back outside 6" from the inf it is advancing to within.**

(4.2) An inf element in a vehicle does not require a heroic action to dismount and attack an AFV.

(1.14, **5.3, 6.6**) Movement through en tps (other than observers, transport etc) is not permitted. Movement through friendly tps is allowable except where a road is blocked & does not allow ready passage for vehicles i.e. routing friendly forces, a narrow causeway or bridge. **A vehicle on a road with obstacles on either side i.e. buildings cannot be bypassed by enemy figures even if there is a gap to allow this movement.**

(5.1) Vehicles move at normal speed on roads through BUAs (except when specified in a scenario).

(6.4) In reserved fire different firers may fire at the same target at different points in the **target's** movement.

(Table 6, rule 8.6) Manhandling is available to wheeled guns up to 105mm in calibre. If manhandled, guns up to 79mm can move and fire direct (not IDF) and guns from 80mm to 105mm in calibre can not fire at all.

(6.5, 8.49) If a vehicle carrying passengers **suffers** a heavy damage result **from** reserved fire, in the current friendly turn, the passengers cannot debuss and the vehicle cannot move or fire in that turn. If the vehicle is neutralised by a heavy damage result through fire in the enemy's turn, the passengers cannot debuss and the vehicle cannot move OR fire in the following friendly turn.

(6.6, 8.2 - OPTIONAL) As an alternative to nominating all targets before firing, each element may fire in turn. Only targets that were eligible targets at the beginning of the firing phase can be fired at.

(7.7, 7.9) If a close assault results in a draw both sides lose one casualty each.

(8.14) Tps travelling as passengers are not able to fire except when manning vehicle mounted weapons as listed in the vehicle and gun charts.

(8.24) Rifle grenades have a max of 2 shots per game. If part of a coy they cannot "throw" their allocation of grenades if they have already been fired by the launcher.

(8.50, 8.51, 8.52) When a vehicle is destroyed by AT or HE **fire** (guns under 80mm IDF and all mortars) fire, a D6 equals the number of casualties.

(8.50, 8.85, 8.87) Tank riders are treated as in the open for small arms and HE fire. They embuss & debuss as normal. An armoured vehicle carrying tank riders cannot fire it's main gun.

(8.6, 8.20) Figures cannot move to re-crew a spt wpn and fire **or move** it in the same turn.

(8.66, 8.71 - OPTIONAL) Artillery OPs (not bn Ops) **and the transport they travel** in may not fire, be fired at or crew a weapon and must not commence their turn within 3" of an enemy element (other than OPs, transport etc) otherwise they must immediately move away. **This is a compulsory reaction and is carried out in the morale phase.**

(8.67) Figs in a Bn HQ do not need to remain stationary to call down IDF from integral bn wpns.

(8.75) Guns that did not achieve a hit in the previous turn roll as per normal in the current turn.

(8.98) AT launchers fire at medium range.

(8.103) **Flamethrowers automatically hit** and "fire" at short range against infantry, soft skin vehicles and similar targets with the appropriate cover. **All** flamethrowers have 3 "bursts" per game.

(12.9 - 12.11) Dug-in positions are either "prepared positions" i.e. substantial positions prepared pre-game or "slit trenches and weapon positions" i.e. constructed during the game or hastily constructed pre-game. Each position has a maximum capacity of 11 figs or as determined in the scenario. Vacated positions may be reoccupied by friendly or enemy troops but not AT or artillery guns. Vacated dug-in vehicle positions can be occupied by up to 4 figs.

(15.9) The target of a pre-ordered aircraft must be visible to a friendly element at some point in the friendly player turn prior to the planned arrival OR be a nominated "special" target i.e. position, building, bridge.

(15.10) "Friendly Fire" rule - OPTIONAL. If any friendly elements are within 12" of an air attack or 6" of IDF then roll a D6. On a 5 or 6 switch targets to the nearest friendly element and carry out the attack using the weapons already nominated. If a friendly element is targeted it is not subject to a suppression test.

(15.14) Aircraft conducting strafing attacks may fire all of their listed **MGs or cannons** each turn.

(18.5) In situations where the current is strong as each landing craft is about to hit the beach roll a D6: evens = drift to the left, odds = drift to right. Then roll a D10 = # inches drift from the nominated landing point.

(18.15) Positions that form part of a strongpoint do not block LOS or fields of fire from or to positions within the strongpoint.

(18.16) Casements and open emplacements can be occupied by a maximum of 3 figs. Casements cannot be occupied by en tps but open emplacements , if vacant, may be occupied by en tps.

(18.17) Weapons positioned within casements or trobruks cannot be moved. Support wpns in open emplacements may be moved but cannot be repositioned into casemates or tobruks. MGs in tobruks require 1 figure.

(18.16) Figs starting in a strongpoint can only exit in a turn in which all occupants exit. This requirement does not apply to Ops. Occupants moving between positions to re-crew weapons within the strongpoint in an emergency are not treated as exiting.