

# **RAPID FIRE!**

## **OPERATION 'LUSTRE'**

by Mark Piper



## **CAMPAIGN RULES**

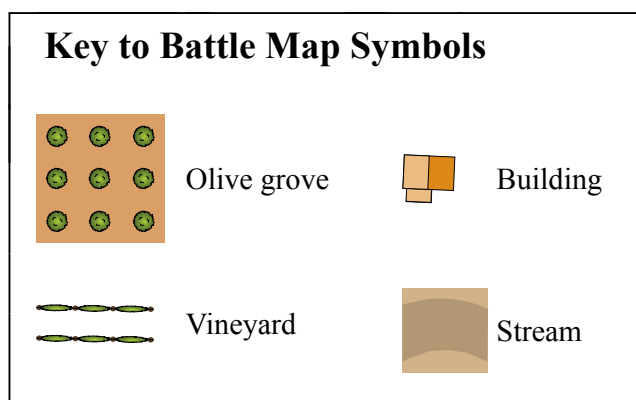
## **GREECE 1941**

FOR USE WITH **RAPID FIRE!** FAST PLAY WWII WARGAMING RULES

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**Front cover :** German Panzer II and III tanks from Panzer Regiment 33 (Scott Robertson)

**Acknowledgements:** Many thanks to Colin Rumford, Richard Marsh, Alan McCoubrey, Scott Robertson and the members of the online Rapid Fire community for their input to this 'passion' project that started with the inspiration of Corinth Canal in the first edition of Rapid Fire. Original graphics provided by Colin Rumford (modified and formatted by OctiniRk gt), cover photo from the collection of Scott Robertson and all other photos from the collections of Scott Robertson, Mark Piper and Colin Rumford as indicated.

# GREECE 1941 - SPECIAL RULES

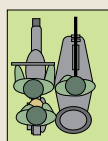
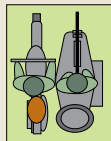
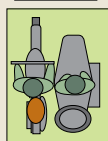
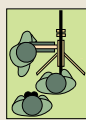
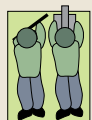
## GERMAN

### German Infantry Companies

German infantry add 1 x D6 (add +1 for RF2) to their firing throw.

### Motorcycles (including Kettenkrad):

- are soft-skinned transports.
- treated as individual targets for firing.
- first 2 casualties will destroy the motorcycle and the passengers must dismount.
- if carrying infantry passengers throw 1 x D6 per motorcycle model moving **OR** stationary. If carrying a MMG & crew as passengers throw 1 x D6 per motorcycle model moving **OR** 3 x D6 per motorcycle model stationary.



Dismount  
to fire

1 x D6 moving  
**OR** stationary

1 x D6 moving  
3 x D6 stationary

## ALLIED

### Cruiser Mk II A10 Tanks

If a 6 is thrown for a movement penalty when crossing an obstacle the tank also suffers damage. No morale test is required but a second damage result will destroy the tank.

### Mk VIB Light Tank

Rate as AT class 6 / Stationary HMG (5 x D6)  
**OR** moving VMG (1 x D6).

### Marmon Herrington Armoured Cars AA Machine Guns (AA MG)

A stationary armoured car that is the target of an air attack can attempt to drive off or shoot down like a deployed unit. An AA MG mounted on an AFV cannot be used to engage ground targets.

## TERRAIN

### Buildings

These start a game intact and are hard cover.

### Olive Groves

Provide soft cover, are a continuous obstacle for movement and block line of sight (4" 'shadow' from higher ground).

### Streams

3" wide. Are a linear obstacle to cross and a continuous obstacle to move along.

### Rivers

9" wide. Impassable to movement except using river crossing rules or a bridge / ford.

### High Ground

Hills, ridges etc are a continuous obstacle for troops or tracked vehicles trying to cross (impassable to wheeled vehicles) and provide soft cover to troops.

### Very Rough Ground

In addition to the rules for High Ground, some scenarios apply a further 'very rough' terrain effect to all armoured vehicles.

