

LOCK 'N LOAD TACTICAL QUICK REFERENCE FLIP CARDS



RULESET v5.1
LOCK 'N LOAD PUBLISHING

DAMAGE CHECK CALCULATION TABLE (5.0, 14.1, 18.1, 18.2)

DEFENDER MODIFIED RESULT

ATTACKER MODIFIED RESULT		1	2	3	4	5	6	7	8	9	10	11
	1	-	-	-	-	-	-	-	-	-	-	-
	2	DC+1	-	-	-	-	-	-	-	-	-	-
	3	DC+2	DC+1	-	-	-	-	-	-	-	-	-
	4	DC+3	DC+2	DC+1	-	-	-	-	-	-	-	-
	5	DC+4	DC+3	DC+2	DC+1	-	-	-	-	-	-	-
	6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-	-	-	-	-
	7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-	-	-	-
	8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-	-	-
	9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-	-
	10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-
	11	DC+10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-
	12	DC+11	DC+10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1
	13	DC+12	DC+11	DC+10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2
	14	DC+13	DC+12	DC+11	DC+10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3

(-) No Effect (DC) Damage Check Required (+#) Damage Check Dice-Roll Modifier

DIRECT FIRE SUMMARY (5.0)

1. Attacker $1d6 + \text{Firepower} \pm \text{DFT Modifiers}$.
2. Defender $1d6 + \text{DFT Defending unit's DRM}$.
3. Compare the Attacker's result vs the Defender's result.
4. If the Attacker's result is higher, all targeted units in the hex conduct a Damage Check. If not, the result has no effect.

OVERRUN (15.3)

Can occur in non-water non-blocking terrain- type hex that provides no TM, or other pertinent module-specific terrain. Costs +4 MPs to enter Overrun hex. Vehicle rolls $1d6 + 2 + \text{HE} + \text{MG(s)'s FP} + \text{Armor Leader's LM}$; defender rolls $1d6 + \text{TM}$ (if any). If vehicle's modified die-roll is greater than the defender's modified die-roll, all defenders must take a Damage Check. Defending units that survive the Overrun in Good Order can perform a Close Assault (17.1).

CLOSE ASSAULT (17.1)

Each unit must pass Morale Check. MMC/Hero rolls $1d6 + \text{IFP} + \text{HE (SW)}$ or Satchel Charge FP + Leader's LM (Leader can only affect one attack per stack). Vehicle rolls $1d6 + \text{lowest Armor Factor}$. If attacker's modified die-roll is greater than the defender's modified die-roll, the vehicle is destroyed.

DAMAGE CHECK TABLE (DCT) (5.0, 14.1, 18.2)

<u>Die Roll vs Morale</u>	Good Order MMC	Shaken MMC	Good Order SMC (not a Hero)	Hero or Shaken SMC	Armored Vehicle - Ar- mor Leader	Unarmored Vehicle	Helicopter 
Die Roll less than or equal to Morale	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
Die Roll greater than Morale and less than 2x Morale	Shaken	Casualties	Shaken	Wounded	Shaken	Shaken	Damaged
Die Roll greater than or equal to 2x Morale and less than 3x Morale	Casualties	Casualties	Wounded	Wounded	Shaken	Destroyed	Destroyed
Die Roll greater than or equal to 3x Morale	Eliminated	Eliminated	Eliminated	Eliminated	Abandoned	Destroyed	Destroyed

Shaken: A Shaken unit flips its counter to the Shaken side (*Exception: Most vehicles are marked with a Shaken marker; but if the vehicle has a Shaken side, flip it.*). A Shaken unit can return to Good Order by passing a rally attempt DR (2d6) in an ensuing Rally phase. All vehicles can Self-Rally. Shaken units cannot fire their Inherent Firepower (IFP) or Support Weapons. Shaken units cannot advance toward an enemy unit in their Line of Sight. If engaged in Melee, and there are no other Melee-eligible friendly units in the hex, they are automatically eliminated (Some National Characteristics make this an exception. See Module Specific Rules for details.) **Note:** Vehicles do not melee.

Shaken leaders cannot rally troops, but can attempt to rally themselves. Shaken leaders cannot use their LM for any function. Shaken medics/Corpsmen cannot heal soldiers (or themselves). Shaken snipers cannot snipe, but can self-rally. Heroes never shake. Shaken vehicles must button, halve their MF rounded down, and cannot fire any of their weapons. Shaken vehicles receiving another shaken result are abandoned.

Abandoned: Vehicles are just that: abandoned. Place an Abandoned marker on the vehicle. It cannot move or fire for the remainder of the scenario... no one wants to climb into a target. Place a Shaken Crew underneath the vehicle and mark it Moved. Passengers of Abandoned vehicles disembark and make a Morale check. Mark disembarking units with a Moved marker.

Damaged: Damaged helicopters must immediately exit the board. They may not unload passengers or fire.

Destroyed: Destroyed vehicles/helicopters are replaced with a wreck counter. Both Crews and passengers must take a Bailout check (16.1.1). Passengers must first make a DC check before their Bailout check. Destroyed helicopters crash. Roll 2d6 to determine the direction from the hex in which it was engaged the chopper crashed. Use one die to determine direction. A die roll of one is due north, two is northeast, etc. Halve the number on the second die (rounding fractions up). This gives the number of hexes from the engagement hex that the helicopter crashes. Place a crash or wreck marker in this hex. All units present in the crash hex are attacked by a 6 Firepower attack. This attack is resolved as per normal procedure (the 6 Firepower is added to a die roll, etc.).

Casualties: Replace a Squad with a Shaken Half-Squad. Eliminate a Half-Squad, Weapon Team, or Crew.

Wounded: Unit must stop movement. Flip the SMC to Shaken side and mark it with a Wounded marker. (Exception: Hero is flipped to its Wounded side.) Wounded Leaders have their Morale, Leadership modifier and Leadership range decreased by one (11.1.2). SMCs under a Wounded marker who are Wounded again are eliminated. Medics can heal wounded SMCs.

Hero Creation: There is a chance that a Hero is created during play whenever a one (1) is rolled during a Squad or Half-Squad's Damage Check caused by enemy fire. Roll the die again. If an even number is rolled, a Hero is created in the hex (Exception: See Module Specific Rules some Nationalities excluded). Randomly pick a Hero and a Skill Counter (11.2).

DIRECT FIRE TABLE (DFT) DIE ROLL MODIFICATIONS (5.0)

Attacker's	Modification
Leadership Modifier (5.0.1, 11.1.3)	+ LM
Per Degrading Terrain hex through which the LOS passes (maximum of two - a third Degrading hex blocks LOS) (10.3)	-1
Firing out of a hex containing smoke (7.0) except if equipped Thermal Imaging System (20.1.5)	-1
Vehicle mounted MG firing after vehicle pivots in hex without moving to new hex.	-1
Vehicle mounted MG firing after Assault Movement (15.2) or using Assault Fire (15.2.1)	-2
Firing during night (20.1) at a unit marked Fired that is not within two hexes (or within six hexes if equipped with Thermal Imaging System (20.1.5)) or not illuminated by a Star Shell (20.2)	-3
Attacking unit is Helicopter in Flying Mode (19.2.1)	-2
Tracing LOS between two buildings (bamboo, wooden, etc.) located in two separate and adjacent hexes (10.3.2)	-2
Eligible attacking units marked with an Ops Complete marker, per unit (4.1)	-1
Attacking units using H&R movement (6.7)	-2
Skill-related modifiers (12.0)	see skills de- scription
Eligible Leg units firing after Assault Movement (6.1) or Stealth Assault Movement (6.4.1) (Scout excepted (11.6)) or using Assault Fire (6.1.1) or Stealth Assault Fire (6.4.2) (exception: Scout (11.6))	-2

Target	Modification
Unit is adjacent / attacked by adjacent unit with “A” superscript above FP (5.6)	+2/+3
Firing at a unit with Ordnance SW allowed to fire from Buildings but not from Bunkers or Caves, in a building and marked Fired	+1
Leg unit marked with Moved (6.0) or Assault Move (6.1) marker or currently moving (not Low Crawl (6.3) / Stealth (6.4))	+1
A Mounted Unit (6.6) NOT marked with Moved, Assault Move (6.1), Hit & Run marker (6.7) or currently moving.	+1
A Rubber Boat on a River hex. (23.3.1)	+1
Vehicle or Mounted Unit (6.6) marked with Moved (6.0) or Assault Move (6.1), Hit & Run (6.7), or currently moving or is a helicopter in Hover mode (19.2.1)	-1
Defending unit’s DRM. Armored vehicle attacked by small arms (17.2), Mortar WT/Off-Board artillery (17.3) or vehicle/helicopter MG.	+ lowest AV
Defending unit’s DRM Per Target Terrain (5.0) - Max TM is +4 (+8 +TM (see for Snipers) (5.5)	+TM (see TEC)
Defending unit’s DRM. Helicopter attacked by small-arms or vehicle MG (19.2.8) ●	+ AF
Helicopter in Flying Mode (19.2.1) ●	-2

Note: Modifiers are per stack, not per unit, unless otherwise specified

ORDNANCE FIRE TABLE (OFT) DIE ROLL MODIFICATIONS (14.1)

Firing Weapon	Modification
Leader (11.1.3) or Armor Leader (11.5) Leadership Modifier	- LM
Vehicle is Open (15.0.1)	- 1
Turreted weapon firing outside covered arc. Did the turret pivot in order to bring its gun to bear on the target? (15.1.1)	+ 1
Fired by eligible MMC/SMC after Assault Movement (6.1) or Stealth Assault Movement (6.4.1) (exception Scout (11.6)) or using Assault Fire (6.1.1) or Stealth Assault Fire (6.4.2) (exception Scout (11.6))	+ 1
Per Degrading Terrain hex through which the LOS passes (maximum of two - a third Degrading hex blocks LOS) (10.3)	+ 1
SMC firing Support Weapon (1.6).	+ 1
Any unit firing out of a hex containing a Smoke Marker (7.0). (exception: Thermal Imaging System (10.1.2)	+ 1
Weapon Team (1.7.1) or vehicle pivoting chassis to fire outside covered arc, and not moving to a new hex.	+ 1
Mounted on a vehicle using Assault Movement (15.2) or using Assault Fire (15.2.1) /Vehicle using Modern Vehicle Assault Movement (15.2.2).	+ 2/+1
Firing during night (20.1) at a unit marked Fired that is not within two hexes or not illuminated by a Star Shell (20.2) <i>Exception:</i> TIS units can fire up to 6 hexes without penalty, and only at a +1 penalty beyond 6 hexes. (20.1.5)	+ 3
Tracing LOS between two buildings (bamboo, wooden, etc.) located in two separate and adjacent hexes (10.3.2)	+ 2
Vehicle, Helicopter or eligible MMC marked with an Ops Complete marker (4.1)/Modern Vehicle marked with an Ops complete marker (15.2.2).	+ 2/+1
Helicopter in Flying Mode (19.2.1) ●	+ 2

Target	Modification
Marked with a Moved (6.0), Assault Move (6.1) or Hit and Run (6.7) marker or currently moving.	+1
Target unit is located in an adjacent hex to firing unit.	-2
In Terrain with a positive TM - See TEC - Max TM is +4 (+8 for Snipers) (5.5).	+ TM
Fixed-wing aircraft (19.1.1)	+2
Units in a Rubber Boat on a River hex (23.3.1).	-1
Mounted Unit (6.6) NOT marked with Moved (6.0), Assault Move (6.1), or Hit and Run Marker (6.7) or currently moving.	-1
Optional Vehicle Size and Optional Speed OFT DRMS (15.6).	See Turn Track PAC
Acquisition marker (14.3)	-1 or -2
Unit with Ordnance SW allowed to fire from Buildings but not from Bunkers or Caves, in a building and marked Fired	-1
Helicopter in Hovering Mode (19.2.1) ●	+1
Helicopter In Flying Mode (19.2.1) ●	+2

Note: Some modules have squares instead of hexes, in this case, replace references to hex(es) with square(s).

SMALL-ARMS VS INFANTRY • Target must be spotted and within weapon's range (5.0)

Attacker: Rolls 1d6 + Firepower + DFT Modifiers (a Sniper or Marksman rolls 2d6)

Defender: Rolls 1d6 + Terrain Modifier (a lone Sniper's TM is doubled except from Artillery / Sniper)

- If Attacker's roll is greater than the Defender's roll, all targeted units in the hex must take a Damage Check (DC)

Damage Check (on DCT)

- 1d6 + (the difference of die-rolls) vs Morale (DRM: - Leadership Modifier (LM)) A Hero is created from a Squad or Half-Squad when a '1' is rolled, followed by an even die-roll

SMALL-ARMS VS VEHICLES & HELICOPTERS • Targeting specific vehicle (17.2), (19.2.8)

Attacker: Rolls 1d6 + Firepower + DFT Modifiers (small-arms range is halved against helicopters)

Defender: Rolls 1d6 + Terrain Modifier (maximum of 4) + lowest armor value (if any). No TM for Helicopters.

- If Attacker's roll is greater than the Defender's roll, targeted unit must take a Damage Check:
 - Unarmored vehicle / helicopter: DC applied to targeted vehicle / Helicopter and any passengers
 - Armored vehicle: DC applied to targeted vehicle (only if Open), any passengers of an open-topped vehicle, and any outside passengers.
 - Passengers Shaken while riding outside on (PPO/PO) vehicles must dismount (place Moved marker) others may disembark.

MORTAR WT, ARTILLERY (OFF-BOARD) AND AIRCRAFT (18.1), (18.2), (19.1)

Air Support attacks a number of hexes with cannon (FP) and/or bombs (HE-equivalent)

- Aircraft uses FP and HE normally against Leg units and as a Penetration Value against vehicles. Target rolls 1d6 + lowest armor value. Air Support does not roll 'to hit'

Artillery spotter (Leader / Scout / Advisor) first places Spotting Round (in LOS, unblocked), rolls 2d6 for drift. White die is the distance (1d6 + degrading, - LM) halved - round up; Colored die is direction (1 = North). If result still in LOS, spotter can shift the marker 1 hex (in LOS), place FFE marker.

