

# RAPID FIRE! PLAYSHEET

## I. MORALE TESTS

INFANTRY AND CAVALRY UNITS	
<b>TEST:</b> When the unit is at half strength / 20 casualties	
<b>D6 MODIFIERS:</b>	
-1	If CO is a casualty
-1	If unit is poor
-1	Unsupported
-1	Under artillery fire
-1	For each consecutive test
+1	If unit is elite
+1	If over 50% of survivors are in hard cover
+2	All survivors are in defences
<b>RESULTS:</b>	
4 or more	No effect
3	No offensive action
2	Pinned down
1 or less	Surrender / rout

INDEPENDENT AFVs AND ARMoured UNITS	
<b>TEST:</b> When an AFV is heavily damaged / destroyed	
<b>D6 MODIFIERS:</b>	
-1	For each heavily damaged / destroyed AFV in unit
-1	Within 12" of enemy they can see in hard cover
-1	If unit is poor
+1	If unit is elite
<b>RESULTS:</b>	
3 or more	No effect
2 or 1	No offensive action
0	Retire two moves
-1 or less	Surrender / rout

IDF AND ATTACKS BY AIRCRAFT	
<b>TEST:</b> When fired at by 80mm+ IDF / aircraft	
<b>D6 MODIFIERS:</b>	
-1	If unit is poor
+1	If unit is elite
+1	Infantry / gunners in hard cover
<b>RESULTS:</b>	
4 or more	No effect
3 or less	Surprised

INFANTRY AND CAVALRY IN THE OPEN	
<b>TEST:</b> When unsupported within 12" of enemy AFV	
<b>D6 MODIFIERS:</b>	
-1	If unit is poor
+1	If unit is elite
<b>RESULTS:</b>	
4 or more	No effect
3 or less	Retire

## 2. OBSERVATION

TARGET	Fired last Move?	AUTOMATIC			CHANCE TEST		
		Normal	Rece	Artillery OP	Normal	Rece	Artillery OP
Infantry, support weapons and AT guns up to 75mm in the open	No	36"	42"	48"	6-12"	12-18"	18-24"
	Yes	48"	54"	60"			
Other targets in the open	No	48"	54"	60"	6-12"	12-18"	18-24"
	Yes	60"	66"	72"			
Infantry, support weapons and AT guns up to 75mm in cover	No	6"	12"	18"	6-12"	12-18"	18-24"
	Yes	36"	42"	48"			
Other targets in cover	No	12"	18"	24"	6-12"	12-18"	18-24"
	Yes	48"	54"	60"			
Infantry, support weapons in ruins	No	6"	12"	18"	6-12"	12-18"	18-24"
	Yes	36"	42"	48"			
Infantry, support weapons in intact buildings	No	No automatic observation			0-12"	0-18"	0-24"
	Yes	36"	42"	48"			
Dummy markers		12"	18"	24"	6-12"	12-18"	18-24"

## 3. SMOKE

5 or 6 needed to hit with smoke round and position marker.

## 4. HEROIC ACTION

For unsupported AFVs to approach observed infantry, or infantry to break cover to attack an AFV:  
elite elements: 5 or 6 / regular elements: 6 / poor elements cannot do this.

## 5 AND 9. MOVEMENT

CATEGORY	ROAD	CROSS COUNTRY
Infantry	9"	6"
Bicycles	15"	6"
Cavalry or mounted infantry	18"	12"
Horse drawn wagons and guns	15"	9"
Manhandled wheeled guns	6"	3"
Cars	30"	9"
Jeeps, Kubelwagens etc	30"	18"
Light trucks, ACs, HTs, carriers and motorcycles	30"	15"
Other trucks and prime movers (when towing)	24"	12"
Slow tracked vehicles	18"	9"
Tracked vehicles	24"	12"
Fast tracked vehicles	30"	15"

### MOVEMENT PENALTIES / RESTRICTIONS

- To move at road speed an element must spend its entire turn on a road
- Subtract 1 x D6 throw for each linear obstacle, or per turn, for continuous obstacles such as woods and hills.
- Infantry crawl a maximum of 3" per turn
- Subtract 6" from vehicle movement for embussing / debussing, limbering / unlimbering
- Subtract a further 6" if limbered / unlimbered gun fires
- Infantry movement through built up area is a maximum of 6"
- Debussing / dismounting troops may move 3" and fire at short range only

