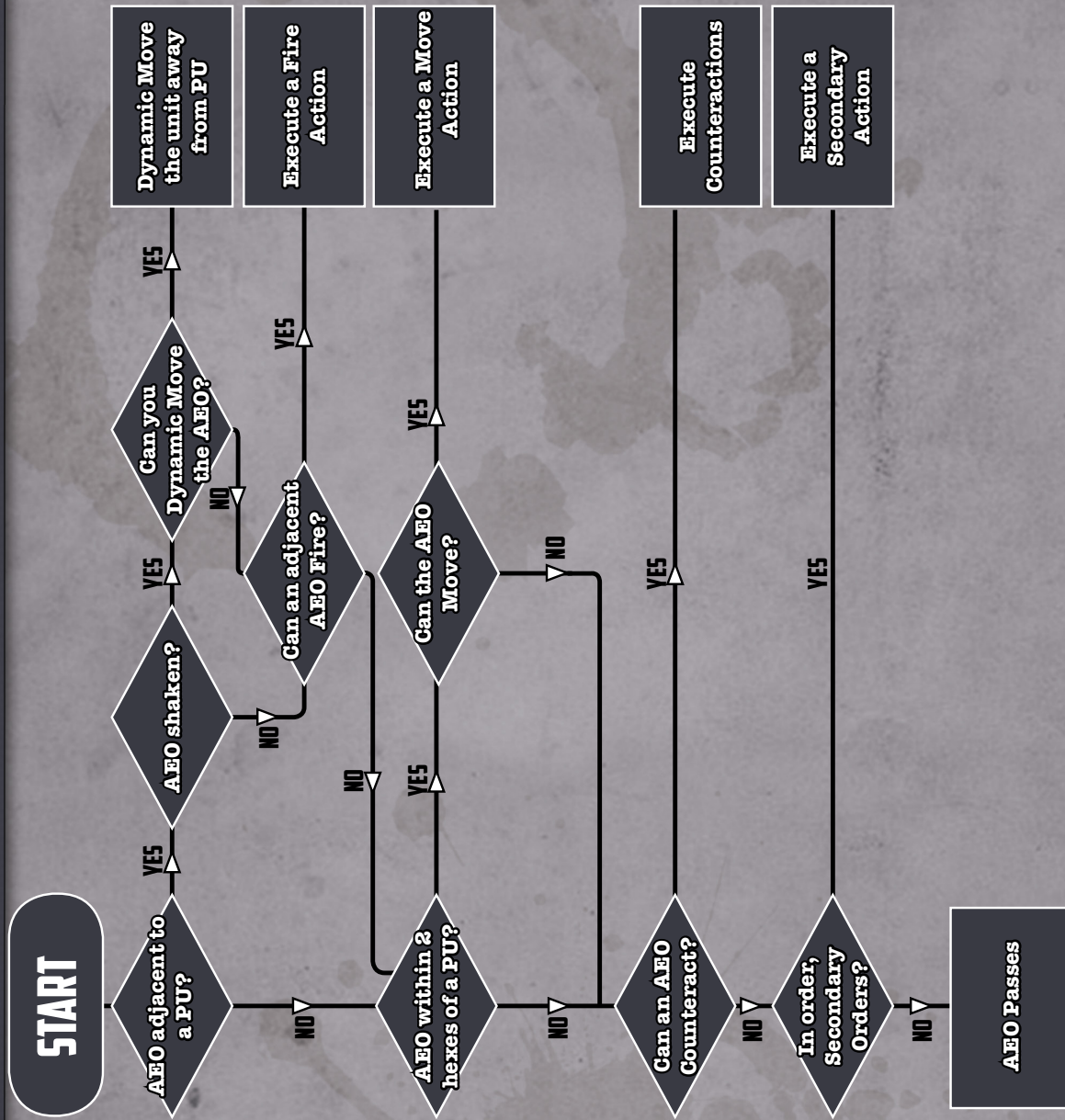


AEO ORDER EXAMPLE 6.0



3

AEO ORDER

PRIORITY

1

► If Shaken Dynamic Move ► Fire

2

► Move if not in terrain with a + Terrain Modifier

Execute Counteractions

SECONDARY

Highest Firepower AEO closest to Good Order PU

► Fire

AEO farthest from a Good Order PU

► Fire

Largest stack of AEOs closest to a Victory Condition

► Move towards

Move Offboard units onto the Map

In this example Card 3 is drawn for the AEO impulse. This card is a defensive card. The Flowchart details the progression in which orders are executed.

