

Ten Rounds Rapid - Amendments

Ian Shaw

The following have been thrown up by our playing of the Ten Rounds Rapid Rules over the past few weeks. They will also apply to TRR - Modern, except for the gun strike values.

1) Page 5. Section 4, Modifiers for "Other", Amend the lines Per Figure Lost, and per Figure Lost This move to :

Per Figure or Transport Vehicle Lost/Lost This move.

Therefore APC's or Soft Trucks in use by the unit count against it's morale.

2) Page 9 Paragraph 3 . Starting "The factors for HE fire", change the last sentence to read :

"Instead of ignoring misses the shells will land 5 cm short for each point lower the firing weapons score, however if a first round hits, stationary vehicles may add two to the die roll for their second shot."

As it stands at the moment this sentence makes no sense.

3) Page 10, Weapon Ranges, change the last line of this table to read :

Howitzers(2) firing HEAT to 4 cm to 20 cm to 30 cm to 40 cm to 100 cm

Add to NOTE 2 : Panzerfausten may only fire to Close Range.

4) Page 11 Add at the end of the last paragraph :

the factor, if the vehicle is destroyed the passengers are eliminated.

5) AT strike values : play balance has dictated the following changes :

German 50 mm L60 and Russian 76 mm L30/40 upgrade to 4.
American 75 mm L40 and British 75 mm L39 downgrade to 5.
Russian 85 mm L 53 upgrade to 7.

Note that the original figures are accurate, in terms of increments of 15 mm of armour, but I suspect that I have been slightly biased in favour of US and British weapons when rounding.

I understand from Pete Jones that you like the rules, for which many thanks, you can contact me, Ian Shaw, at

Flat 2,
30 Bidston Road;
Oxton;
Birkenhead;
Merseyside;
L43 2JZ.
UK

You can also ring me, the number is 0151- 653-4748, but do remember any time differences, and be prepared to leave a contact number on my answer phone, it gets lonely.