If a 6 is thrown for a movement penalty when crossing an obstacle the tank also suffers damage. No morale test is required but a second damage result will destroy the tank.

### Walls

Are a linear obstacle to movement, provide hard cover to troops and partial concealment to vehicles immediately behind and on the same level.

These should be placed in a mutually acceptable way with no more than 12" in a continuous line.

### Railway Track

Railway Track does not affect the game.

# MODIFIED ORDER OF PLAY

MODIFIED ORDER OF PLAY	AMBUSH
<ul style="list-style-type: none"> <li>• All necessary morale tests are taken and any resulting actions are carried out.</li> <li>• <i>Check for aircraft availability.</i></li> <li>• <i>Carry out Observation by Air OP actions.</i></li> <li>• <i>Carry out Ground Attack Aircraft actions.</i></li> <li>• Chance observation tests are carried out.</li> <li>• Smoke shells are fired.</li> <li>• Figures and vehicles are moved.</li> <li>• Close assaults are resolved.</li> <li>• Firing is declared and carried out.</li> <li>• Figures and vehicles that have not already moved may be moved.</li> </ul>	<p>Ambush Firing means a player can interrupt any movement of their opponent's figures, guns or vehicles and fire at them, or return fire at a stationary target that has fired in its own turn.</p> <p>Ambush Firing is available to weapons and infantry that have not moved or fired in their last turn. It is not available to artillery batteries, mortars or any type of indirect firing.</p> <p>An AFV that is damaged by Ambush Firing must take an immediate morale test.</p> <p><i>AA Fire is resolved at the nominated point in the order of play. AA Firing does not prohibit an AA gun firing at ground targets in its own move.</i></p>
OBSERVATION BY AIR OP ACTIONS	GROUND ATTACK BY AIRCRAFT ACTIONS
<ul style="list-style-type: none"> <li>• Nominate the target</li> <li>• Observe the Target</li> <li>• Place Air OP (not AA MGs)</li> <li>• Anti-aircraft (AA) Fire</li> <li>• Observe for artillery or ground attack aircraft</li> <li>• Remove Air OP</li> </ul>	<ul style="list-style-type: none"> <li>• Nominate the target</li> <li>• Acquire the Target</li> <li>• Place aircraft</li> <li>• Anti-aircraft (AA) Fire</li> <li>• Carry out ground attack</li> <li>• Remove ground attack aircraft</li> </ul>

## VICTORY CONDITIONS

These are the conditions that apply to win or draw a game.

### Capture:

To drive the enemy out of all buildings in a village (or an agreed area of the table) and move your forces in to take their place. If buildings are located on a base with surrounding walls etc the enemy must be driven off that base (including any internal roads) for the objective to be captured.

### Reach:

To have the required minimum number of figures and/or AFVs (must be still able to fire) and completely across the indicated line at the end of the game.

### Hold:

To keep control of an objective such as a village or an area of table. Holding forces must still be able to fire. The amount of table area you hold during or at the end of the game is whatever lies behind line drawn between your most advanced units.

### Capture and Hold:

Capture and then Hold until the end of the game.

### Eliminate:

To remove through firing and/or close assault OR force from the table through morale results.

### Prevent:

If the opposing side's victory condition(s) are not achieved.

# OBSERVATION BY AIR OP

## Air OP PROCEDURE

As per Rapid Fire Reloaded Extra page 9 (or if using Rapid Fire 2 page 98). Anti-Aircraft Machine Guns (AA MGs) may not target AOPs.