## 6 AND 8. FIRING

		SHORT RANGE →						hard cover						soft cover						open											
		MEDIUM RANGE →						hard cover						soft cover						open											
LONG RANGE →		hard cover						soft cover						open																	
Dice throw =		1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
Points =		1																													
2																															
3																															
4																															
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		Table 1						Table 2						Table 3						Table 4						Table 5					

### SMALL ARMS

Troops	Short Range	Medium / Long Range
Elite	Figs + 3	Figs + 2
Regular	Figs + 2	Figs + 1
Poor	Figs + 1	Figures

### 7. CLOSE ASSAULT

- Attackers: figures + D6
- Defenders: figures + D6 D10 if in hard cover
- Elite + 1 / Poor - 1
- Difference = casualties (but maximum of 3 on loser and 1 on winner)

### MACHINE GUNS AND AUTOCANNON VALUES

Weapon	Minimum Crew	AT Gun Class	Small Arms Points Value		
			Ground Mounted	Vehicle Mounted	
				Stationary	Moving
Single LMG * / VMG **	1	None	6 *	6	4
Single MMG	2	None	8	8	6
Single HMG	2	6	10	10	6
Multiple LMG / VMG	2	None	8	8	6
Multiple MMG	2	None	12	12	8
Multiple HMG	2	6	15	15	10
20mm autannon #	2	6	8	8	8
37mm autocannon #	2	5			
Multiple autocannon #	2	5	15	15	10

- \* LMGs only fire as an individual weapon if they are emplaced or vehicle mounted
- \*\* Co-axial turret-mounted VMGs cannot fire in the same turn as the main gun
- # If firing causes a crew casualty throw a further D6. 6 = weapon destroyed

### ACHIEVING AN EFFECTIVE HIT FROM AT FIRING

Gun Class →	1	2	3	4	5	6
<b>Target ↓</b>	<b>D6 Throw Needed For an Effective Hit</b>					
A class	4	5	6			
B class	3	4	5	6		
C class	2	3	4	5	6	
D class	2	2	3	4	5	6
E class	2	2	2	3	4	5
F class	2	2	2	2	3	4
<b>Modifiers ↓</b>						
-1	If the target or firer moved. Does not apply to AT rifles.					
-1	If the target is partially concealed					
-1	If the target is at long range.					
+1	If the target is at short range.					
+1	If the gun is firing at the rear of the target vehicle.					

### RANGES

	SHORT	MEDIUM	Long
Small arms firing groups	0 - 6"	6 - 14"	14 - 24"
Most MGs / autocannon	0 - 6"	6 - 16"	16 - 30"
Anti-tank guns *	0 - 12"	12 - 30"	30 - 48"
Direct HE firing *	6 x 8" bands		
IDF	120" (72" for inf guns / MRLs)		
Light mortars	minimum 3"	maximum 18"	
Medium mortars	minimum 6"	maximum 48"	
Heavy mortars	minimum 6"	maximum 60"	

- \* Some high-powered weapons have different range bands and these are identified on the VG charts

### TO HIT WITH IDF / MORTARS

Target →	Stationary	Moving
1st gun firing IDF or 1st mortar round	5 or 6	6
2nd / 3rd gun firing IDF or 2nd mortar round	4, 5 or 6	5 or 6

### DAMAGE FROM AT HITS

Range ↓	Damage to A to E class targets	F class
Short / medium	1 or 2 = light, 3 or 4 = heavy, 5 or 6 = destroyed	4, 5 or 6 = destroyed 1, 2 or 3 = no effect
Long	4 = light, 5 = heavy, 6 = destroyed	

### GRENADES

Target ↓	D6 throw and effect			
	1	2	3	4, 5 or 6
Figures *	1 casualty	2 casualties	3 casualties	No effect
Soft-skin vehicles **	No effect	Destroyed		
Armoured vehicles **	Light damage	Heavy damage	Destroyed	

- \* If casualty is a crew figure throw a further D6. 6 = weapon destroyed
- \*\* 5 or 6: To place grenade on stationary AFV / Throw HE grenade into an open-topped AFV / Hit open-topped AFV or soft-skin with rifle grenade (6 if moving).