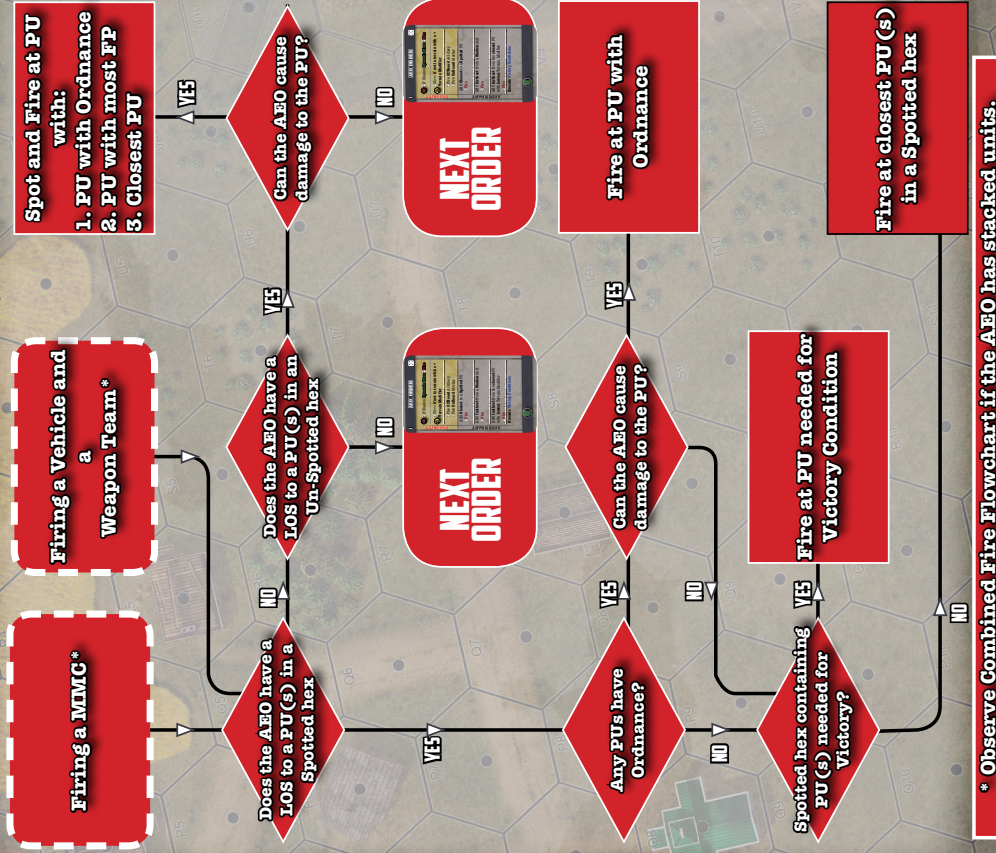


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LOCK 'N LOAD TACTICAL SOLO FIRE BEHAVIOR FLOWCHART

Fire Action



Combined Fire Action



LOCK 'N LOAD TACTICAL SOLO FIRE BEHAVIOR FLOWCHART

Opportunity Fire Defensive Posture

**Defensive Posture
Conducting Opportunity
Fire**

**Moving PU part of a
stack?**

HOLD FIRE

**Roll 1d6:
Is the Result
Odd?**

**Multiple AEO
MMCs stacked