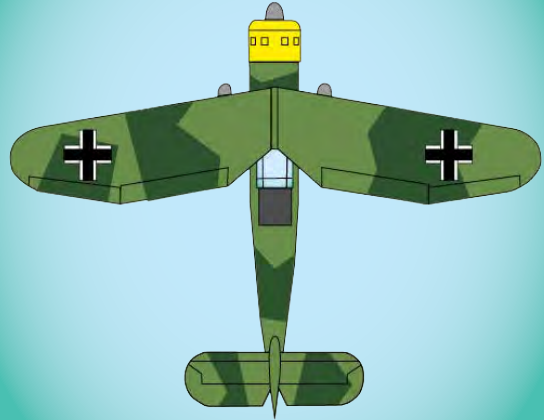
### Henschel HS 126-A

HS 126 reconnaissance aircraft served widely on army cooperation and their service in Greece was notable. Accounts of Allied troops in the campaign mention the 'foreboding' that the appearance of a Henschel HS 126-A caused, for the artillery or ground attack aircraft that were to follow. Fieseler Storch 156 reconnaissance aircraft were also used.



## German Henschel HS 126-A

AOP: No armament



**Below:** Atlas Editions 1:72 diecast Henschel HS 126-A (Mark Piper)

# GROUND ATTACK BY AIRCRAFT

## GROUND ATTACK PROCEDURE

As per Rapid Fire Reloaded Extra pages 4-6 (or if using Rapid Fire 2 pages 94-99).

Each scenario indicates the likelihood of availability and type of aircraft available to a side each turn. Throw a D6 at the start of each player turn and compare to the table.

**Right:** Corgi 1:72 diecast Messerschmitt Bf 109 (Mark Piper)



### Junkers JU 87B 'Stuka'

**Bombing capability:** Heavy bomb (6 x D6)

**Anti-tank capability:** Bomb only

**Strafing capability:** None

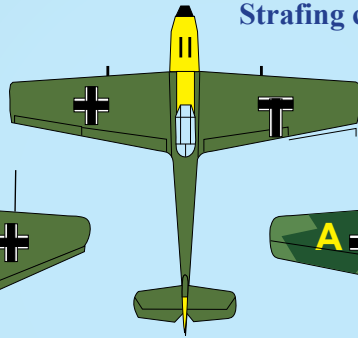


### Messerschmitt Bf 110 'Destroyer'

**Bombing capability:** Heavy bomb (6 x D6)

**Anti-tank capability:** Gun class 5 (or bomb)

**Strafing capability:** 6 x D6

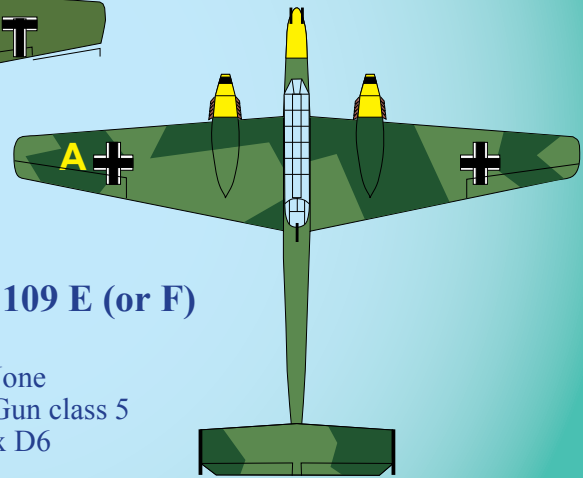


### Messerschmitt Bf 109 E (or F) 'Messer'

**Bombing capability:** None

**Anti-tank capability:** Gun class 5

**Strafing capability:** 5 x D6



German aircraft and tactics had been developed prior to the war and proven in the campaigns of 1939 and 1940. By 1941 they were a formidable force and operated both tactically in support of ground troops and in an interdiction role against supporting troops and airfields. In Greece there were three main types in use:

#### **Junkers JU 87B 'Stuka' (Dive Bomber)**

Both a dive bomber and ground attack aircraft, the Stuka was able to deliver its armaments with pinpoint accuracy. Its distinctive 'gull wings' and wailing sirens were the bane of the Allied forces in the Greek Campaign.

Effectively the airborne 'artillery' of the Blitzkrieg, the Stuka retained its battlefield effectiveness until late in the war when Allied air superiority limited its ability to continue to do so.