Attacker: Rolls 1d6 (Mortar WTs best of 2d6) + FP or HE-equivalent + DFT Modifiers only against Leg units; (LM does not apply)

Defender: Rolls 1d6 + Terrain Modifier (not from Walls or Hills) + lowest armor value (if any)

- If Attacker's roll is greater than the Defender's roll, **all** (open, buttoned, all levels) units in the hex must take a DC

ORDNANCE (TO-HIT) • must first hit its target (less than or equal to the 'to-hit' number at range to target) (14.1)

Attacker: Rolls 2d6 + OFT Modifiers (2 is always a hit, 12 is always a miss)

Aircraft/Helicopters are considered one level above the hex they occupy and therefore do NOT receive its Terrain Modifier. Only guided anti-aircraft (AA) weapons (blue to-hit tables) can attack flying helicopters and air support.

Passengers riding on a vehicle that fires or is hit must dismount (Moved) and take a Morale Check

A hit from an even dice roll (2d6) that is greater than 2 hits a tank's turret (if none, it hits the hull).

If the target is not destroyed, place Target Acquisition markers (and the target remains spotted)

Bail-out. Roll 1d6: 1 = Crew Survives Good Order, 2-6 = Eliminate. Passengers: even = Shaken, odd = eliminated

ATGM-firing unit can be Op-Fired upon before resolving its attacks (any DC causes a miss)

If colored die is less than the firing unit's boxed ATGM Depletion Number, can no longer fire (ATGM Expended) ●

ORDNANCE VS ARMORED VEHICLE AND AIRCRAFT (14.1) (19.1.1)

Attacker: Rolls 1d6 + penetration value at range to target (- 4 firing HEAT ammo vs. **red** armor factors)

Target: Rolls 1d6 + target's armor thickness value (from front, side or rear impact angle)

An Attacker's roll of '1' against a Target's roll of '6' is a dud, '6 vs 1' is catastrophic (target destroyed).

- If Attacker's roll greater than the Target's roll, target destroyed (Crew/passenger Bail-out - aircraft crash 6-FP attack)
- If Attacker's roll is = Target's roll, vehicle takes a Morale Check (MC)/Damaged aircraft abort. If MC fails, Crew abandons vehicle, is shaken and placed under a Moved marker. If MC passes, vehicle is Shaken
- If Attacker's roll is less than the Target's roll, the target takes a MC - (the difference of die-rolls). If MC fails, vehicle is Shaken/Damaged Aircraft abort; If MC passes, the impact has no effect

ORDNANCE VS INFANTRY / WEAPON TEAMS • if hit, both players roll 1d6 (14.1)

Attacker: Rolls 1d6 + HE-equivalent

HEAT ammo (**red to-hit table or H on back**): -1 to HE if infantry target is not in a Building or Bunker.

Target: Rolls 1d6 (once hit, no TMs or LMs apply)

- If Attacker's roll is greater than the Defender's roll, all targeted units in the hex must take a Damage Check.

MELEE SUMMARY (8.0)

1. Odds: Attacker IFP + eligible SWs vs Defender IFP + eligible SWs.
2. Roll 2d6, add Leadership, resolve, but before casualties removed, defender counterattacks.
3. Hero shifts odds 1 column right when attacking
4. M superscript add +1 to units FP

MELEE ODDS RATIO TABLE

		ATTACKING FIRE POWER													
DEFENDING FIRE POWER		1	2	3	4	5	6	7	8	9	10	11	12	13	14
	1	1-1	2-1	3-1	4-1	5-1	5-1	5-1	5-1	5-1	5-1	5-1	5-1	5-1	5-1
	2	1-2	1-1	3-2	2-1	3-1	3-1	4-1	4-1	5-1	5-1	5-1	5-1	5-1	5-1
	3	1-3	2-3	1-1	3-2	2-1	2-1	3-1	3-1	3-1	4-1	4-1	4-1	5-1	5-1
	4	1-3	1-2	1-1	1-1	3-2	3-2	2-1	2-1	3-1	3-1	3-1	3-1	4-1	4-1
	5	1-3	1-2	2-3	1-1	1-1	3-2	3-2	2-1	2-1	2-1	3-1	3-1	3-1	3-1
	6	1-3	1-3	1-2	2-3	1-1	1-1	3-2	3-2	3-2	2-1	2-1	2-1	3-1	3-1
	7	1-3	1-3	1-2	2-3	1-1	1-1	1-1	3-2	3-2	3-2	2-1	2-1	2-1	2-1
	8	1-3	1-3	1-2	1-2	2-3	1-1	1-1	1-1	3-2	3-2	3-2	3-2	2-1	2-1
	9	1-3	1-3	1-3	1-2	2-3	2-3	1-1	1-1	1-1	3-2	3-2	3-2	3-2	2-1
	10	1-3	1-3	1-3	1-2	1-2	2-3	1-1	1-1	1-1	1-1	3-2	3-2	3-2	3-2
	11	1-3	1-3	1-3	1-2	1-2	2-3	2-3	1-1	1-1	1-1	1-1	3-2	3-2	3-2
	12	1-3	1-3	1-3	1-3	1-2	1-2	2-3	2-3	1-1	1-1	1-1	1-1	3-2	3-2
	13	1-3	1-3	1-3	1-3	1-2	1-2	2-3	2-3	1-1	1-1	1-1	1-1	1-1	3-2
	14	1-3	1-3	1-3	1-3	1-2	1-2	1-2	2-3	2-3	1-1	1-1	1-1	1-1	1-1

MELEE SUCCESS PROBABILITY TABLE

	1-3	1-2	2-3	1-1	3-2	2-1	3-1	4-1	5-1
Dice Roll (Kill Number)	11	10	9	8	7	6	5	4	3

Determine Odds Ratio & Kill Number: the IFP of all the attacking units (the units that entered the hex) and Melee-eligible SWs (MGs, Satchel Charges, Molotov Cocktails and Flamethrowers—and/or others presented in module-specific rules) is compared to the FP of any defending units the attacker chooses and their Melee-eligible SWs, and an odds ratio is determined, rounding up fractions. If a Hero is among the attacking units, shift the odds ratio one column to the right. Add a GO Leader's LM to the dice-roll. If the 2d6 dice-roll is greater than or equal to the Kill Number, the defending unit(s) is eliminated (after it, too, makes an attack).

Note: Odds less than 1-3 are resolved as 1-3 Odds, greater than 5-1 Odds are resolved as 5-1 Odds.

OFF BOARD ARTILLERY FIRE MISSION SUMMARY (18.2)(18.2.1)

1. A friendly Leader, Scout or Advisor uses an impulse to place a Spotting Round marker on any one hex within his LOS. The hex need not be spotted.
2. Before a friendly Leader, Scout or Advisor places a Spotting Round they must decide what type of Fire Mission will be called in. This can not be changed once the Spotting round is placed. Note: If no Fire Mission is decided upon the Standard Fire Mission is chosen by default.
3. Determine Spotting Round landing location.
4. Once the Leader, Scout, or Advisor chooses to continue the Fire Mission, and the Fire For Effect Marker is placed then conduct the Fire Mission with the following conditions for each different Fire Mission.

STANDARD FIRE MISSION



FFE and all adjacent hexes are attacked by the Artillery Mission FP.

LOOSE FIRE MISSIONS



FFE and all hexes within 2 hexes of FFE are attacked with Artillery Firepower according to the following chart based on Artillery Mission FP.

Original Artillery FP value	Loose Artillery FP value
1-2	0
3-4	1
5-6	2

CONCENTRATED FIRE MISSION



FFE hex attacked with 1.5x the Artillery Mission FP (fractions rounded up). All adjacent hexes to the FFE are attacked by $\frac{1}{2}$ the Artillery Mission FP (fractions rounded up).

LINE FIRE MISSION



FFE and all hexes in direct line between the FFE markers are attacked by the Artillery Mission FP.

WALKING BARRAGE FIRE MISSION



Any unit under each FFE marker is attacked by Artillery Fire Mission FP. In the next 2 subsequent turns, before any Impulse Actions are taken, the owning player moves the FFE markers one hex in the indicated direction. Any unit under each FFE marker in the new position is attacked by Artillery Fire Mission FP.

FATE OF CREW AND PASSENGERS TABLE (15.4) (16.1.1)

	Vehicle	Crew	Inside Passengers	Outside Passengers
Successful DFT Result	No Effect	No Effect (integral part of the vehicle)	Damage Check (if vehicle is open-topped or unarmored)	Damage Check (if shaken must disembark)
	Shaken	No Effect (integral part of the vehicle)	Damage Check (if vehicle is open-topped or unarmored)	Damage Check (if shaken must disembark)
	Abandoned	Place a Moved and Shaken Crew	Disembark, mark Moved and Morale Check	Disembark, mark Moved and Morale Check
	Destroyed	Bailout Check (16.1.1)	Damage Check, then Bailout Check (16.1.1)	Damage Check, then Bailout Check (16.1.1)
Successful OFT Result	No Effect	No Effect (integral part of the vehicle)	No Effect	Disembark, mark Moved and Morale Check
	Shaken	No Effect (integral part of the vehicle)	Morale Check	Disembark, mark Moved and Morale Check
	Abandoned	Place a Moved and Shaken Crew	Disembark, mark Moved and Morale Check	Disembark, mark Moved and Morale Check
	Destroyed	Roll 1d6: 1, place a moved GO Crew. 2-6 Do nothing	Bailout Check (16.1.1)	Bailout Check (16.1.1)
Close Assault Result	No Effect	No Effect	No Effect	n.a. (prevent close assault)
	Destroyed	Eliminated	Eliminated	n.a. (prevent close assault)

SUPPORT WEAPON PORTAGE AND USAGE (1.6)

Unit	May Carry	May Fire
Mounted Unit (Squad)	2 Support Weapons	Only motorcycle units may fire a non-ordnance SW with a FP or 2 of less (6.6.2).
Mounted Unit (Half-Squad)	1 Support Weapon	Only motorcycle units may fire a non-ordnance SW with a FP or 2 of less (6.6.2).
Squad	2 Support Weapons	1 SW + IFP or 2 SW and forfeit IFP
Half-Squad/Crew	1 Support Weapon	1 SW and forfeit IFP.
SMC	1 Support Weapon	1 SW at half SW's IFP (fractions rounded up; reduces movement by 2).

Notes:

1. Two SMCs may fire a SW at the SWs full firepower.
2. Medics (11.3), Corpsmen (11.3), Armor Leaders (11.5), Chaplain (11.8), Nurse (11.10), Marksmen (11.12) and Snipers (11.4) can't fire or carry SW.
3. The first attack with a "Captured" Support Weapon that fails to cause a Damage Check on the DCT, does not destroy the vehicle after being involved in a Close Assault or score a hit, if using the OFT, removes the Support Weapon at the conclusion of the attack.

OPTIONAL SPEED MODIFIERS (15.6)

Targeted vehicles with the following Movement Factors (MFs) receive a speed bonus on the OFT, if marked Moved or AM. The +2 Speed Modifier INCLUDES the +1 already granted to moving vehicles on the OFT.

Vehicle Type	Die Roll Modification
T	Greater than or Equal 16 +2
O	Greater than or Equal 20 +2
R	Greater than or Equal 12 (if on road, and at least 2 MP are spent on road before shot.) +2

PASSENGERS CAPACITY (16.1, 16.2, & 19.4)

PO & P - 1 x Half-Squad + 1 x SW + 1 x SMC

PPO & PP = 1 x Squad + 2 x SW + 2 x SMC

STACKING (1.3) • In a hex, each side can have up to:

- 3 Regular Squads or 2 Mounted Unit Squads (or their equivalent; see Notes)
- Two Vehicles (15.0)
- Two SMCs (1.6)

Notes:

1. One Squad is the equivalent of 2 x Half-Squads, 2 Crew, 2 x ATGM Weapon Team or 1 x (non-ATGM) WT.
2. A wreck counter is considered one vehicle for stacking purposes. Only one wreck counter is allowed in a hex.

STREAMS AND MOVEMENT PENALTY TABLE (10.5.1)

Stream Type	Unit Type			
	L	T	O	R
1	0	0	0	0
2	+1	+2	+3	+4
3	+2	+4	+6	P
4	+4	+8	P	P
5	P	P	P	P

MINES VS. VEHICLES TABLE (21.4.1)

1	No Effect
2-3	Shaken
4-5	Shaken & Immobilized
6	Destroyed (including Crew)

THERMAL IMAGING SIGHTS (TIS) (10.1.2) ●

Unit	Nation
Mi-24 Hind	Soviet
Scorpion	British/Belgian
Scimitar	British/Belgian
Milan WT	France/British
AML-90	France/Argentine
M1 Abrams	US
M2 Bradley	US
AH-1 Cobra	US
M901	US
AMX-30-B2	France
VAB HOT	France
P4 Milan	France
Leo 1	Belgian
Black Eagle	Soviet

* All units with TIS subtract two (-2) from their spotting attempt, even when trying to spot in their buttoned turret covered arc. A natural 6 on a spotting attempt always fails.

RALLY PHASE (3.0)

1. Determine initiative

- Both players roll 1d6, higher roll wins; if the rolls are tied, the side with initiative last turn retains it.

2. Each side makes rally attempts in hexes containing Shaken units and a Good Order Leader, other specific SMC (see 11.0) or a Hero. In each hex, Shaken Leaders attempt to rally first; if successful, other Shaken units can attempt to rally.

- Roll equal or less than unit's Morale on 2d6 to rally.
- -2 from die-roll if unit is in terrain with positive Target Modifier (+TM).
- Non-Leaders subtract Leadership Modifier (LM) from die-roll.

