

# RAPID FIRE! for Rookies

(An introduction to the fast play rules for World War II wargaming)

## Playing the Game

- To play you will need some six sided dice (D6), a tape measure (graduated in inches), a playing area (recommended minimum size 6' by 4'), some scenery (hedges, walls, buildings etc.), some models (soldiers, guns, tanks etc) and some cotton wool to mark knocked out guns/vehicles.
- There are two sides (with 1 or more players) in a game.
- The game objectives should be agreed before play begins (for example the British player has to capture a farm and the German player must stop them doing this).
- The winner is the side that achieves their objective.
- Each side takes alternate turns. In each turn you must follow this order of play:


- Any unit that has suffered 50% casualties must take a **Morale** test to see if it can continue fighting.
- Figures, vehicles and vehicles towing guns can be **Moved**.
- The other side can **Ambush** your units and fire at you with any of their weapons that did not fire at you (or move) in their previous turn.
- Figures and vehicles may **Fire**. Guns, mortars and tripod machine guns may fire if they have not moved.
- Figures, vehicles and vehicles towing guns that have not **Moved** this turn may now move.

## Organising Your Forces

- Each side has a number of units. A unit is an infantry battalion (with a maximum of 48 figures), a squadron of armoured vehicles (tanks or armoured cars - a maximum of 3 vehicles) or a battery of guns (with a maximum of 3 guns).
- A typical wargaming battalion will have a headquarters with 5 to 8 figures, 3 or 4 rifle companies with 8 figures and a support company with a mortar (with 3 crew), an anti-tank gun (with 3 crew) and one or two machine guns on tripods (each with 3 crew). Up to 3 infantry figures may be equipped with a hand-held anti-tank weapon such as a PIAT, Bazooka or Panzerfaust. For example a 1944 German infantry battalion is organised as below:


**GERMAN INFANTRY BATTALION (39 Figures)**

**Headquarters**  
6 figures





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**1st Company**  
8 figures (one with a Panzerfaust)




**2nd Company**  
8 figures (one with a Panzerfaust)

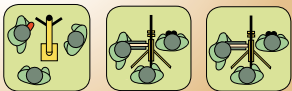



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**3rd Company**  
8 figures (one with a Panzerfaust)



**4th (Heavy) Company**  
2 machine guns on tripods (3 crew),  
81mm mortar (3 crew)



## General Rules

- All measurements are from the edge of a vehicle or gun. If a group of infantry are firing, measure from the middle of the group to the front edge of the target.
- All infantry casualties must be removed from the table. Knocked out vehicles and guns should be marked with some cotton wool 'smoke'.
- If any decisions have to be made in the game that are not covered by these rules throw a D6. 4, 5 or 6 means something can be done, 1, 2 or 3 means it can not.

## Morale

- When an infantry unit has suffered 50% casualties a D6 must be rolled at the beginning of each turn for that unit.
- If the result is a 3 the unit cannot advance, a 2 and it must retreat for one full turn, a 1 and the unit must either surrender or leave the table.

## Movement

- All infantry may move up to 6". Maximum movement distances for vehicles and guns are set out on the table on the next page.
- Wheeled vehicles cannot cross hedges and walls. Throw a D6 for infantry and tracked vehicles wishing to cross these obstacles. The result is the number of inches deducted from the maximum possible movement distance.

## Ambush

- Your opponent may interrupt your turn when you are moving your unit and fire at you with one of their infantry units, guns or vehicles that did not move or fire in their previous turn.

## Firing

- You can only fire at something if you can see it and it is in range.
- A group of figures, a gun or a tank can see and fire at something if there are no obstacles (like houses, woods or hills) blocking the line of sight between them.
- Troops, guns and vehicles in cover behind a wall or hedge or infantry or machine guns in a building cannot be seen by the enemy unless the enemy is closer than 6" or the units in cover open fire.
- All weapons, apart from mortars may only fire once per turn. Mortars fire twice.
- Firing units or weapons are:

A group of infantry
A machine gun on tripod
A deployed mortar
A hand-held anti-tank weapon
A deployed gun (e.g. a 6 pounder anti-tank gun)
A vehicle mounted gun (e.g. one in a tank turret)
A vehicle mounted machine gun