#### **Messerschmitt Bf 109 E (or F) 'Messer' (Fighter)**

Along with the Focke-Wulf Fw 190, the Bf 109 was the backbone of the Luftwaffe's fighter force. First seeing service in 1937 during the Spanish Civil War and through the campaigns of 1939 and 1940, the aircraft often nicknamed 'Messer' by its operators and opponents alike (the name not only an abbreviation of the manufacturer but also the German word for 'knife') easily out flew and outfought the aging Hurricane I and Bristol Blenheim.

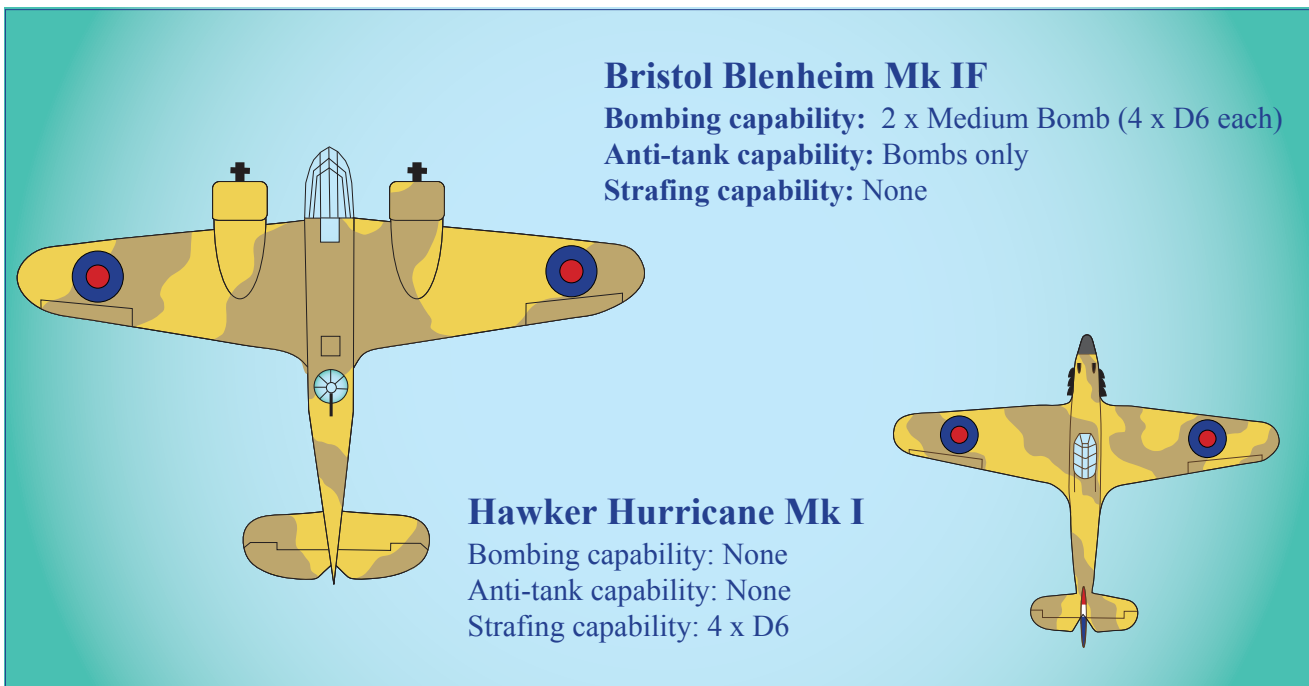
#### **Messerschmitt Bf 110 'Destroyer' (Fighter)**

Served with considerable success in the early campaigns in Poland, Norway, and France. During the Balkans campaigns (including Crete) it rendered valuable ground support to the German Army as a potent fighter bomber. Similar in role to the Bristol Blenheim it out flew and outfought them in the air.