3. Some units, including all vehicles, SMCs and WTs are able to Self-Rally (SR) and do not need a Good Order Leader in the hex to do so.

4. Medics (11.3) can attempt to Heal a wound from one SMC, including from themselves, or flip one Shaken unit to its Good Order side.

5. Good Order MMCs/SMCs can pick up, swap, abandon or change the mode of Support Weapons (SWs).

OPERATIONS PHASE (4.0)

1. Each player alternates activating a single hex (Leaders can activate adjacent hexes). The player with the initiative goes first. Units in the activated hex move, fire, or conduct other operations. A player not wishing (or able) to activate a hex must pass.

2. Phase ends after three consecutive passes.

MOVEMENT (6.0)

1. **All units activated within same hex at same time, must move together.**
2. **Assault Movement / Fire (6.1) (6.1.1):** eligible unit or stack moves up to half its MPs and attacks with -2 DFT modifier, +1 OFT modifier in both cases (+2 OFT modifier for vehicle not using MVAM (15.2.2.)).
3. **Assault Fire / Movement (6.1), (6.1.1):** eligible unit or stack fire with -2 DFT modifier, +1 OFT modifier in both cases, then the stack moves up to half its MPs.
4. **Double-Time (6.2):** Units moving with Leader get +2 MPs.
5. **Low Crawl (6.3):** unit can not use Low Crawl movement if that would use all of its MF.
6. **Stealth Movement (6.4):** Same as Assault Movement plus Stealth-Movement-capable units are not automatically spotted in degrading- and blocking-terrain hexes after they enter them, even if adjacent to an enemy-occupied hex.

SPOTTING (10.1)

1. **All hexes containing units with a Fired or Moved (6.0), Assault Move (6.4), or Hit & Run (6.7) marker, in open-terrain hexes, or adjacent to a friendly Good Order unit are spotted.**
2. **To spot a hex:**
 - Degrading terrain, 3 or less on 1d6
 - Blocking terrain, 2 or less on 1d6
 - Subtract Leadership Modifier if Leader is making spotting attempt.
 - +1 to die-roll for every hex of degrading terrain LOS passes through (max of two).
3. **Place Ops Complete marker on spotting unit.**
4. **If successful, spotting unit can immediately fire at target hex (removing the Ops Complete (4.1) marker).**

FIRE COMBAT (5.0)

1. Attacker rolls 1d6:

- add unit's Firepower (FP) plus Support Weapon(s) (1.6).
- add LM of GO Leader in hex (5.0.1, 11.1.1).
- Apply any Direct Fire Table (DFT) modifiers.
- Ordnance Support Weapons (1.6.4) fire separately.

2. Defender rolls 1d6 and adds Target Modifier (TM) of target hex and/or lowest Armor Value (if any).

3. If attacker's roll is higher, each defending unit must take a Damage Check (DC).

4. Defender rolls 1d6 for each defending unit;

- add difference between attacker's and defender's dice rolls.
- If GO Leader in hex, subtract LM from result (11.1.1) (for leg units only).
- Consult Damage Check Table (DCT).
- Any MMC's DC roll of (1), regardless of the outcome of the DC, gives the MMC the chance to spawn a Hero (11.2.1). Roll 1d6: If even, a Hero is generated; pick a Skill.

SPECIAL TYPES OF COMBAT & ACTIONS

Multiple Attacking Units (5.2):

- one unit leads attack with full FP.
- Each additional MMC adds half its FP (round up).
- Units with a "O" FP add nothing.
- SWs that use the DFT add their entire FP (SWs that use the OFT (14.1) fire separately).

Opportunity Fire (OF) (5.3):

- Units not under Moved, Low Crawl, H&R or Fired marker, with a clear LOS to an enemy unit that expends at least one MP, can conduct OF. Low Crawling and Steath Moving units can only be attacked with OF if the hex they enter is spotted. Apply DFT modifiers.
- Units under Ops Complete markers can conduct OF but subtract one (-1) from their IFP; this is per firing unit.
- SWs that use the DFT halve their FP (rounded up); OFT attack suffer a +2 modifier.

Smoke (7.0):

- If a GO MMC rolls less than or equal to its Nation's Smoke-laying Capability, place Smoke 1 marker. If successful, unit can still move but subtract one (-1) from its MF. Place Ops Complete marker on unit that fails or succeeds and doesn't conduct another action.

Fire (10.5.6):

- Any time there is an attack against an enemy unit or units in a Flammable hex and the Attacker rolls a Natural 6 on his attack roll, there is a chance for a Fire to start in the target hex. Roll a follow up 1d6 Fire Check and on a roll of 5-6 then a Fire starts and place a Fire 1 counter in the hex.

Snipers (11.4):

- Roll 2d6 + IFP, attack one random unit in target hex.

Scouts (11.6):

- Use Stealth Movement (6.4); subtract two (-2) from spotting rolls. A natural 6 on a spotting attempt always fails.

Mortar WT (18.1):

- To attack, roll 2d6, choose the higher/greater result, and add it to the Mortar WT's IFP and resolve the attack (all DFT modifiers apply — except degrading terrain in the LOS, unless there is more than two of them). Defender rolls 1d6 + hex's TM (unless TM is from Wall or Hill).

ADMINISTRATIVE PHASE (9.0)

1. **Remove Administrative markers (Fired, Moved, Low Crawl, Assault Move, Hit and Run, Spotted and Ops Complete).**
2. **Flip or remove Smoke (7.0), remove Starshell (20.2) markers, check for Fire Spread (10.5.6.1).**
3. **Remove FFE Markers as necessary (18.1, 18.2) Identify vehicles using continuous movement (15.5, 15.5.1).**
4. **Advance Turn Marker.**

11.31 Stacking

In a hex, each side can have up to:

- Three Squads (or their equivalent)
- Two vehicles
- Two SMCs

And these conditions apply:

- One Weapon Team (1.7) or two Halfsquads/Crews are the equivalent of a Squad.
- **ATGM WT are the equivalent of a Half- Squad.**
- Fixed-wing aircraft (19.1) do not count toward stacking limits.
- Flying/Hovering Helicopters (19.2) do not count toward ground stacking.
- Only one Helicopter or fixed-wing aircraft per hex.
- Each vehicle/aircraft Wreck marker counts as one vehicle for stacking.
- Only one Wreck marker can occupy a hex.
- A player cannot move units through a hex if the sum of the moving and stationary units in the hex exceeds stacking limitations.
- Passengers (MMCs/SMCs on or inside a vehicle; 16.0) are part of the vehicle, and cannot unload if their presence on the ground would exceed stacking limits; and they would be eliminated **as necessary to conform to the stacking limits** in case of a required Bailout (16.1.1).
- These stacking limitations apply at ALL TIMES—unless otherwise stated in a scenario's special rules (SSRs).
- You can always look at your opponent's stacks.

15.1 Morale Checks

Most Morale Checks (MCs) involve Shaken units and are performed during the Rally Phase (3.0), but other actions, such as a Close Assault on a vehicle (17.1), require a MC by a GO unit during the Operations Phase (4.0).

Morale Checks are resolved as follows:

- Roll 2d6, sum the dice and apply any modifiers.
- The only modifiers that can be applied to an infantry MC (including a rallying attempt) are a Leader (11.1), Chaplain (11.8), Nurse (11.10), or Piper's (11.11) Leadership Modifier (LM, 11.1.1) and a -2 for being in a hex with a positive Target Modifier (TM, see TEC, 1.9).
- If the result is equal to or less than the unit's Morale Rating, it passes the check; flip the counter from its Shaken side back to its GO side, **if this was a rallying attempt.**

11.61 Support Weapons Conditions

- A Squad can carry up to two SWs.
- A Half-Squad or Crew can carry one SW and an eligible SMC (11.0) can carry one SW but forfeits two Movement Points (MPs) while doing so.
- The unit directly above a SW possesses that weapon.
- A Squad can fire one SW and retain its Inherent Firepower (IFP), or fire two SWs and forfeit its IFP.
- A Half-Squad or Crew can fire one SW, forfeiting its IFP in the process.
- Eligible SMCs (11.0) can fire a SW, be it captured or friendly, but do so at half the SW's FP (fractions rounded up), or with a +1 die-roll modifier (DRM) on the to-hit roll if the SW uses the Ordnance Fire Table (OFT, 14.0/1).
- Two eligible SMCs Crewing/firing a SW fire it without penalty (at full FP, no OFT DRM); both SMCs have to be in Good Order (GO).
- Heroes (11.2) firing a SW forfeit their IFP.
- Units that can't use their IFP if they use a SW (Heroes, Half-Squads, etc) can choose to use either, depending on the situation. Thus a Half-Squad toting a bazooka (NME SW) could use its IFP in Melee and, in another turn, use the bazooka against a vehicle.
- Medics/Corpsmen (11.3), Snipers (11.4), Armor Leaders (11.5), Chaplains (11.8), Nurses (11.10), Pipers (11.11) and Marksman (11.12) cannot carry or fire SWs.
- Leaders (11.1) that fire a SW forfeit their Leadership Modifier (LM, 11.1.1), even in their own attack.
- If a Squad carrying two SWs is reduced to a Half-Squad, it must drop one SW of its owner's choice. If a unit carrying one or more SWs is eliminated, the SWs remain in the unit's hex.
- During the Rally Phase (3.0), SWs can be dropped or destroyed by a GO MMC or SMC; leave a dropped SW in the hex, remove destroyed SWs from the Map.
- During the Operations Phase (4.0), SWs can be abandoned by GO or Shaken units that exit a hex for any reason; leave an abandoned SW in the hex, and those that were assembled on their assembled side.
- During the Rally Phase, GO MMCs/ SMCs not locked in Melee (8.0/1) can swap SWs.
- Dropped or abandoned SWs can be picked up either during the Rally Phase—and only by GO MMCs/SMCs that are not locked in Melee—or during the Operations Phase by a moving GO MMC/SMC at a cost of two (2) additional Movement Points (MPs).
- During a scenario, units can capture and use enemy SWs, but the first attack with a captured SW that fails to cause a Damage Check (DC) on the by [Damage Check Table \(DCT\)](#) or score a hit, if firing ordnance such as a Bazooka and using the OFT, removes the SW after the attack.

A Support Weapons Portage and Usage Table is on one of the [LNLTPACs](#) (1.9), for easy reference of which units can carry and use SWs, plus additional limitations and exceptions.

11.71 Weapon Team Restrictions:

* Only machine gun (MG) Weapon Teams can set up in or enter Buildings (Huts, Stone/Heavy Construction and Wooden/Light Construction Buildings), Rooftops (10.6) and Bunkers (21.1), or cross hexside terrain.

- Only MG and Mortar WTs can set up in or enter a Cave (10.7).
- WTs cannot possess or fire SWs.
- WTs fire separately from other units in their hex, even when firing during the same impulse.
- WT can attack a different target than other units in their hex in the same impulse, but they must attack the same hex while doing so.
- WTs cannot enter Melee (8.0). If engaged in Melee, non-MG WTs defend with a nominal FP of one (1), and cannot counterattack.
- WTs depicting a MG can defend AND counterattack with their full IFP. To be clear, WTs depicting machine guns cannot enter Melee (i.e., move into a Melee hex), but can defend AND counterattack with their full IFP.
- If a WT is eliminated, its weapon is considered destroyed and cannot be captured or re-Crewed as SWs can.
- Some WTs (indicated in each module) cannot move; they use their MF to pivot within their hex.
- WTs cannot use Double-Time Movement (6.2) or Low Crawl (6.3).
- Non-MG WTs cannot be passengers (16.0) on vehicles unless specified in a module-specific or Special Scenario Rule (SSR).
- WTs cannot Close Assault (17.1) vehicles.
- A MG WT on the upper level of a Multi-story Building or on a Rooftop (10.6) cannot fire on units on the lower level of that same Building hex, and vice-versa.
 - Mortar WTs are covered in section 18.1.
 - The Russian AGS17 and the KPV are exceptions to the general rule allowing only MG WT to set up in or enter Buildings (Huts, Stone/Heavy Construction and Wooden/Light Construction Buildings), Rooftops (10.6) and Bunkers(21.1), or cross hexside terrain.



15.1 Damage Check Table (DCT) Results

The **DCT** can produce results that range from No Effect to being Eliminated. The results are covered here.

Shaken units suffer the following effects:

- They cannot use either their IFP or any SWs they possess or fire their ordnance.
 - They cannot advance (including changing a level in a Building) toward an enemy unit in their Line of Sight (LOS).
 - **Shaken units check for the presence of enemy unit in their LOS before moving out of their hex. This process is repeated for every hex thereafter. Thus they could enter a hex that is closer to enemy unit than the one they moved out of but to which they did not had LOS in their previous hex.**
- They cannot spot, and adjacent enemy units are not considered spotted by adjacency (10.1).
- Shaken MMCs can still spawn Heroes (11.2.1).
 - If engaged in Melee and no other friendly, GO, Melee-eligible units are with them, they surrender and are removed from the Map.
 - Shaken Leaders cannot rally units, but can attempt to rally themselves.
 - Shaken Leaders cannot use their LM (11.1.1) for any function.
 - Shaken Medics/Corpsmen (11.3) can- not rally/heal MMCs/SMCs (or heal themselves); they can attempt to Self-Rally (SR).
 - Shaken Snipers (11.4) cannot snipe, but can attempt to SR.
 - ALL SMCs can attempt to Self-Rally whether they have SR printed on the back of their counter or not.
 - Heroes never Shake—they're too busy being heroic.
 - Helicopters (19.2) do not Shake—they are Damaged instead, and are re- moved from the Map.
 - Shaken vehicles must Button (see section 15.0), their Movement Factor (MF) is halved (fractions rounded down*) and they cannot fire.

