

RAPID FIRE RELOADED

CLARIFICATIONS

ASSEMBLING THE FORCES

- German infantry (1939-45) are more 'expensive' because of their quicker firing light machine guns.

MOVEMENT

- All infantry and vehicle movement in built up areas is at cross country speeds, including on roads. All movement inside any building, ruin, garden or yard is also at cross country speed.
- Off-road limbered guns can only unlimber and fire from where they are at the start of the turn.
- Deduct 6" from vehicle and 3" from cavalry movement if troops get in or out, or mount or dismount. Any troops then on foot that turn move up to 3" and fire at short range.

FIRING AT THE ENEMY

- Turret guns may only fire at targets that can be seen (refer to CAN YOU SEE THE ENEMY?).

ANTI-TANK FIRING (or AT)

- Hand held anti-tank weapons (other than antitank-rifles) only have a 'Normal' range of 6". There is no short or long range.

ADDITIONS

ASSEMBLING THE FORCES

- An anti-tank rifle and 2 figures costs 3 points. They have unlimited shots and fire at small arms ranges.

WILL THEY FIGHT?

- -1 if the infantry unit has been under multiple rocket launcher fire as well as mortar fire etc.
- The term 'Infantry' applies to cavalry, motorised infantry, HQs, infantry battalion support weapons and other units on foot.

CAN YOU SEE THE ENEMY?

- Gun shields only provide hard cover for gun crews from bullet-firing weapons.

MOVEMENT

- Cavalry 18" road / 12" cross country
- Bicycles 15" road / 6" cross country"

Obstacles

- Gaps created in walls and hedges by tracked and half tracked vehicles may be used by infantry and wheeled vehicles at cross country speeds.
- Some woods can be classed as impassable for vehicles. Marshy ground or swamp is impassable to vehicles and may only be crossed by infantry and cavalry at half cross country speed.

FIRING AT THE ENEMY

- Targets must be visible to the firer and may be a vehicle, group of infantry if within 1" of each other.
- No weapon may fire through friendly troops, guns and vehicles or enemy vehicles.
- Hand held AT weapons transfer to surviving figures. COs are lost when HQ bases are eliminated.
- If over 50% of the target is in one type of cover that type applies to the whole target.

FIRING HE INDIRECT

- All mortars have a minimum range of 6".

SMOKE SHELLS

- Smoke blocks line of sight by 'masking' enemy elements or positions.

CLOSE ASSAULTS

- Buildings may only be occupied by a maximum of 11 figures unless the scenario allows for more.

MULTIPLE ROCKET LAUNCHERS

- 5 or 6 = one casualty when testing for hits on non AFV targets.