#### **Günther Rall (Messerschmitt Bf 109 Pilot)**

Günther Rall was the third highest scoring fighter ace in history. He flew more than 6000 combat missions, scored 275 victories, and was shot down eight times. In the spring of 1941, Günther Rall joined the Balkans Campaign where he took part in the air invasion and was successful. He was later on assigned to Romania to help defend the oil fields from Soviet bombers.

Soon sent packing from Greece by the Third Reich, the Allies sought refuge in Crete, the largest of the Greek islands in the east Mediterranean Sea that was to become an important strategic military base. But their new sanctuary was doomed. Hitler ordered his Eastern Front forces to begin an airborne assault on Crete. III./JG 52 was among the Luftwaffe units to join the massive raid, whose strategy was to soften up the Allies in preparation for the unleashing of a full-scale air invasion on the island by German army forces on the 20th May 1941.



### **Bristol Blenheim Mk IF**

**Bombing capability:** 2 x Medium Bomb (4 x D6 each)

**Anti-tank capability:** Bombs only

**Strafing capability:** None

### **Hawker Hurricane Mk I**

**Bombing capability:** None

**Anti-tank capability:** None

**Strafing capability:** 4 x D6

Allied aircraft and tactics had also been developed prior to the war but had experienced mixed success in the campaigns of 1939 and 1940 when faced by the superior German aircraft and tactics.

By 1941 they were an outdated force that operated both tactically in support of ground troops and in an interdiction role against supporting troops and airfields with limited success.

Initially achieving some success in support of the ground battle most were destroyed in the air or caught on the ground, with the number available quickly dropping. Late in the short campaign there was effectively no air support available to Allied forces with complete German supremacy. In Greece there were two main types in use:

#### **Bristol Blenheim Mk IF (Light Bomber)**

Considered obsolete by the outbreak of the war despite being further upgraded, the light armament was seldom able to deter enemy fighters and was vulnerable to AA fire, especially around the rear of the fuselage. In Greece they had some limited success but were quickly shot down and much reduced in available numbers.

#### **Hawker Hurricane Mk I (Fighter)**

Due to its rugged construction, ease of maintenance and repair the Hurricane was selected to go to France in 1940. During the 11 days of fighting in France and over Dunkirk they were responsible for at least 299 Luftwaffe aircraft destroyed. In a similar way to the tanks from 3 RTR, over 178 Hurricanes were abandoned in France when the Allies evacuated at Dunkirk. By 1941 they were due for an upgrade which effectively did not occur until 1942.

#### **Roald Dahl (Hawker Hurricane Pilot)**

Author Roald Dahl served as a fighter pilot with the Royal Air Force during WWII. In the book 'Going Solo' he details his service to 'King and Country' and his combat experiences against Axis forces.

In 1941, as part of the Greek campaign, 80 Squadron traded in their Gladiators for the new Hawker Hurricane and Dahl was ordered to fly one across the Mediterranean in April after just seven hours in the aircraft. Dahl made it to Greece without incident and rejoined his squadron. At this point in the Greek campaign, the RAF combat aircraft in the operating area consisted of just 14 Hurricanes and four Bristol Blenheim light bombers.

On the 20th April 1941, Dahl took part in the Battle of Athens which Dahl described as "an endless blur of enemy fighters whizzing towards me from every side". Five of the 12 Hurricanes involved in the battle were shot down and four of their pilots were killed.

# AFV UNIT MORALE

The campaign in Greece did not feature many large tank versus tank battle, with the exception Sotir Ridge and Ptolemais. For this reason, for most scenarios, the standard Rapid Fire Reloaded AFV rules apply (or if using RF2 treat all AFVs as independent).

In situations where more than one AFV unit, i.e. Allied squadron or German company, are present in a scenario, then the optional Large Tank Battles rules, as per Rapid Fire Reloaded Extra page 15, may be applied, when a tank in that tank unit is destroyed (or if using RF2 the standard AFV unit morale rules should be used).

Both sides must agree to its use prior to the game. Where it is deemed appropriate this is noted in the relevant scenario.