***Exception:** This is the only case in which a fraction is ever rounded down.



16.1.1 Assault Fire

The following conditions apply to AF:

- Units using AF must both fire AND move in the SAME impulse.
- Assault Fire CANNOT be used for OF (6.3).
- Units CANNOT use AF and then enter Melee (8.0) or Close Assault (17.1).
- After they complete their impulse, mark units that used AF with a Moved marker; if their origin/starting hex is degrading or blocking terrain, mark it with a Spotted marker if it's vacant or if some units are still present and not already marked Fired or Moved, etc.; remember: hexes are spotted, not units; and this could come in to play with Low Crawling units and Snipers placed later in the turn, etc.).
- AF-capable units that begin a scenario off the Map cannot use Assault Fire to fire and then enter the Map.
- Non-AF-capable units in the same hex as an AF-capable unit(s) CAN participate/contribute their FP to the AF-unit(s) fire attack but must fire at the same target.

Mark the non-AF-capable units with a Fired marker at the end of the impulse.

- SWs that use the DFT can fire with AFing unit.

[6.3] Low Crawl

- Hexes containing a Low Crawling unit are not automatically spotted unless it is open-type terrain or adjacent to a hex occupied by a GO enemy unit.
- They can change levels within a Multi-story Building or enter/exit a Bunker or Cave, but cannot do so AND move to a different hex.
- If a unit must expend ALL of its MPs to move one hex (or within one hex) it cannot Low Crawl.
- Enemies targeting Low Crawling units do not receive the +1 DFT bonus to their FP.
- WTs (1.7) and MUs (6.6) cannot Low Crawl.
- Low Crawl cannot be used to enter a Close Assault (17.1).

[6.4] Stealth Movement

- The enemy unit(s) must perform a successful spotting attempt (10.1.1) on the hex.
- The SM-capable unit must be marked Fired.
- **The SM-capable unit must move into open-type terrain in the LOS of a GO enemy unit.**

The following conditions also apply to Stealth Movement:

- Units cannot use SM while Double-Timing (6.2).
- Units can use SM to enter Melee (8.0).
- Units can use SM when moving to enter Close Assault (17.1) from a non-adjacent hex, but cannot utilize Stealth Assault Move (6.4.1) when doing so.
- Leaders (11.1) cannot use SM unless specifically designated in a scenario's Special Scenario Rules (SSRs, 22.0).
- Units using SM are not subject to the +1 DFT penalty for moving.
- An SM-capable unit that enters a hex that is spotted due to a friendly unit(s) actions (marked Moved, Fired, etc., or even Spotted from another AM- or SM-capable unit's use of Assault Fire (6.1.1)) loses its Stealthiness, so to speak, unless it leaves the hex in the same impulse.

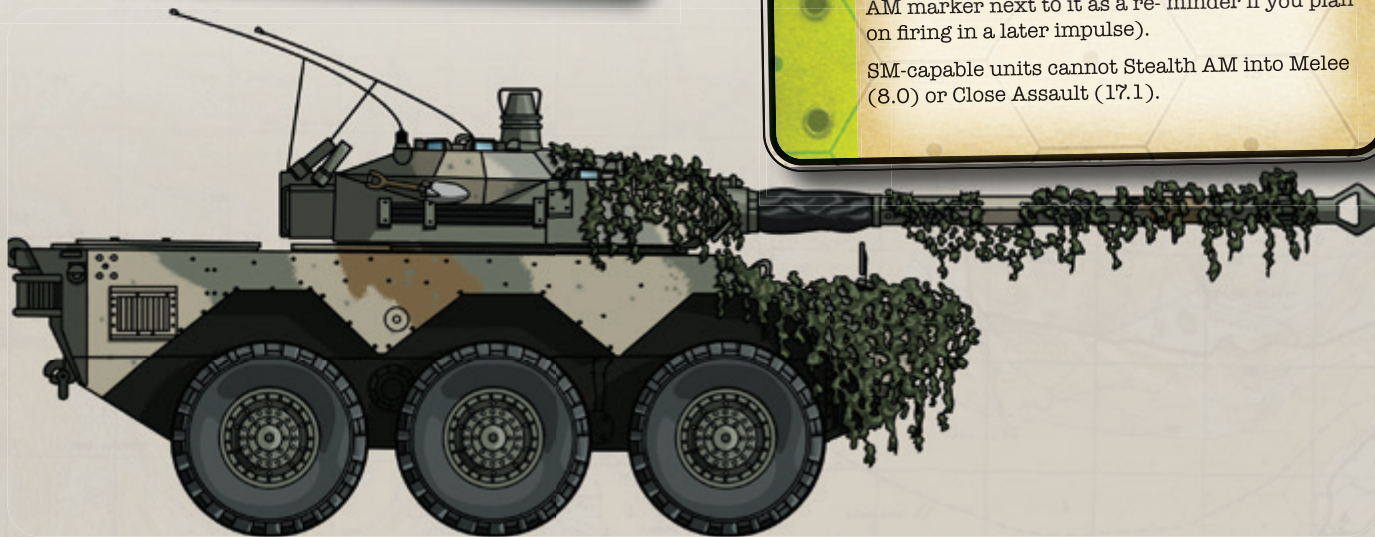
[6.4.2] Stealth Assault Fire

SM-capable units can use Assault Fire; follow the same procedure as in 6.1.1 but mark SM-capable unit(s) that uses AF with a Stealth marker after it moves. Stealth Assault Fire cannot be used to Op fire

[6.4.1] Stealth Assault Move

SM-capable units can also Assault Move (6.1). They can move up to half their MF (fractions rounded up) and subsequently fire in the same or in a later impulse, including to OF (5.3). Such fire is modified like AM fire—subtract two from the total attacking FP of units using SM fire (Scouts (11.6) excepted) and add one (+1) to to-hit rolls for SW ordnance. The SM-capable unit using AM is still marked with a Stealth marker (but you may want to place an AM marker next to it as a reminder if you plan on firing in a later impulse).

SM-capable units cannot Stealth AM into Melee (8.0) or Close Assault (17.1).



16.6 Mounted Units

Stacking: MUs are considered Squads and Half-Squads, but no more than two MU Squads (or their equivalent) can be in a hex, e.g., you can have two MU Squads and one Leg Squad, or one MU Squad and two Leg Squads, but not three MU Squads.

Movement: MUs have a red Movement Factor (MF), which indicates their ability to use Hit & Run Movement (6.7), and they use the O-column on the Terrain Effects Chart.

- MUs cannot Double-Time (6.2).
- MUs cannot Low Crawl (6.3).
- **Subtract one (-1) to the total FP when firing at MUs either moving or marked with a Moved or H&R Moved marker (6.7).**
- Add one (+1) to the total FP when firing at a MU that is not moving or marked with a Moved or H&R Moved marker (6.7).
- Units add one (+1) to their OFT to-hit die-roll when firing at MUs either moving or marked with a Moved or H&R Moved marker (6.7).
- Units subtract one (-1) from their OFT to-hit die-roll when firing at a MU that is not moving or marked with a Moved or H&R Moved marker (exposure).
- Mounted MUs do not spawn Heroes.
- SMCs can accompany MUs as if the MUs were MMCs. SMCs can move with any MU with whom they are stacked, and share the mounted status and Movement Factor (MF) of the unit with which they are stacked.
- MUs CANNOT perform Overruns (15.3); if they enter a hex occupied by enemy Leg units or MUs, they initiate Melee (8.0)—
exception: Cavalry Charges (8.6).
- MUs CANNOT perform Close Assaults (17.1); to do so they must first dis-mount.
- MUs can utilize Continuous Movement (15.5.1)
- **Dismounting:** MUs can dismount during their impulse by expending half of their MF. They are then re-placed by their corresponding Leg unit, which is marked on the top center of the counter.

17.0 Laying Smoke

- Units that successfully lay smoke but do nothing else are marked Ops complete.
- Only one attempt at laying smoke can be conducted per unit in one turn.
- A unit that successfully lays smoke can't Low Crawl in the same impulse afterward.



18.01 Melee Combat

There is no Opportunity Fire (OF) against the enemy unit(s) as it enters the Melee hex.

Units cannot use Assault Move (6.1), Assault Fire (6.1.1.), Stealth Assault Move (6.4.1) or Stealth Assault Fire (6.4.2) to enter Melee.

Units cannot use Coordinated Movement (6.5) to enter Melee.

Units cannot use Hit & Run (6.7) to enter Melee.

Melee combat is considered to be simultaneous; thus both sides get a chance to “attack” each other and losses aren’t taken until the round of Melee combat is concluded, though Nationality Characteristics (13.0), Events (1.8) and Skills (12.0) might alter the sequence.

Unless modified for Ambush (8.4) or Skills (12.0), Melee combatants use their unmodified IFP.

There can only be one Melee round/turn/hex.

- Every ME unit on each side must participate with every ME SW they own (no saving of that Satchel charge...).
- All units that participate in a Melee round are considered activated at the same time.
- Units that don’t participate in the Melee (because they are NME for example) are still considered activated after a Melee round.
- Not all “defending” units must be attacked, but at least one must be attacked.
- Unmodified “attacks” at less than (worse than) 1:3 odds are treated as 1:3, and cannot be conducted against multiple units that exceed 1:3 odds.
- Unmodified “attacks” at greater than (better than) 5:1 odds are treated as 5:1 odds, i.e., the odds cannot be better than 5:1
- Support Weapons (SWs) that fire ordnance (use the OFT) or are dismantled are not Melee eligible.
- MMCs must still abide by the SW-usage restrictions delineated in the section on SWs (1.6), i.e., a Squad can fire one SW and its IFP or two SWs and forfeit its IFP; a Half-Squad/Crew can fire one SW and forfeit its IFP.
- Leaders/Heroes (11.1/2) carrying a Melee-eligible SW attack and defend with half the SW’s FP (fractions rounded up).
- Heroes attack and defend with their IFP unless they are Crewing/using a SW.
- Always remove single-use SWs such as Satchel Charges after the first round of Melee (attack and defense).
- If a captured SW is used and the enemy is not eliminated, the captured SW is removed from the game in the Admin Phase (9.0)



18.01 Melee Combat Cont.

- The Leadership Modifier (LM, 11.1.1) of only one Leader can be applied to the “attacking” units’ die-roll. The LM is not added if the Leader is using a Melee-eligible SW to contribute its FP to the attack.
- If the Melee combatants include Heroes (11.2), they shift the odds one column in favor of their side when attacking only. Even if the odds are greater than 1:3 against the Hero, the odds still shift to 1:2, but the odds can never be better than 5:1. Multiple Heroes do not grant multiple shifts.
- Weapon Teams (WTs, 1.7) cannot enter Melee. If engaged in Melee, non-machine-gun WTs defend with a nominal FP of one (1), and cannot counterattack. WTs depicting a machine gun (MG) can defend AND counterattack with their full IFP. To be clear, WTs depicting MGs cannot enter Melee (i.e., move into a Melee hex), but can defend AND counterattack with their full IFP.
- WTs can be individually targeted in Melee.
- Non-Melee-eligible (NME) units cannot enter a hex containing only enemy units, even if the enemy units are also NME units.
- If a Melee-eligible unit enters a hex containing only NME enemy units, all the enemy units are eliminated; the unit that moved in must halt and a Melee marker is placed on the hex.
- If (and this is a rare case) a Melee-eligible unit enters a hex containing only NME units under a Fire For Effect (FFE, 18.1/2) marker, it is first attacked by the FFE.
- If it survives the FFE attack in Good Order, proceed with the Melee (in which the NME units are eliminated and a Melee marker is placed on the hex); if the FFE attack renders the entering unit NME (Shakes it), it must return to the hex from which it entered, is placed under a Moved marker and, if that hex is also under a FFE marker, it is attacked again and subject to OF (5.3). The above case also applies to entering a hex containing Mines (21.4).

10.01 Spotting

Spotting is status driven. A hex (and thus all units within it) is spotted if any of the following apply:

- The hex is open-type terrain.
- The hex is marked with a Spotted marker (see 10.1.1).
- A Good Order (GO) friendly unit is adjacent to the hex (exception: GO buttoned vehicles do not auto-spot adjacent hexes). A GO unit auto-spots all six (6) adjacent hexes.
- A unit is currently/actively moving or Assault Moving in/through a hex.
- A unit in a hex is marked with a Moved, Assault Move, H&R, Fired or Melee marker.
- **Open-type-terrain hexes are automatic spotted even if the LOS is degraded by intervening terrain (10.3). There are some exceptions. (for example, smoke or bunker markers in an otherwise open-hex; see TEC and Module Rules).**
- Open-type-terrain hexes containing a vehicle (degrading terrain for LOS) are spotted, but Leg units in the hex do get the defensive TM; If two vehicles are in open-type terrain, the hex is also spotted, but they would not get the defensive TM. **Only a wreck confer a +2 TM to a vehicle. Only one vehicle or Wreck per hex can confer a +2 TM to Leg units.**

The following also pertains to spotting:

- The status of a hex can change during a turn.
- Low Crawling (6.3) units and units using Stealth Movement (6.4) do not create a spotted hex during their movement provided they don't find themselves in a hex otherwise spotted (such as any open terrain).
- Once a hex is spotted, it is spotted for all friendly units during the turn, even for those without LOS to the spotted hex at that time. But if all units leave a hex (or are eliminated), any Spotted marker on it is removed (exception: Assault Fire, 6.1.1).
- GO units marked with Fired, Moved, Low Crawl, Ops Complete, H&R, Stealth, Assault Move or Melee marker cannot spot for other units, but they do cause adjacent hexes to be automatically spotted (this important for cases of indirect fire (18.0)).
- Shaken units and buttoned vehicles (15.0.1) don't automatically spot adjacent hexes containing enemy units

10.1.1 Spotting Attempts

Spotting attempts are made by rolling 1d6.

- Blocking-terrain hexes are spotted with a 1d6 roll of two (2) or less.
- Degrading-terrain hexes are spotted on a 1d6 roll of three (3) or less.

Optional: You can apply a -1 if the spot-ting target is a vehicle.

