

ARC of FIRE

Optional Rules for World War I

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WORLD WAR ONE OPTIONAL RULES

Sneak Mode

In Rough Going terrain, terrain that offers concealment and at night, units may TAC into Sneak Mode. Units in Sneak Mode may not fire, may move a maximum of ½ speed and are spotted as if in Defence Mode.

Deep Trenches

Deep-trenches have a firestep and a trench bottom. Troops may choose to be in the *trench bottom* or on the *firestep*. Elements in the *trench bottom* cannot be seen or fired upon with direct-fire from beyond the edge of the trench. Elements on the *firestep* can see and be seen as normal. Stepping on or off the firestep is done at the beginning of firing unit's Action Sequence just as with Vehicle Exterior Weapons (AoF p.23). Broken troops immediately step down from the firestep. Deep-trenches provide dense cover for any unit in Defence Mode. Exiting a deep trench is considered as crossing a hard obstacle.

Machinegun Jamming

All machineguns should use a modified version of the optional Jamming rule, see AoF p. 25. Anytime the "jam-die" for a machinegun rolls a natural **one** (1) or **two** (2) make a TAC roll for the firing element; if the roll is passed there is no effect, if the roll is failed the gun may not fire for that action and does not inflict any hits.

Man-Portable Machineguns

All man-portable machineguns (Lewis etc) are considered clip-fed LMGs. Each weapon has an ammunition (ammo) box associated with it. If the gun jams, it is considered out of ammunition and may not fire, unless accompanied by an ammo box. If the weapon is in base-base contact with an ammo box, it is considered to have ammunition but the ammo box is removed. The ammo box must be carried by an assistant-gunner other than the machinegunner. The assistant gunner may not fire but may move as normal.