**Right:** German Panzer II/III tanks and motorised infantry make contact with Commonwealth Cruiser Mk II A10 tanks at Ptolemais (Mark Piper / Scott Robertson)



## INFANTRY VERSUS AFVS

- Each infantry group, mortar or MMG with an enemy AFV within 12" if in the open or in open woods, or dug in in open terrain and without friendly AFV or anti-tank weapon) must test by throwing a D6.
- Add +1 to the result if elite. Subtract -1 if poor.
- A throw of 1, 2 or 3 means the infantry group, mortar or MMG must retire a full move away from the enemy AFV.
- Each test is carried out and applied individually.
- A throw of 4, 5 or 6 has no effect.



## PARATROOPS AND GLIDERS

As per Rapid Fire Reloaded Extra page 3 (or if using RF2 pages 102-103).

The Parachute drop at Corinth Canal on the 26th April was carried out, mostly successfully, with only a few 'sticks' landing away from the bridge area. The 'coup-de-main' landing of bridges achieved their seizure and the Fallschirmjäger dropped either side of the canal and secured a defensive position in preparation of any Allied counter attack. When this did not eventuate they moved on Corinth itself.



**Above:** German Fallschirmjäger man-handle a 37mm anti-tank gun  
(Colin Rumford)

## ENGINEERING TASKS, MINEFIELDS, DESTROYED BRIDGES AND CRATERED ROADS

### ENGINEERING TASKS AND MINEFIELDS

As per Rapid Fire Reloaded Extra page 7 (or if using RF2 pages 83-85) with the following additional rules for Destroyed Bridges and Cratered Roads.



### DESTROYED BRIDGES AND CRATERED ROADS

- Where a destroyed bridge or 4" length of cratered road is indicated in a scenario all troops treat as cross country for movement.
- In the case of vehicles treat as a linear obstacle to cross and continuous obstacle to travel along.
- A destroyed bridge or 4" length of cratered road can be made 'trafficable' by a minimum of two engineers in 3 moves.
- A 'trafficable' bridge or stretch of road is now treated as cross country for all troops and vehicles.

**Left:** Panzer III crossing a damaged bridge  
(National Archives Records Administration)

# IMPROVISED RIVER CROSSINGS AND LARGE INFLATABLES

## IMPROVISED RIVER CROSSINGS

- To improvise a river crossing an infantry element must spend a full move within 3" of the river bank.
- It moves at 2" per move, classed as a target in the open.

## BOATS

As per Rapid Fire Reloaded Extra page 6 (or if using RF2 page 87). It moves 3" per move.

Assault boats and inflatables are treated as softskin targets. Two casualties will sink them and any passengers or equipment carried are lost.

# PONTOON FERRIES AND PONTOON BRIDGES

## PONTOON FERRIES

As per Rapid Fire Reloaded Extras page 7 (or if using RF2 page 85).

**Move 1:** One pontoon section is unloaded. Place two pontoons on the river, side by side (1" apart), near the 'friendly' bank.

**Move 2:** A 4" length of decking is fitted across the pontoons. pontoons and ferry are floated into position.

**Move 3:** Ferry ready to load (takes 1 move).

A ferry make carry a large vehicle/tank  
**OR** 2 mall vehicles or guns.

It moves 3" per move.

## PONTOON BRIDGES

As per Rapid Fire Reloaded Extras page 7 (or if using RF2 page 85).

**Move 1:** One pontoon section is unloaded. Place two pontoons on the river, side by side (1" apart), near the 'friendly' bank.

**Move 2:** A 4" length of bridge is fitted across the pontoons.

**Move 3:** pontoons and bridge are floated into position.

**Move 4:** Connect them to the banks and complete ramps.

**Move 5:** Bridge ready for vehicles to cross at cross country speed.

## TARGETING PONTOON FERRIES AND BRIDGES

- The target for all HE weapons is always the central section.
- Two or more HE or bomb casualties during a move delay construction of a bridge or ferry by one move or put a completed ferry or bridge out of action for one move. Working ferries are moving targets. Repairs take one move with a minimum of 2 engineers.
- Engineers or infantry constructing ferries or bridges are counted as in soft cover. All elements on the central section test for casualties (as normal) after each HE or bomb hit. Figures on any part of a bridge may be targeted by small arms and MGS.