- One is added (+1) to the unit's die-roll for every hex of degrading terrain its LOS passes through en route to the target unit's hex. Note that the LOS must actually pass through a piece of the degrading terrain in the degrading-terrain hex.
- One is also added (+1) if it passes through the silhouette (artwork) of degrading terrain that is in part of an otherwise open hex.
- Buttoned vehicles add one (+1) to all spotting attempts.
- If the LOS passes through more than two hexes of degrading terrain, or silhouettes of degrading terrain within two open hexes, it is blocked. LOS is NOT BLOCKED or degraded by small pieces of terrain that extend from the firing unit or target's hex into an adjacent hex.
- **Leadership Modifiers (LMs 11.1.1) apply and are subtracted only from Leader/Armor Leader/Commissar & Political Officer own die-roll.**
- A Chaplain, Nurse or Piper cannot use his or her LM to assist another unit's spotting attempt.
- Once a hex is spotted, a Spotted marker is placed there. Do not place Spot- ted markers on hexes containing units already marked with a Moved, Fired or any other marker that deems the hex spotted.
- **A natural 6 on a spotting attempt always fails.**
- Spotted markers are removed during each Administrative Phase (9.0) or if all units leave the hex. **Exception:** Spotted markers placed on a hex after a unit uses Assault Fire (6.1.1) and exits the hex remain in the hex until the Admin Phase.
- Spotting attempts do not constitute an impulse, but only one attempt can be made per friendly impulse, and a unit attempting to spot is marked with an Ops Complete marker regardless of the result of the attempt. If the only action a side does during an impulse is to perform a spotting attempt, it is considered a pass.
- A unit under an Ops Complete marker (4.1) can fire at FULL FP at a hex it has spotted during the SAME impulse. By the same token, Leaders under an Ops Complete marker can add their LM to this fire's 1d6 roll, but only if directed against a hex that the Leader spotted during the current impulse, i.e., a unit can immediately fire upon any hex it has just successfully spotted.
- **Since spotting does not constitute an impulse (activation) per se, you can try to spot from one hex and then activate the spotter hex or another hex, regardless of the spotting result.**

If you activate the spotter hex after a successful spotting attempt, the spotter can participate in a fire attack against the just spotted hex.

10.21 Building & Hills

There are also one- and two-story Buildings, and the following conditions apply:

- All three-hex or larger Stone/Heavy Construction (HC) Buildings are considered two-story (Multi-story) Buildings.
- Staircases are in each Multi-story Building hex.
- Units can move from the bottom floor (Level-0) to the upper level (Level-1) of their hex, and vice-versa, by paying 2 MPs.
- Units in a single-story Building occupy ground level (Level-0) or the level of terrain on which the Building rests.
- Units on the upper level of a two-story Building are one level above the terrain on which the Building rests, thus at Level-1 if the Building itself is at Level-0.
- Units in adjacent hexes but on different levels of a Multi-story Building(s) ARE NOT considered adjacent and don't have LOS to each other.

11.1.1 Leadership Modifier (LM)

A Good Order (GO) Leader's Leadership Modifier (LM) can be used to:

- Aid (is added to) Direct Fire (5.0) attacks and (is subtracted from) OFT to hit rolls (14.1).
- Modify (is subtracted from) Damage Checks (5.0) by all Leg units in his hex.
- Modify (is subtracted from) rally attempts (3.0) by all Shaken Leg units in his hex.
- Lead troops in Melee (8.0); the LM is added to the die-roll.
- Lead troops in Close Assaults (17.1); the LM is subtracted from pre-Close Assault Morale Checks and can be added to the FP of ONE unit's Close Assault.
- Any other functions mentioned in these rules or module-specific rules.
- Only one Leader per hex per impulse or Rally Phase can use his LM.
- Leaders cannot help vehicle rallying.

11.2] Heroes

A Hero's standard attributes include:

- Heroes always add their FULL IFP to multiple-unit attacks (5.2).
 - Heroes can Assault Move (6.1) and Assault Fire (6.1.1).
 - Heroes can Close Assault vehicles (17.1).
- Units in the same hex (and on the same level in a Building) as a Hero can attempt to rally (3.0) even if there is no Leader present.
- Heroes shift Melee (8.0) odds one column in their side's favor (in addition to adding their IFP) when "attacking" (not "defending")—remember, in Me-lee attacking has nothing to do with whether you entered the hex, only that you are currently conducting a Melee attack.

11.5] Armor Leaders

The following rules also apply to Armor Leaders:

- **Armor or leaders don't apply their LM to their tank rally attempts. Instead, they lend them their Morale. By the same extend, they don't help their vehicle making DC but, again, lend them their Morale. They do apply their LM to their vehicle attacks.**
- In the same turn, their LM can be added to machine-gun attack die-rolls (DFT) AND added to to-hit die-rolls (OFT); but it does not affect HE-equivalent attack die-rolls, (14.1).
- Vehicles/tanks with Armor Leaders check DCT results under the appropriate column on the DCT—Armored Vehicles/Armor Leader—NOT in the Good Order or Shaken SMC column. In the rare case that an Armor Leader is commanding an unarmored vehicle, use the Unarmored Vehicle Column on the DCT.
- If forced to abandon his vehicle, an Armor Leader is removed from the Map.
- Armor Leaders also have a Leader-ship Range (LR, 11.1.2) and can activate vehicles/tanks (but not MMCs/SMCs) in adjacent hexes.

[11.6] Scouts

Scouts are SMCs that have the following special abilities:

- They can use Stealth Movement (6.4), Stealth Assault Move (6.4.1) and Stealth Assault Fire (6.4.2).

They subtract two (-2) from their spotting die-rolls.

- After using half of their MF (fractions rounded up) for a Stealth Assault Move (6.4.1) they can fire without subtracting two (-2) from their FP or adding one (+1) to an OFT SW's to-hit roll. **A natural 6 on a spotting attempt always fails.**
- When using Stealth Assault Fire (6.4.2) they can fire without subtracting two (-2) from their FP or adding one (+1) to an OFT SW's to-hit roll, and then move up to half of their MF (fractions rounded up).
- They can use and/or assist in Crewing a SW, but lose all Scout abilities listed above when doing so.
- In Melee, Scouts fight as a 0 FP MMC (8.3).
- MMCs/SMCs moving with a Scout (i.e., stacked with and during the same impulse) pay only 1 MP per Heavy/Light Jungle, Forest, Light Woods, Wheat- field, or Tall/Kunai Grass hex entered.
- **Scouts can call-in onboard Mortar (SW (1.6.5) or WT (18.1)) fire or Off-board Artillery (18.2), including Starshells (20.2).**

[15.0] Vehicles

Open Vehicles:

- Have some/all of their Crew hatches open and some Crew members are riding with their heads and shoulders exposed to enemy fire.
- Can see the enemy better; they au- to-spot adjacent hexes and can make spotting attempts.
- Subtract one (-1) from ordnance to- hit die-rolls (OFT modifier).
- Are vulnerable to enemy small-arms fire (17.2).
- Can fire a vehicle's *MGs (360° field of fire).

Buttoned Vehicles:

- Have all their hatches closed.
- Buttoned vehicles are invulnerable (if armored) to small-arms fire (17.2), but cannot fight as well as an open vehicle (no OFT modifier).
- DO NOT auto-spot adjacent hexes.
- Can make spotting attempts but add one (+1) to the die-roll.



115.1 Vehicle Facing & Movement

There are, however, significant differences in vehicle movement:

- Vehicles **MUST** move individually (exception: Coordinated Movement (6.5)).
- Simultaneously activated vehicles need not move through, or end movement in, the same hexes.
- Non-mounted (passenger) Leg units and vehicles can move together (6.5), provided they start and finish their impulse together.
- Vehicles cannot Double-Time (6.2)
- Vehicles cannot Low Crawl (6.3).
- Vehicles cannot use Hit & Run Movement (6.7).
- All vehicles can Assault Move (15.2) and Assault Fire (15.2.1).
- Vehicles must always face a vertex (the corner between two sides of a hexagon). The red corner/arrow on a vehicle counter indicates the vehicle's facing.
- When moving, vehicles enter one of the two hexes on either side of the vertex to which the red arrow points. Vehicles can, however, pivot within their hex. The cost is one MP per vertex.
- Vehicles can also move in reverse, by entering one of the two hexes to the rear of the vehicle. Such movement costs two times the normal MP cost.
- Vehicles cannot enter a hex containing an enemy vehicle.
- Vehicles can enter a hex containing enemy Leg units only by using Over- run.
- Vehicles cannot enter a hex with a Melee marker on it.

Vehicles pivoting in their hex without moving to a new hex expose themselves to Opp fire but are not considered Assault moving and their penalty on the OFT is only +1, instead of +2 for AM. Mark them with a Moved marker if they get shaken before being able to fire. They incur the same penalty if they so pivot to Opp fire (but cannot be subject to Opp fire in this situation). A pivoting turret never allows Opp fire.

115.21 Assault Movement & Vehicle

The following conditions apply to vehicles using AM:

- Vehicles using AM do not have to move and fire in the same impulse.
- When firing MGS, subtract two (-2) from their FP as per AM rules.
- When firing their main gun (ordnance), add two (+2) to their to-hit roll, as indicated on the OFT.
- Vehicles cannot use AM to conduct an Overrun (15.3).
- Vehicles can use AM to load or unload passengers, which takes the place of the vehicle's movement, and then fire

115.2.1 Vehicle Assault Fire Conditions

Vehicles that AF must both fire AND move in the SAME impulse.

- Vehicles using AF cannot be attacked by Opportunity Fire (OF, 5.3) until after they exit their hex of origin.
- Assault Fire CANNOT be used for OF.
- After they complete their impulse, mark vehicles that use AF with a Moved marker and their hex of origin, whether it has units in it or not, with a Spotted marker (remember: hexes are spotted, not units; and this could come in to play with Low Crawling units and Snipers placed later in the turn, etc.).
- They CANNOT perform AF and then conduct an Overrun (15.3).
- Vehicles can use AF and then load or unload passengers (16.1/2), which takes the place of the vehicle's movement, after firing.
- Vehicles CANNOT use AF to fire an ATGM (14.4).

115.31 Overruns

- Any non-water non-blocking terrain-type hex that provides no TM.
- Any module-specific terrain hex mentioned as such in the Module Rules (15.3.1)
- Any hill hex that is otherwise eligible.
- Any Bridge hex (and the defending units don't benefit from its TM).
- Fortifications (21.0) and Wrecks/ Crash don't prevent overruns but do Provide their TM to the defending units.
- Smoke, Mines and Craters prevent overruns in an otherwise eligible hex.
- Jungle/tree-lined road hexes CAN- NOT be overrunned.
- Eligible vehicles CANNOT Rubble (15.1.2) an occupied hex.

16.41 Mounting and Dismounting

The following conditions apply:

- Leg units do not need to begin the Operations Phase (4.0) in the same hex as the vehicle into which they are loading.
- Passengers can also load at any time in the vehicle hex during the carrying unit's impulse, as long as the vehicle still has at least half of its MPs remaining. The vehicle can still move after loading if it has MPs left.
- Loading/mounting the vehicle activates the vehicle for that impulse.
- Passengers can unload at any time in the vehicle hex during the carrying unit's impulse, as long as the vehicle still has at least half of its MPs remaining.
- Passengers can be Fired at in the hex in which they have been unloaded. Note that when vehicles Assault Move (15.2), their partial movement is consumed by such loading and unloading procedures.
- Only inside passengers can mount a vehicle that has used Assault Fire (15.2.1) and Fired its ordnance (14.1).
- Eligible Leg units can use AF (6.1.1) and then mount a vehicle if they have the MPs (i.e., begin in the same hex).
- Units stacked with a Leader can mount or dismount using Double-Time movement (6.2).
- Assault Move-capable units (6.1) can use AM to unload and subsequently fire, but doing so prohibits them from leaving the hex into which they dis-embarked until the following turn.
- Passengers can disembark from Shaken vehicles, but the Shaken vehicle cannot move in the turn the infantry disembarks.
- Passengers cannot disembark from Shaken vehicles that have already moved in the current turn, unless de-barking with Shaken infantry as re-quired by 16.2.
- Passengers that unload can move separately from their carrier, and can enter Melee (8.0) or Close Assault (17.1).

17.1 Close Assault

The following conditions apply:

- Shaken vehicles are not automatically destroyed in Close Assault nor do they suffer any additional penalty.
- Vehicles can always defend in Close Assault, regardless of their activation status, just as infantry units can always defend in Melee (8.0), regardless of their activation status.
- No Melee-eligible enemy units can be present in the target vehicle's hex. If they are, you cannot Close Assault the vehicle, except as noted below.
- Shaken MMCs/SMCs in the same hex as a friendly vehicle are not automatically eliminated by GO enemy units entering said hex to Close Assault the vehicle, but the Shaken units are eliminated if the vehicle is destroyed in the Close Assault.
- Passengers inside a vehicle do not prevent Close Assault, but GO passengers riding outside the vehicle do.
- Passengers in/on a vehicle can dismount and then move to another hex and enter Close Assault.
- Units can move adjacent to a vehicle before Close Assault; they don't have to begin their impulse adjacent to it.
- Close Assault is a form of movement in regards to unit activation in a hex, meaning that, from this hex, only the Close Assaulting units can move in this impulse.
- Units cannot use Low Crawl (6.3) or AM (6.1) to enter a Close Assault.
- Units cannot use AF (6.1.1) and then enter a Close Assault.
- Units can use Stealth Movement (6.4) to enter Close Assault from a non-adjacent hex but cannot utilize Stealth AM (6.4.1) or Stealth AF (6.4.2) when doing so.
- Anti-tank SWs include: any ordnance-firing SW with a HE-equivalent (Bazookas, Panzerfausts, RPGs, LAWs, etc.), Flamethrowers, Satchel Charges or Molotov Cocktails. Since ATRs don't have an HE-equivalent they cannot be used in a Close Assault.
- Leg units can enter a hex containing enemy vehicles only by using Close Assault.
- A captured AT SW is removed from play if it fails to destroy a vehicle in Close Assault.

