

Unofficial Rapid Fire 2
"Local group interpretations"
(10/7/09)

Read in conjunction with http://www.rapid-fire.uk.com/rule_clarifications.pdf

(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 80mm or greater - 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 (not carrying passengers) in an inf unit are not affected by a suppression result. The +1 modifier for occupying hard cover only applies when all figures of the target element are in slit trenches & weapon positions, ruins or buildings.

(1.4, 1.9) Inf or cav units test for morale as inf regardless of whether 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 inf, suppression or AFV test in the same turn:

- (a) take the inf test first
- (b) if the unit passes the inf test then carry out any suppression tests
- (c) if the unit passes the suppression test then carry out the AFV test last
- (d) if the AFV unit fails the AFV test, carry out the reactions specified in Table 1.

(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 & if suppressed they remain mounted. Otherwise are treated as per troops in vehicles.

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

(1.10, 1.13) Only units with the majority (more than 50%) of figures in the open (**not receiving any cover benefit**) must test as unsupported "inf & cav in the open".

(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.

(2.4, 2.12) Cover, for observation purposes, includes elements behind hedges or walls, crawling & laying down, in woods or entrenchments, buildings & ruins. Troops behind gun shields or in vehicles are not "in cover" for purposes of observation.

(2.5, 2.6, table 5) Elements, successfully spotted by a chance test in the observation stage, are visible to all other observing elements within the appropriate chance observation range for their troop type (table 5). They are also visible to other elements that move into chance test ranges in either movement stage of the same player turn. Even though an observing element may be within automatic observation range of a target, a successful chance test is still required for that target to be seen by other observing elements.

(2.7, 8.4, 8.18, 8.44) Direct firing through all friendly elements or enemy vehs is not permitted. If an intervening enemy veh is not visible to the firer, a roll of 4, 5 or 6 will allow the firer to target an element beyond that veh. OPs, abandoned AFVs or crew, uncrewed weapons, empty transports do not block firing.

(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.

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

(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 & be within range of the firing weapon. Normal IDF rules DO NOT apply. The firing of smoke is per weapon not per battery.

(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 either movement stage must be end the stage with inf support within 6". 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) Elements receiving any sort of cover benefit are required to carry out a heroic action test to "break cover" & attack an AFV.

Table 5 Bn OPs observe at normal ranges. "Fired last move" also applies to reserved fire in the current player turn.

(5.3, 6.6) Movement through friendly elements is allowable except where a road is blocked & does not allow ready passage for vehs as identified in a scenario. Movement through en elements (other than other than OPs, abandoned AFVs or crew, uncrewed weapons, empty transports) is not permitted. Enemy OPs, abandoned AFVs or crew, uncrewed weapons & empty transports that would become intermingled with friendly elements are displaced 1" away by the owning player, to allow positioning of friendly forces.

(5.7, 12.8, 20.1) A hedge crossed by an AFV is not considered "gapped" to allow cavalry, horse drawn transport or soft skin vehs to cross. This can only be carried out by engineers.

(6.4, 8.2) In the reserved fire stage 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 & fire direct (not IDF) & guns from 80mm to 105mm in calibre can not fire at all.

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

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

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

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

(8.32) The nominal crew of an open-topped vehicle can be targeted by small arms fire.

(8.42, Table 10) Where there is no "base" D6 throw listed for an effective hit, it is not possible to hit (regardless of modifiers).

(8.50, 8.85, 8.87) Tank riders are treated as in the open for small arms & HE fire. They embuss & debuss as normal. An AFV carrying tank riders cannot fire its main gun.

(8.6, 8.20) A support weapon cannot be moved in a turn that it is re-crewed.

(8.66, 8.71) Artillery OPs (not bn Ops) & the transport they travel in 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, transport etc) otherwise they must immediately move away beyond 3". This is a compulsory reaction & is carried out in the morale stage.

(8.67, 8.76) Figs in a HQ do not need to remain stationary to call down IDF from integral unit wpns.

(8.74, 12.9 - 12.11, 18.18) Dug-in positions are either "prepared positions" (substantial positions prepared pre-game) or "slit trenches & weapon positions" (constructed during the game or hastily constructed pre-game). In either case the -1 hard cover modifier for HE fire applies. Only substantial trenches & open emplacements e.g. Normandy beach defences have a -2 hard cover modifier. Each position has a maximum capacity of 11 figs. Vacated positions may not be reoccupied by AT or artillery guns. Vacated dug-in AT, artillery gun or vehicle positions can be occupied by up to 4 figs.

(8.98) AT launchers fire at medium range.

(8.104) Flamethrowers "fire" at short range against infantry with the appropriate cover.

(15.9, 8.2) 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 or bridge.

(15.10) Friendly elements within 12" of an air attack or 6" of the target of guns firing IDF (controlled by a dedicated OP & requiring a connection test), roll a D6. On a 5 or 6 switch targets to the nearest friendly element & carry out the attack using the weapons already nominated. If a friendly element is targeted it is not subject to a suppression test in its following turn.

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