**Move 1:** One pontoon section is unloaded. Place two pontoons on the river, side by side (1" apart), near the 'friendly' bank



**Move 2:** A 4" length of decking is fitted across the pontoons.



**Move 3:** Pontoons and bridge are floated into position.



**Move 4:** Connect them to the banks and complete ramps.



**Move 5:** Bridge ready for vehicles to cross at cross country speed.



Assault boats and inflatables are treated as softskin targets. Two casualties will sink them and any passengers or equipment carried are lost.

# RAPID FIRE! RELOADED

## COMMONWEALTH VEHICLE AND GUN CHART

GUNS		
Description	AT / HE Value	
2" mortar	HE 2 x D6	Minimum range 6", maximum range 18"
3" mortar	HE 4 x D6	Minimum range 6", maximum range 48"
40mm Bofors anti-aircraft	AT class 4 / autocannon	
2 pdr anti-tank	AT class 4	No HE
25 pdr (or 18 / 25 pdr) fiel	AT class 3 / HE 5 x D6	
4.5" howitzer	HE 6 x D6	

ARMoured CARS, RECCE CARS AND SCOUT CARS				
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons	Turret Weapons
Marmon-Herrington Mk I / III (AT rifle	30 / 15	5	-	AT class 6 (or VMG) *

\* Throw a D6 for AA effect if stationary and targeted by ground attack aircraft

LIGHT TANKS				
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons	Turret Weapons
Vickers Mk VIB (HMG/VMG)	30 / 15	5	-	AT class 6 / HMG (or VMG) **

\*\*AT ranges 0-6", 6-14" and 14"-24". Stationary HMG (5D6) OR moving VMG (1D6).

CRUISER TANKS				
Vehicle (Main Weapon)	Speed	Armour	Hull (and Other) Weapons	Turret Weapons
Mk II A10 (2 pdr)	18 / 9	4	VMG	AT class 4 (or VMG)
Mk II A10 CS (3.7" howitzer) ***	18 / 9	4	VMG	Smoke only (or VMG)
Mk III A13 / I (2 pdr)	30 / 15	5	-	AT class 4 (or VMG)

\*\*\* Limited or no HE / AT rounds were issued.  
Can only fire smoke (up to 2 rounds per game).

PERSONNEL CARRIERS AND COMMAND VEHICLES				
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons	
Bren / Universal / Scout Carrier (AT rifle)	30 / 15	5	AT class 6 (or VMG) ****	
Dorchester armoured command vehicle	24 / 12	4	-	

\*\*\*\* Can only fire a weapon when carrying passengers.  
Dismounted carrier crew may fire as an anti-tank rifle OR as an firing group (2 x D6).

SELF-PROPELLED GUNS					
Vehicle (Main Weapon)	Speed	Armour	Hull (and Other) Weapons	Turret Weapons	Points
2 pdr Portee	24 / 12	6	-	AT class 4	12

### A10 Cruiser Tank

If a 6 is thrown for a movement penalty when crossing an obstacle the tank also suffers damage. No morale test is required but a second damage result will destroy the tank.

### Mk VI Light Tanks

AT class 6 / Stationary HMG (5 x D6) OR moving VMG (1 x D6).

### Marmon Herrington Armoured Cars AA MG

A stationary armoured car that is the target of an air attack can attempt to drive off or shoot down like a deployed unit. An AA MG mounted on an AFV cannot be used to engage ground targets.