17.1 Close Assault Steps

- First, before entering the vehicle's hex, MMCs, Heroes and any accompanying Leaders must pass a pre-assault Morale Check (MC, 3.0). Two is subtracted from the dice-roll if the units are entering the vehicle's hex via a hex with a positive TM. The Leader checks first; if he passes, he can use his LM (11.1.1) to assist other MMCs (not Heroes) making the MC. Units that fail the MC remain in the hex they occupied prior to the MC. If these units moved, place a Moved marker on them. If not, place them under an Ops Complete marker. They do not become Shaken; they merely do not participate in the Close Assault.
- If only a Leader without an anti-tank SW passes, he remains in the hex with the other units under an Ops Complete marker.
- If only a Leader with an anti-tank SW passes, he can carry out the Close Assault by himself.
- **Second, move the assaulting MMCs/ Heroes into the vehicle's hex (there is no Opportunity Fire (5.3)).**
- Third, each MMC/Hero individually assaults the tank.
- Units without an anti-tank SW can still Close Assault the vehicle.
- The Leader's LM can only assist ONE unit's assault.
- The assaulting MMC/Hero rolls 1d6, adding its IFP, the LM of any accompanying Leader and the HE-equivalent or FP of any ONE possessed anti-tank SW.
- The defending vehicle rolls 1d6 and adds the LOWEST Armor Factor on the vehicle's counter (usually rear hull).
- If the attacker's die-roll is greater than the vehicle's die-roll, the vehicle is destroyed. Place a Wreck marker in the hex and a Melee marker on the attacking Squad.

17.2 Small-Arms vs. Armored Vehicles

- Attacking units must meet range and LOS requirements.
- The attacking unit's FP is summed and added to 1d6.
- The attacker's FP is modified as indicated on the DFT's die-roll modifications (DRMs).
- The target vehicle rolls 1d6 and adds the TM of the terrain in its hex and the LOWEST Armor Factor on the vehicle's counter (usually rear hull).
- Thus the opposed die-rolls are: 1d6 + FP +/- DFT DRMs vs. 1d6 + TM + Lowest Armor Factor.
- Inside passengers of open (not open-topped) armored vehicles are unaffected by small arms fire.
- Inside passengers of vehicle abandoned by results on the DCT make their MC once they have disembarked.

[18.1] Mortar WT

For an indirect Mortar attack, use the following guidelines:

- When a Leader/Scout/Advisor calls in Mortar fire, the firing Mortar need NOT have a LOS to the target hex, but must be within range of it.
- Declare the target hex.
- Mark the Leader/Scout/Advisor that called in the Mortar fire Ops Complete.
- Roll 2d6, choose the higher of the dice, add it to the Mortar's FP and resolve the attack.
- A Leader's LM does NOT affect the Mortar's FP when firing indirectly, nor does degrading terrain reduce it, but other DFT modifiers—except the TM for Walls and Hills—(including the TM of the target hex) apply.
- After the attack, place a Fire for Effect (FFE) marker on the target hex; the FFE marker stays on the Map until the Admin Phase (9.0) and attacks any unit that enters its hex during any impulse during the current turn.

[18.2] Off-board Artillery

To call in an OBA Fire Mission, use the following steps/guide- lines:

- A friendly Leader, Scout or Advisor uses an impulse to place a Spotting Round marker on any one hex within his LOS. The hex need not be spotted.
- The Leader/Scout/Advisor's LOS to a hex is blocked if it passes through MORE than two hexes of degrading terrain or silhouettes of degrading terrain within two open hexes.
- After placing the marker, roll 2d6, one white, one colored.
- Add the number of degrading-terrain hexes the Leader/Scout/Advisor's LOS passes through to the white die, subtract the Leader's LM, and divide the remaining modified white-die total (white-die number + degrading terrain - LM) by 2 (rounding up fractions). This is how far the Spotting Round impacts (scatters) from the desired hex.
- The colored die is the direction the round drifts. One is north, two is northeast, etc., adjusting to the right if due north is a vertex not a hexside.
- Place the Spotting Round marker in the hex indicated by the drift die-roll. If this hex is not in the Leader/Scout/Advisor's LOS, remove the Spotting Round marker and put an Ops Complete marker on the Leader/Scout/Advisor.



18.21 Off-board Artillery Cont.

- Otherwise the Leader/Scout/Advisor can shift the marker one hex in any direction that is within his LOS or abort the Fire Mission.
- If the Leader/Scout/Advisor decides to abort the Fire Mission, remove the Spotting Round marker; this does not use up the Fire Mission; it can be attempted again on a later turn.
- If the Leader/Scout/Advisor chooses to continue with the Fire Mission, shift the Spotting Round marker in the desired direction and then re- place it with the Fire for Effect (FFE) marker. A Fire Mission is only considered used-up when the FFE marker is placed on the Map.
- The FFE marker immediately attacks ALL units (enemy and friendly) in the impact hex AND ALL SIX ADJACENT HEXES with the Firepower indicated in the scenario's OOB or Event Para- graph. Roll for each hex.
- Place an Ops Complete marker on the Leader/Scout/Advisor regardless if the Fire mission ended in FFE or was aborted.

Leadership does NOT affect the FP, but other DFT modifiers, including the TM of the target hex (except Walls/Hills), apply.

- The FFE marker stays on the Map until the Admin Phase (9.0) and attacks any units that enter its hex or any of the six adjacent hexes, including hex- es under a Melee marker. If a previously attacked unit moves into a new FFE hex, it is attacked again.
- If a unit(s) enters an FFE hex containing enemy units, perform the FFE at- tack against the entering unit(s) first, and then, if it (they) survives, per- form the Melee (8.0). If the entering unit(s) is rendered NME by the FFE, the Melee proceeds as per 8.0 and the unit(s) is eliminated. Note this all happens in ONE impulse.
- If (and this is a rare case) a Melee-eligible unit enters a hex containing only NME units under a Fire For Effect (FFE, 18.1/2) marker, it is first attacked by the FFE. If it survives the FFE attack, proceed with the Melee (in which the NME units are eliminated and a Melee marker is placed on the hex); if the FFE attack renders the entering unit NME (Shakes it), it must return to the hex from which it entered, is placed under a Moved marker and, if that hex is also under a FFE marker, it is attacked again and subject to OF (5.3).
- Leaders cannot call in OBA and add their LM to a direct-fire attack in the same turn.

19.2.11 Helicopter Modes ●

Flying Helicopters:

- Are the default mode of a helicopter;
- Are moving across the terrain just above the tallest terrain in the hex; thus they are one level above the hex terrain level or its obstacle height level;
- Have an unlimited Movement Factor (MF);
- Can enter a hex that contains enemy units; it doesn't Melee and cannot be Close Assaulted, and if the combatants trade shots they are considered adjacent;
- Cannot switch into Hover mode in a hex containing enemy units;
- Do NOT auto-spot the hex they are in or the six adjacent hexes;
- Are always considered to be in a spotted hex;
- Can fire their weapons (MG's and ordnance) but suffer a -2 penalty to their Firepower (FP) on the DFT and a +2 penalty to their OFT to-hit roll;
- Can fire their MG's and ordnance at targets in different hexes;
- Cannot fire ATGMs (14.4); and
- Cannot be targeted by unguided weapons that use the OFT (see 19.2.7).

Hovering Helicopters:

- Are hovering, nearly motionless, just above the tallest terrain in the hex; thus they are one level above the hex terrain level or its obstacle height level;
- Cannot leave their current hex;
- Are marked with a Hover marker or switched to their Hovering side, if they have one;
- Auto-spot the hex they are in and the six adjacent hexes;
- Are always considered to be in a spotted hex;
- Can fire their weapons at ground targets without DFT or OFT penalties;
- Must fire their MG's and ordnance at targets in the same hex; and
- Can be targeted by non-guided weapons that use the OFT (see 19.2.7), including ATGMs (14.4).

19.2.4] Helicopter Movement & Fire ●

The following conditions apply:

- Helicopters observe 5.0, 17.2 and 17.3 when firing their machine guns (MG's) and 14.1/2/3/4 when firing their ordnance, including their ATGMs.
- A helicopter's 4*-FP MG has a range of 14 hexes. A helicopter's 2*-FP MG has a range of 10 hexes. Both have a 360-degree field of fire, as indicated by the *.
- A helicopter must fire all its weapons in the same impulse.
- After a helicopter is marked with a Fired marker, it cannot fire again in that turn.
- Helicopters with both MG's and ordnance can fire these weapons at targets in different hexes only when they are in flying mode.
- Hovering helicopters must fire all of their weapons at targets in the same hex.
- Only hovering helicopters can fire ATGMs; if they fire their ATGM, they cannot fire another type of ordnance if they have a split-to-hit table.
- Hovering helicopters that fire ordnance and remain in the hex from which they fired the ordnance use Acquisition and Acquiring markers (14.3).
- Mark helicopters that move to a new hex, change modes or unload passengers with an Ops Complete marker.
- Place a Fired marker on those that fire, replacing the Ops Complete marker, if applicable.

Note1: A Helicopter can fly across the Map, fire its rockets (incorporating the +2 OFT penalty for firing in flying mode) and then fly anywhere else that it wishes.

Note2: A helicopter can fly across the Map, enter hovering mode, fire its machine guns at a nearby enemy, and then unload passengers (19.2.6).

19.2.6] Helicopter Passengers ●

The following rules apply to helicopter passengers:

- Passengers are always considered to be riding inside the helicopter.
- If the helicopter is destroyed, the passengers must make a Bailout Check, as previously described in 16.1.1.
- A helicopter must be hovering to disembark or embark passengers, and can only disembark/embark passengers in open-type terrain (see the Type column on the Terrain Effects Chart (TEC)).
- Passengers cannot be disembarked into a hex occupied by enemy units or friendly units locked in Melee (8.1).
- To embark passengers, helicopters must begin their impulse in the embarking unit's hex
- Units locked in Melee cannot withdraw from the Melee (8.1.1) and embark onto a helicopter in the same hex.
- Loading/unloading costs the passengers one-half of their Movement Factor (MF), round fractions up. Since helicopters have an infinite MF, it costs them nothing.
- Unloading passengers are immediately marked with a Moved marker, and can be Op Fired (5.3) on in the hex in which they unload. Assault Movement capable units can use AM (6.1) to disembark but enemy Op Fire is resolved before they fire with the AM penalty.



19.2.71 Ordnance vs Helicopters ●

- Helicopters are always considered to be in a spotted hex.

- Degrading terrain degrades LOS as per normal.
- Two (+2) is added to the OFT to-hit roll if the helicopter is in flying mode.
- One (+1) is added to the OFT to-hit roll if the helicopter is in hovering mode.
- Helicopters receive no Target Modifier (TM) for the hex they occupy.
- Units adjacent to the helicopter on the Map are considered adjacent for OFT modifiers.

If the ordnance hits the helicopter, observe the following steps:

- Compare the penetration value at the appropriate range plus 1d6 (MPV) against the helicopter's Armor Factor plus 1d6 (MAV).
- If the MPV exceeds the MAV, the helicopter is destroyed.
- If the MPV is EQUAL to MAV, the helicopter must take a Morale Check. If it fails the Morale Check it is Damaged and immediately removed from the Map; it cannot unload passengers or fire.

- If the attacker rolls a 1 and the target rolls a 6, the round is a dud and has no effect on the helicopter.
- If the attacker rolls a 6 and the target a 1, the round is a catastrophic hit and the helicopter is destroyed.

When a helicopter is destroyed, it crashes. Observe the following steps to carry out the helicopter crash:

- Roll 2d6 to determine the direction it went as it crashed.
- The colored die is used alone to determine direction: a roll of 1 is due north, 2 is northeast, etc.; if due north is a vertex, 1 is the hexside to the right of the vertex.
- The result of the white die is halved (rounding fractions up); this is the number of hexes from the hex in which it was hit that the bird crashes. If an intervening hex is at a higher Level than the helicopter was when it was hit/destroyed, it crashes into that hex instead of the full white-die distance. Place a Crash, Wreck or Helicopter Wreck marker in this hex (not all games have the same counters). If the hex contains an LC or HC Building, place a Rubble marker in the hex.
- All units present on the ground in the crash hex are attacked by a 6-FP attack. This attack is resolved using an opposed die-roll as described in section 5.0 against Leg units and in sections 17.2 or 17.3 against vehicles; armored vehicles are attacked as if they are open—even if they are buttoned.
- Passengers and Crew in the destroyed helicopter must make a Bailout Check, as previously described in the section on vehicles (see 15.4 (Crew) and 16.1.1 (Passengers)).
- If the MPV of the ordnance that hit the helicopter is less than the chopper's MAV, there is no effect. If the helicopter remains in the hex in which it was Fired at, use Acquisition and Acquiring markers (14.3).

