

Updating Older Editions of Rapid Fire Reloaded

Since the first print run of Rapid Fire Reloaded rules we have identified some rule points that needed additional clarification and have also added a few new rules that make play easier.

The rule clarifications below list all these changes and additions in **red**, under the page number and heading where they appear. Publication years are printed at the bottom of page 2 of the rulebook in the line referring to the copyright. The original first edition is '2020'. The first reprint in 2022 is '2020-2022' and when the 2024 reprint is released it will be '2020-2024'.

Clarifications incorporated into the first Reloaded reprint in 2022

Page 2. **Ambush Firing**. First & Second para

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.

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 and any type of indirect firing *(Replaces original text.)*

Page 3. **Units**. Last para

If the unit includes AFVs or MG armed personnel carriers add 3 figures or 1 figure respectively to the morale strength of each vehicle *(Replaces original text.)*

Page 3. **Units**. Fourth para, last line

e.g. German Sdkfz 251, US M3 or British Bren Carrier *(Examples expanded.)*

Page 3. **Bases**. Second para

Command groups and British Carrier platoons *(Removed German Recce platoons.)*

Page 8. **Will They fight?**

(Added to text box at right at bottom) The term 'Infantry' in this table also applies to cavalry, motorised infantry, HQs, infantry battalion support weapons and other units on foot.

Page 9. **Observation**. Second para

Static active AFVs and smoke *(Text expanded.)*

Page 9. **Observation**. Fifth para

Observation into a built-up area is limited to 6" and elements deeper inside than 6" will not be able to see out. Define any built-up areas before the game. *(Replaces original text.)*

Page 9. **Cover**. Third para. Second sentence

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

Page 9. **Obstacles**. Fifth para. Last sentence.

Infantry and guns sheltering behind vehicles other than active AFVs cannot claim to be in cover. *(Original text modified.)*

Page 10. **Movement table.**

(Added) Cavalry 18" on a road / 12" cross Country

(Added) Horse drawn wagons and guns, bicycles — 15" on a road / 9" (bicycles 6") cross country.

Page 10. **Moving the Troops.** First Para

In built-up areas such as towns and villages all infantry and vehicle movement is at cross country speeds, including on roads. All movement inside a building, ruin, garden or yard is also at cross country speed. (Text modified.)

Page 10. **Moving the Troops.** Sixth para

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. (Replaces original text.)

Page 10. **Obstacles.** First Para

Gaps that are created in walls and hedges may be used by infantry and all other vehicles at cross country speeds. (Text added at end of para.)

Page 10. **Obstacles.** Third Para

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. (Text added.)

Page 11. **Firing at the Enemy.** Second Para.

No weapons may fire through friendly troops, guns and vehicles or enemy vehicles. (Text modified.)

Page 11. **Firing at the Enemy.** Third Para.

(Text added at end of para.) Hand held AT weapons transfer to surviving figures. COs are lost when HQ bases are eliminated.

Page 11. **Infantry Weapons and Machine Guns.** First Para.

(Text added at end of para.) Firing groups may have a maximum of ten figures.

Page 11. **Firing at the Enemy.** Last para at bottom of page.

One casualty will knock out any VMG. (Text modified.)

Page 12. **Firing HE Indirect.** Third Para.

Mortars up to 60mm have a maximum range of 18", other mortars 48" (minimum ranges 6") and infantry guns 72'. (Text expanded.)

Page 13. **Flamethrowers.** First para Last sentence.

Only three burst per game. (Text modified.)

Page 13. **Flamethrowers.** Third para

A further D6 throw determines passenger casualties. (Text modified.)

Page 14. **Smoke Shells.** First para. First sentence.

Smoke blocks line of sight by 'masking' enemy elements or positions'. (Text modified)

Page 13. **Close Assaults.** First para.

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

Clarifications incorporated into the second Reloaded reprint in July 2024.

Page 10. **Obstacles.** Second para

agreed by the players to be high added to 'Troops and vehicles must throw a D6 each turn they wish to move over a hill or through...'

Page 10. **Moving and Firing in the Same Turn** box.

(Added) Light mortars (2" / 50mm / 60mm) only fire once if they move.

Page 11. **Second paragraph.**

First sentence reworded to confirm that players should declare all firing that is to be directed at a target before firing commences.

Page 13 **Anti-Tank Firing** (end of para).

(Added) (AT class 6) to Anti-tank rifles use infantry weapon ranges.

Page 13. **To Hit A Vehicle** box.

(Added) (not AT launchers) to the 'If the target is at short range modifier'..

Page 13.

(Added) AT launchers (Bazookas etc) can also fire with HE effect but against hard cover targets only. Automatic hit and 3 x D6 for effect.

Huge thanks to Rapid Firer extraordinaire Mark Piper, who compiled this information on our behalf.