# GERMAN VEHICLE AND GUN CHARTS

GUNS	
Description	AT / HE Value
50mm mortar	HE 2 x D6
81mm mortar	HE 4 x D6
37mm PaK 36 anti-tank	AT class 5 / HE 2 x D6
50mm PaK 38 anti-tank	AT class 3 / HE 3 x D6
75mm infantry / Geb IG 18 mountain	AT class 5 / HE 4 x D6
75mm recoilless gun	AT class 4 / HE 5 x D6
105mm FH 18 howitzer	AT class 3 / HE 5 x D6
150mm sFH 18 howitzer	HE 6 x D6
88mm Flak 36/41 dual purpose	AT class 2 / HE 5 x D6

Minimum range 6", maximum range 18"

Minimum range 6", maximum range 48"

Maximum range for IDF is 72"

Maximum range for IDF is 72"

AT ranges 0 - 12", 12 - 36", 36 - 60". HE bands 6 x 10"

COMMAND, OP AND RECOVERY VEHICLES				
Vehicle (Main Weapon)	Speed	Armour	Hull (and Other) Weapons	Turret Weapons
Sdkfz 265 Panzerbefehswagen OP	24 / 12	5	-	VMG
Panzer III command (VMG)	24 / 12	4	VMG	VMG

SELF-PROPELLED GUNS AND TANK DESTROYERS			
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons
Panzerjager I (47mm)	24 / 12	5	AT class 4 / HE 3 x D6
StuG III (short 75mm)	24 / 12	3	AT class 4 / HE 4 x D6

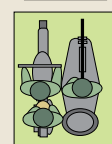
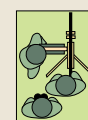
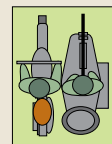
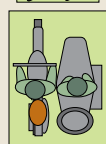
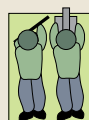
TANKS				
Vehicle (Main Weapon)	Speed	Armour	Hull (and Other) Weapons	Turret Weapons
Panzer I (MGs)	24 / 12	5	-	Multiple VMG
Panzer II (20mm)	24 / 12	5	-	AT class 5 / autocannon
Panzer III (37mm)	24 / 12	4	VMG	AT class 5 / HE 2 x D6 (or VMG)
Panzer III (short 50mm)	24 / 12	3	VMG	AT class 4 / HE 3 x D6 (or VMG)
Panzer IV (short 75mm)	24 / 12	3	VMG	AT class 4 / HE 4 x D6 (or VMG)

ANTI-AIRCRAFT VEHICLES				
Vehicle (Main Weapon)	Speed	Armour	Hull (and Other) Weapons	Turret Weapons
Sdkfz 6/2 SP AA (37mm)	24/12	6	-	AT class 4 / autocannon

RECONNAISSANCE VEHICLES AND PERSONNEL CARRIERS				
Vehicle (Main Weapon)	Speed	Armour	Hull (and Other) Weapons	Turret Weapons
Saloon Car	30 / 9	6	-	-
Steyr 1500 Medium Field Car	30 / 18	6	-	-
Horch Heavy Field Car	30 / 15	6	-	-
Sdkfz 221 armoured car (MG)	30 / 15	5	-	VMG
Sdkfz 222 armoured car (20mm)	30 / 15	5	-	AT class 5 / autocannon
Sdkfz 231/2 armoured car (20mm)	30 / 15	5	-	AT class 5 / autocannon
Sdkfz 251/1 half-track	30 / 15	5	VMG	-

## Motorcycles (including Kettenkrad):

- are soft-skin transports
- treated as individual targets for firing
- first 2 casualties will destroy the motorcycle and the passengers must dismount
- if carrying infantry passengers throw 1 x D6 per motorcycle model moving **OR** stationary.
- If carrying a MMG & crew as passengers throw 1 x D6 per motorcycle model moving **OR** 3 x D6 per motorcycle model stationary.



Must dismount to fire

1 x D6 moving **OR** stationary

1 x D6 moving 3 x D6 stationary

## WHERE TO FIND OUT MORE

- 'Rapid Fire! Reloaded - (Colin Rumford & Richard Marsh)
- 'Rapid Fire! Reloaded Extra - (Colin Rumford & Richard Marsh)
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