119.2.91 Helicopters vs. Helicopters ●

Observe the following rules and restrictions when conducting attacks between two helicopters:

- To reiterate: Helicopters cannot occupy the same hex, flying helicopters cannot fire their ATGMs, and helicopters cannot fire at fixed-wing aircraft. Damaged helicopters are removed from the Map.
- Helicopters in adjacent hexes gain the adjacency bonus for DFT and OFT attacks.
- Helicopters attack each other with MG's as if they were open armored vehicles, as per 17.2.
- Ordnance attacks are conducted as per 14.1.
- A hovering helicopter can only fire its ATGM at an enemy helicopter if the target is also in hover mode, and then as per 14.4.
- Helicopters never receive a hex's Target Modifier, including when a targeted helicopter is at a higher level due to Hills and/or a terrain's obstacle height.
- Helicopters fire their MG's with the same ranges as if they were targeting ground units: 4*-FP MG's have a range of 14 hexes and 2*-FP MG's have a range of 10 hexes. Both have a 360-degree field of fire.
- A helicopter in flying mode that fires its MG's at an enemy helicopter that is also in flying mode suffers a total penalty of -4 to their FP.
- A helicopter in hover mode that fires its MG's at an enemy helicopter in flying mode suffers a -2 penalty to their FP.
- A helicopter in flying mode that fires its ordnance at an enemy helicopter in flying mode suffers a total penalty to their to-hit roll on the OFT of +4.
- A helicopter in hover mode that fires its ordnance at an enemy helicopter in flying mode suffers a +2 penalty to their OFT to-hit roll.
- A helicopter in hover mode that fires its MGs at an enemy helicopter also in hover mode does so without penalty.
- A helicopter in hover mode that fires its ordnance at an enemy helicopter also in hover mode suffers a +1 penalty to its OFT to-hit roll.
- Helicopters equipped with ATGMs (red to-hit #s) and another type of ordnance, such as a cannon or rockets (both with black to-hit #s), can only fire one type of ordnance per impulse.

[21.1] Bunkers

The following rules also apply to Bunkers:

- The units in the Bunker can only direct fire along a LOS traced through the Bunker's front three hexes. A red arrow indicates the Bunker's front.
- The three front hexes of a bunker delineate a covered arc akin to the one for vehicles (14.1) but three hexes wide at the base.
- Units on top of a Bunker cannot engage units in a Bunker in Melee combat (8.0), and vice-versa.
- Units on top of a Bunker can fire at units in a Bunker as if they were in an adjacent hex.
- Units in a Bunker CAN fire on units on top of (in the same hex as) a Bunker as if they were adjacent.
- If a unit is in a Bunker, the Bunker's TM is added to the TM of their hex, if applicable.
- Even if the Bunker is in open terrain, the units DO get the -2 bonus to their die-roll for rallying in terrain with a positive TM (3.0).
- WTs and SWs that use the OFT cannot fire from a Bunker. Anti-Tank Rifles (ATRs), the French FLG APAV and the British PIAT (23.1.1) are exceptions to this rule.

[21.2] Foxholes

The following rules apply:

- Units in a hex with a Foxholes marker are considered in the Foxholes.
- Unless otherwise limited, units in Foxholes have an unrestricted field of fire.
- Foxholes can be placed in Buildings or Huts; they represent prepared/improved fortifications, like sandbags, and add their TM to other terrain in the hex (up to +4, as per 5.5).
- Vehicles and non-MG WTs only gain the benefit of Foxholes if they set up in the hex containing the Foxholes.
- MUs (6.6) do not benefit from Foxholes until they are dismounted.
- Foxholes' TM of +1 is added to the TM of its hex, if applicable.
- Even if the Foxholes are located in open terrain, the units DO get the -2 bonus for rallying in terrain with a positive TM (3.0).
- Foxholes (I wish it went without saying) cannot be placed in Pond, Pool, Stream, River, Surf or Ocean hexes.



[21.5] Barricades

Barricades are obstacles placed on Road hexes. They face a hexside and block that hexside (an arrow on the counter points to the hexside it blocks). Barricades observe all the rules for Walls, including LOS (10.3.2), except as follows:

- Vehicles (15.0) and MUs (6.6) cannot pass through a Barricade's hexside.

A Barricade can be attacked as if it was an armored vehicle and can be destroyed by any weapon using the OFT with a penetration value greater than 1. Barricades are considered to have an Armor Factor of 2.

- Barricades can be destroyed by a successful Close Assault (17.1), from either hex to which the barricade forms a hexside, and units attempting to do so aren't required to undergo a pre-assault Morale Check. Again, Barricades are considered to have an Armor Factor of 2.
- Barricades have a TM of +2, which is applied in the same manner as a Wall's TM.
- A Barricade blocks LOS traced through, or along, the Barricade hexside from the same elevation to the same elevation.
- The Barricade doesn't block LOS to a hex in which it forms a hexside when traced from a hex through a Barricade that forms one of the hex's sides, or when the LOS is traced from the firing hex along a Barricade that connects to the target hex.
- Barricades provide no TM against in-direct fire (18.1/2). The TM is in addition to other terrain in hex.
- During the Rally Phase, units in a hex with a Barricade only gain the -2 bonus if all potential enemy fire would cross the Barricade hexside.

[21.6] TRENCHES

The following rules pertain to Trenches:

- They CANNOT be placed in Building, Huts, Rough, Marsh or any type of water hexes.

Trenches cannot be placed in a hex with another type of Fortification, such as a Bunker or Foxholes, but they can be placed in a hex with Mines or Wire.

Units in a hex with a Trench marker are considered to be in the Trench. A Trench's Target Modifier (TM) is added to the TM of its hex, not to exceed +4, as per 5.5.

Trenches provide a +2 TM except when the attacking units include a Mortar or are attacked by Off-board Artillery; in such cases the Trenches only provide a +1 TM.

A Trench's TM only applies to MMCs/ SMCs; other units, such as vehicles (15.0) and MUs (6.6), receive no TM for occupying a hex with a Trench marker.

It costs no additional MPs for a MMC/ SMC to enter a Trench; units pay the MP cost of the hex terrain the Trench is in. Other units' MP cost is delineated on the TEC.

When moving from one Trench to an adjacent Trench-marker hex, MMCs/ SMCs only pay 1 MP, and do NOT incur the DFT movement penalty.

Unless otherwise limited, units in a Trench have an unrestricted field of fire.

[21.7] VEHICLE EMPLACEMENTS

Emplacements are placed at setup, and the following rules pertain to them:

- Emplacements provide no TM but all hull hits (i.e. natural 2 or odd result on the OFT attack) against a vehicle under an Emplaced marker are negated, and the targeted vehicle does NOT have to take a Morale Check. Any Turret hit (natural even results on the OFT attack) impact the vehicle, even if it is not turreted; in this last case, the shot has hit the upper part of the non-turreted vehicle and you use the appropriate Hull armor value for the angle of impact. A natural 12 always miss.
- Vehicles under an Emplaced marker can only move out of the Emplacement by reverse movement into one of the two rear hexsides directly opposite the vehicle hull's covered-arc vertex. **Vehicle cannot pivot their chassis in an emplacement.**
- Once a vehicle has exited from under an Emplaced marker, the marker is removed from the Map.

OFT attacks against one of the two rear hexes proceed normally, the tank emplacement not offering any special protection.

If an Emplaced vehicle is destroyed, replace the Emplaced marker with a Wreck marker.

Hexes containing an Emplaced vehicle do not need to be spotted unless required by terrain in the hex, e.g., a Wheat Field hex containing an Emplaced vehicle needs to be spotted, but a Clear hex does not.

Emplaced vehicles can be Close Assaulted (17.1).

There can only be one vehicle per emplacement marker but up to two markers can be put in the same hex.

[21.8] Emplacements

The following rules also apply to Bunkers:

Only MMCs, including WT's, and SMCs can be in an Emplacement—vehicles and MUs (6.6) cannot.

- MMCs/SMCs in a hex with an Emplacement marker are considered in the Emplacement.
- Unless otherwise limited, units in an Emplacement have an unrestricted, 360-degree field of fire.
- Emplacements cannot be placed in Building, Huts or any water hexes.
- They cannot be placed in a hex with another Fortification but can be in a hex with Wire and Mines.
- An Emplacement's TM of +2 or +3 is added to the TM of its hex.
- Emplacements are considered open terrain, but even if an Emplacement is located in Clear terrain, the units do get the -2 bonus to their die-roll for attempting to rally in a hex with a +TM.

[21.9] Sangars

The following rules pertain to Sangars:

- They are open terrain but provide a TM of +1.
- They are placed during setup, and are allowed in all hex-terrain types except Buildings (and Rooftops), Wadis, Ponds and Ocean.
- They cannot be placed in a hex with another Fortification but can be in a hex with Wire and Mines.
- Units in a Sanga in an open-terrain hex do gain the -2 bonus on their rally die-roll for being in a hex with a positive TM.
- Vehicles and non-MG WT's only gain the benefit of Sangars if they set up in the hex containing the Sanga.

[21.10] Fortified

The following rules pertain to Fortified hexes:

- They are open terrain but have a +2 TM.
- They have a 360-degree range of fire (out or in).
- They cannot be placed in Buildings (and Rooftops), Huts, Rough or any water hexes.
- They cannot be placed in a hex with another Fortification but can be in a hex with Wire and Mines.
- It does not cost any additional MP's to enter or leave a Fortified hex.
- Units in a Fortified hex in an open-terrain hex do gain the -2 bonus on their rally die-roll for being in a hex with a positive TM.
- Vehicles and non-MG WT's only gain the benefit of a Fortified hex if they set up in the hex containing the Fortified marker.

MULTI-MAN COUNTERS [MMCs]

Squad

Front

Identification

Badge (IB, 1.1) Morale (1.5)



Inherent
Firepower (IFP)

Range
Movement
Factor (MF)

Back

Shaken (5.1)



No IFP or Range
MF Halved



Red box around MF indicates Assault Move / Fire Capable (6.1 / 6.1.1)



Yellow box around MF indicates Stealth Move / Fire Capable (6.4, 6.4.1)



Black box around red Range indicates Extended Range (5.4)



IFP with an "A" Superscript indicates Assaulters (5.6)



IFP with an "M" Superscript indicates Melee Specialists (8.5)

Half-Squads

Front

Back



Crew

Front

Back

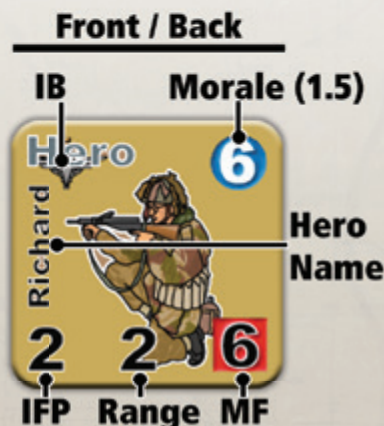


SINGLE-MAN COUNTERS [SMCs]

Leader (11.1)



Hero (11.2)



Shaken:
Cannot
Heal

Medic (11.3)



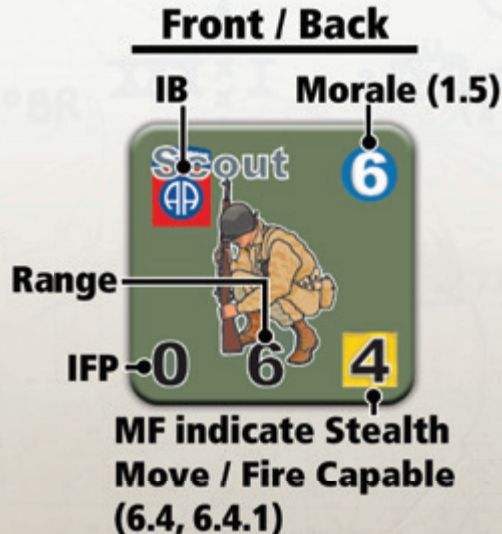
Sniper (11.4)



Armor Leader (11.5)



Scout (11.6)



MOUNTED UNITS [MUs, 6.6]

Motorcycle Squad

Front

Back



Red MF indicates
Hit & Run capable (6.7)

Dismount



Squad



Cavalry Half-Squads

Front

Back



Dismount

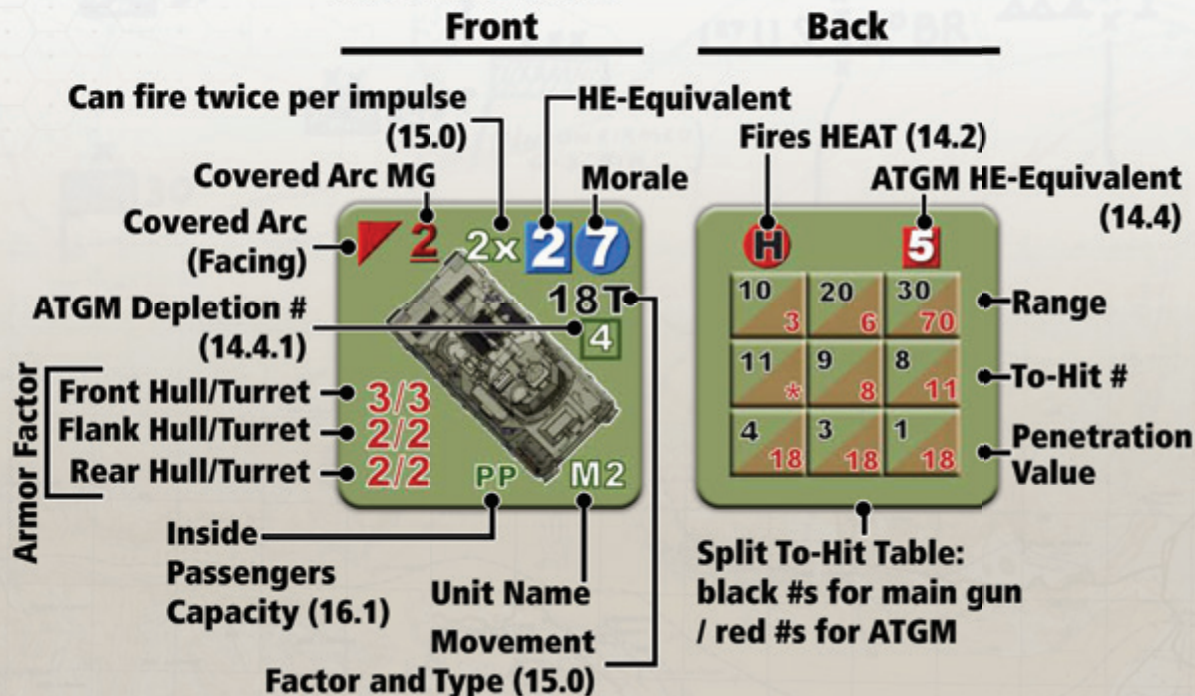


Half-squad



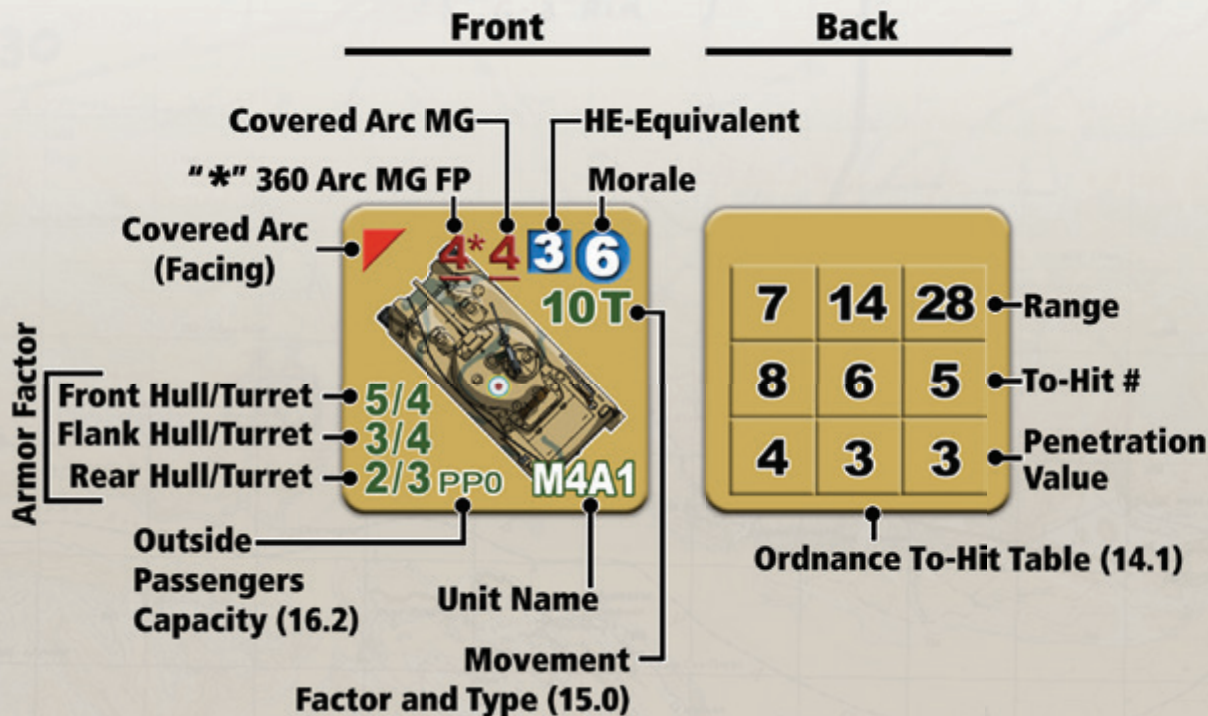
VEHICLES [15.0]

ATGM Vehicles

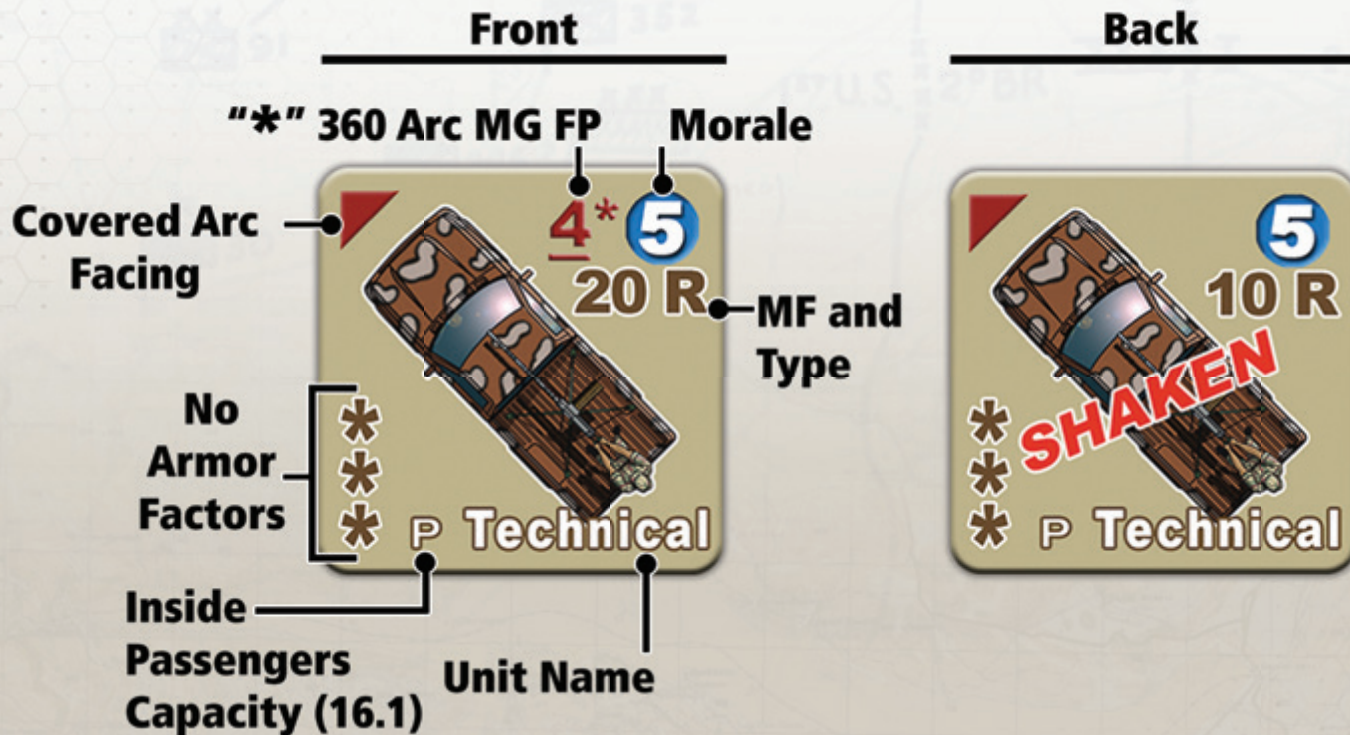


VEHICLES [15.0]

Armored Vehicles



Unarmored Vehicles



SUPPORT WEAPONS [SWs, 1.6]

Direct-Fire Support Weapons (5.0)

Machine Gun

Weapon Name

PKM



2

9

Firepower
(FP) Range

Flamethrower

Weapon Name

Flamethrower



4

2

Firepower
(FP) Range

Satchel Charge

Weapon Name

Satchel
Charge



6

1

Firepower
(FP) Range

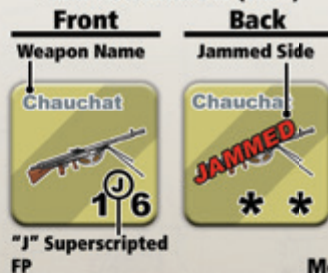
Ordnance-Firing SW (1.6.4, 14.1)



Anti-Aircraft SW (1.6.6, 19.1.1)



Jam Potential SW (1.6.2)



Tripod MG SW (1.6.1)



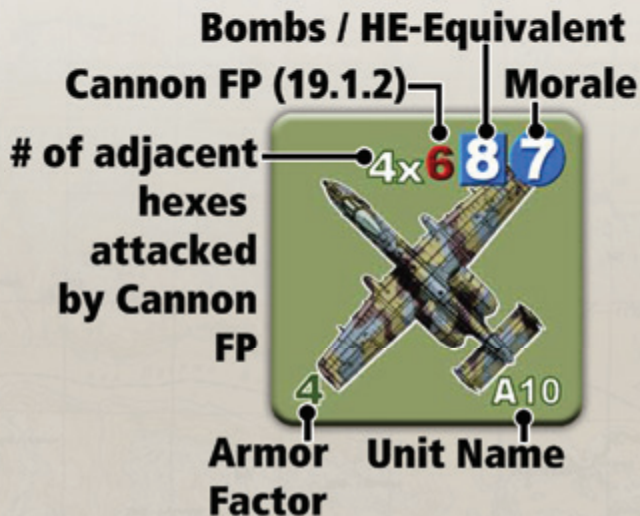
Mortar SW (1.6.5)



AIRCRAFT [19.0]

Fixed-Wing Aircraft (19.1)

Modern

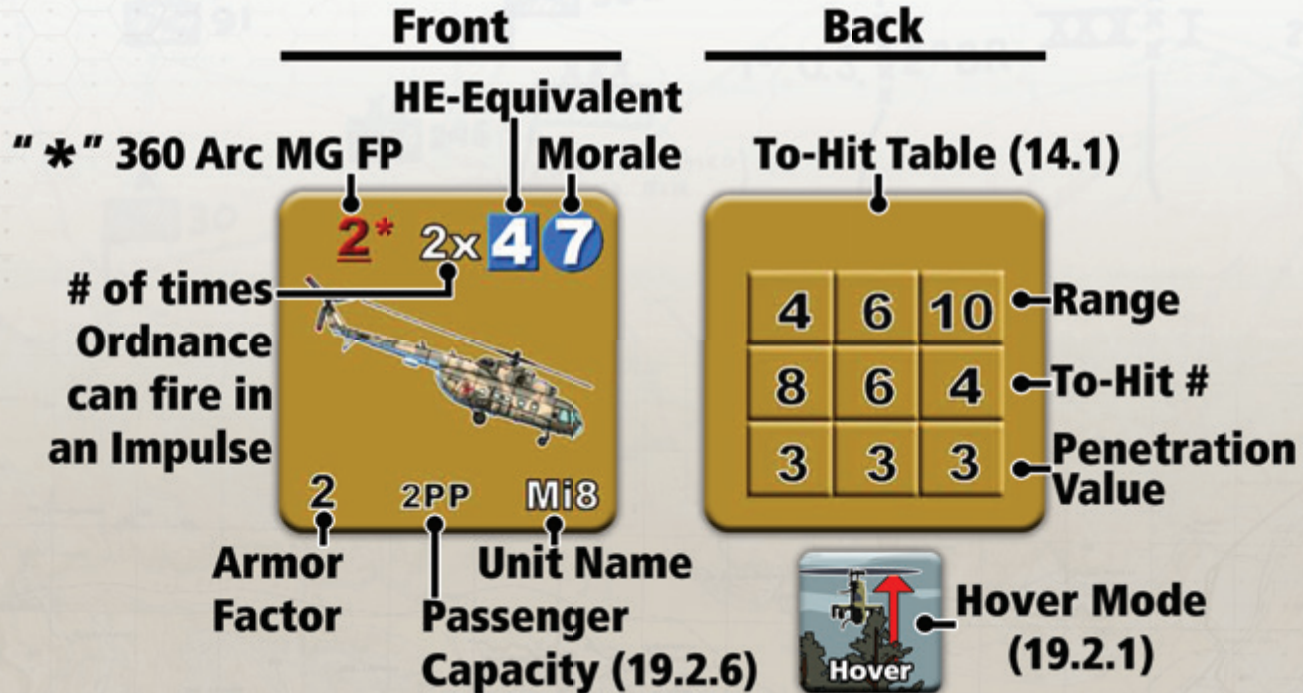


WW2

of hexes HE / Bombs can attack (hexes do not have to be adjacent, 19.1.2)



Helicopters (19.2)



Weapon Teams (WTs, 1.7)

Direct-Fire WT (5.0)

Front	Back
Weapon Name M1917A1 7	M1917A1 7 SR
IFP 3 Range 15 MF 2	Self-Rally (3.0) * * 1

Ordnance-Firing WT (1.7.1, 14.1)

Front	Back									
Covered Arc (14.1) 37mm ATG 2 6	HE-Equivalent SR 6									
* * 1	To-Hit Table (14.1) <table border="1"> <tr> <td>5</td> <td>9</td> <td>16</td> </tr> <tr> <td>6</td> <td>5</td> <td>4</td> </tr> <tr> <td>2</td> <td>1</td> <td>0</td> </tr> </table>	5	9	16	6	5	4	2	1	0
5	9	16								
6	5	4								
2	1	0								

Range
To-Hit #
Penetration Value

Anti-Aircraft (AA) WT (19.1.1)

Front	Back									
Covered Arc (14.1) HE-Equivalent 20mm AA 2x 2 7	SR 7									
Can Fire twice per impulse (1.7.1) * * 2 MF	Blue To-Hit Table can only fire at Aircraft (19.1.1) <table border="1"> <tr> <td>5</td> <td>9</td> <td>18</td> </tr> <tr> <td>8</td> <td>7</td> <td>5</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> </tr> </table>	5	9	18	8	7	5	1	1	0
5	9	18								
8	7	5								
1	1	0								

Anti-Aircraft (AA) WT (19.1.1)

Front	Back									
Covered Arc (14.1) HE-Equivalent 20mm AA 2x 2 6	SR 6									
* * 1 MF	Split To-Hit Table: black #s for ground targets / blue #s for aircraft <table border="1"> <tr> <td>5</td> <td>10</td> <td>20</td> </tr> <tr> <td>8</td> <td>6</td> <td>5</td> </tr> <tr> <td>3</td> <td>2</td> <td>1</td> </tr> </table>	5	10	20	8	6	5	3	2	1
5	10	20								
8	6	5								
3	2	1								

ATGM WT (14.4)

Front	Back									
ATGM Depletion # (14.4.1) HE-Equivalent Milan 5 6	Fires HEAT (14.2) H SR 6									
* * 2 MF	To-Hit Table (14.1) <table border="1"> <tr> <td>1</td> <td>4</td> <td>36</td> </tr> <tr> <td>5</td> <td>8</td> <td>11</td> </tr> <tr> <td>16</td> <td>16</td> <td>16</td> </tr> </table>	1	4	36	5	8	11	16	16	16
1	4	36								
5	8	11								
16	16	16								

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