together?**

**Are there PUs
within LOS that can
still move?**

**Fire 1 MMC,
randomly determine
which MMC will fire**

**Fire at Moving PU
with Opportunity
Fire**

**Conduct a Combined
Fire Action**

Close Assault Defensive Posture

**CLOSE ASSAULT
(Assuming target
Vehicle is not in hex
with MMCs/SMCs)**

**Has the target
PU(s) Vehicle already
conducted an action?**

HOLD

**Conduct a Small-arms
and/or Ordnance Fire
Action**

**Is the PU
Vehicle Buttoned?**

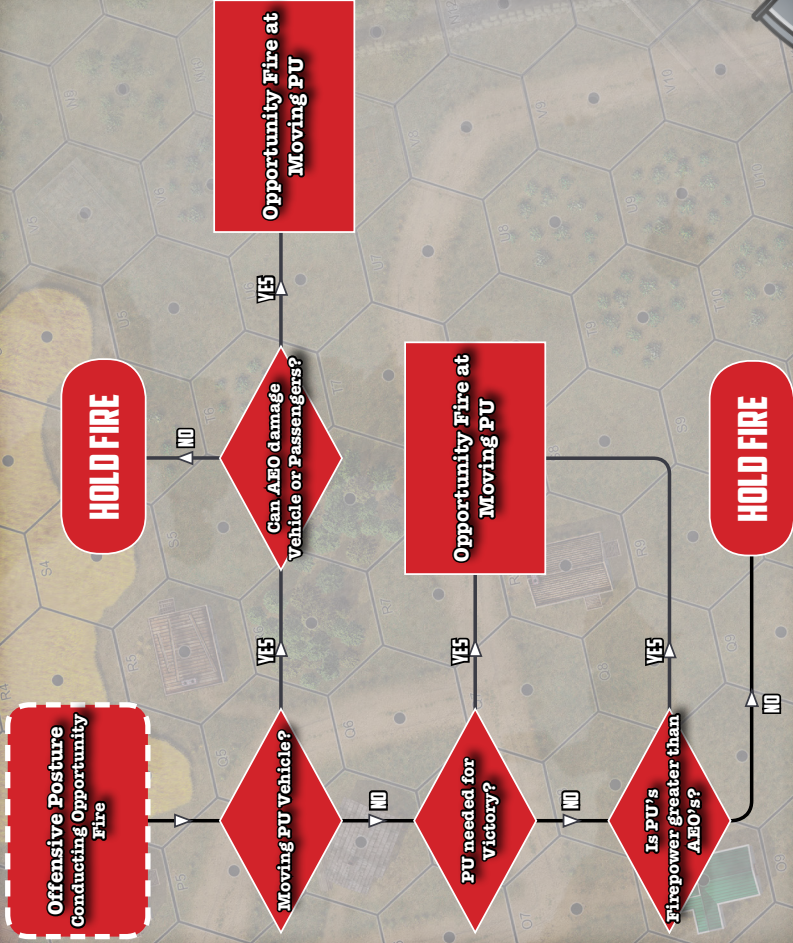
**Conduct a Close
Assault**

**Can AEO
Destroy
PU Vehicle?**

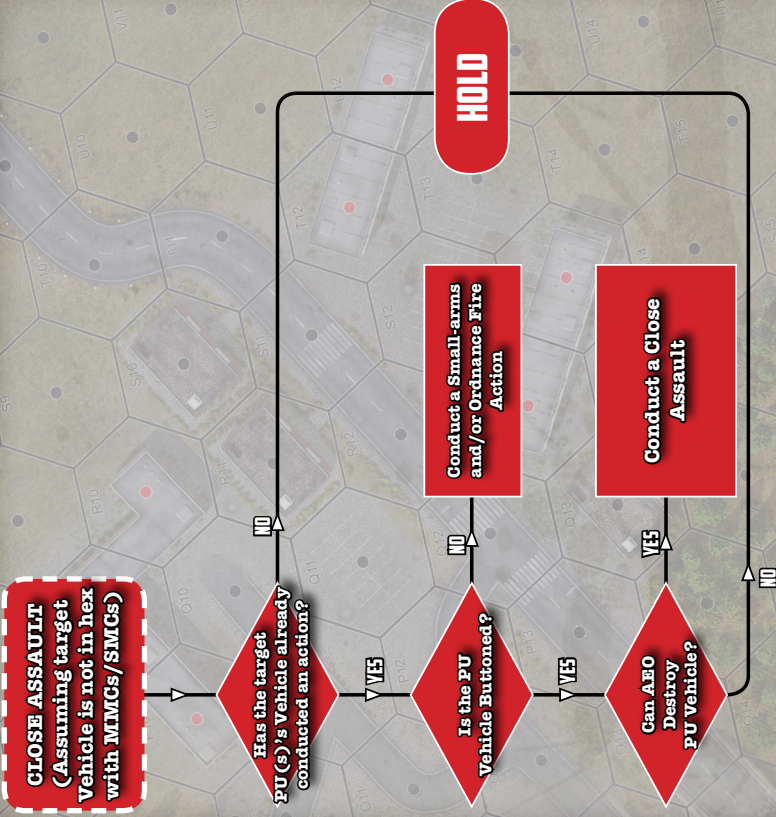


LOCK 'N LOAD TACTICAL SOLO FIRE BEHAVIOR FLOWCHART

Opportunity Fire Offensive Posture



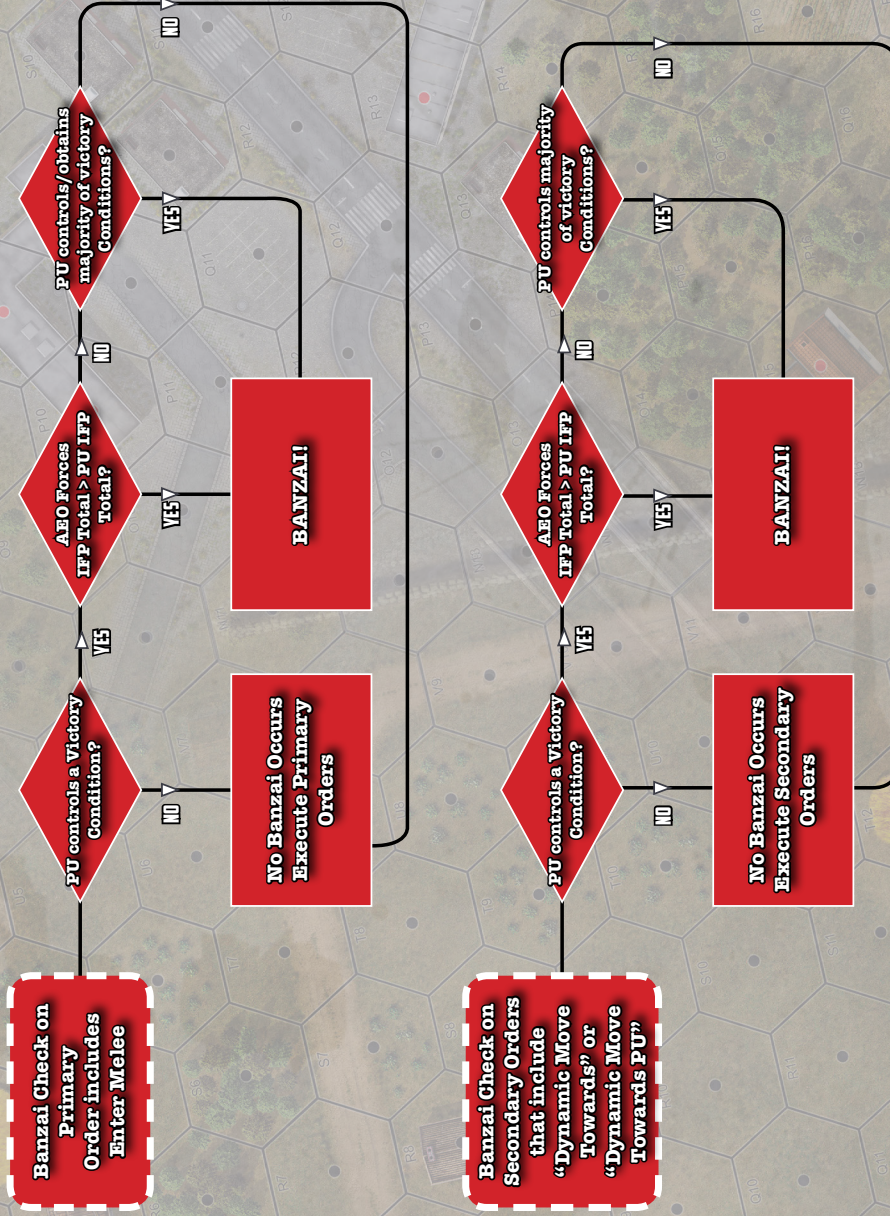
Close Assault Offensive Posture



LOCK 'N LOAD TACTICAL SOLO FIRE BEHAVIOR FLOWCHART

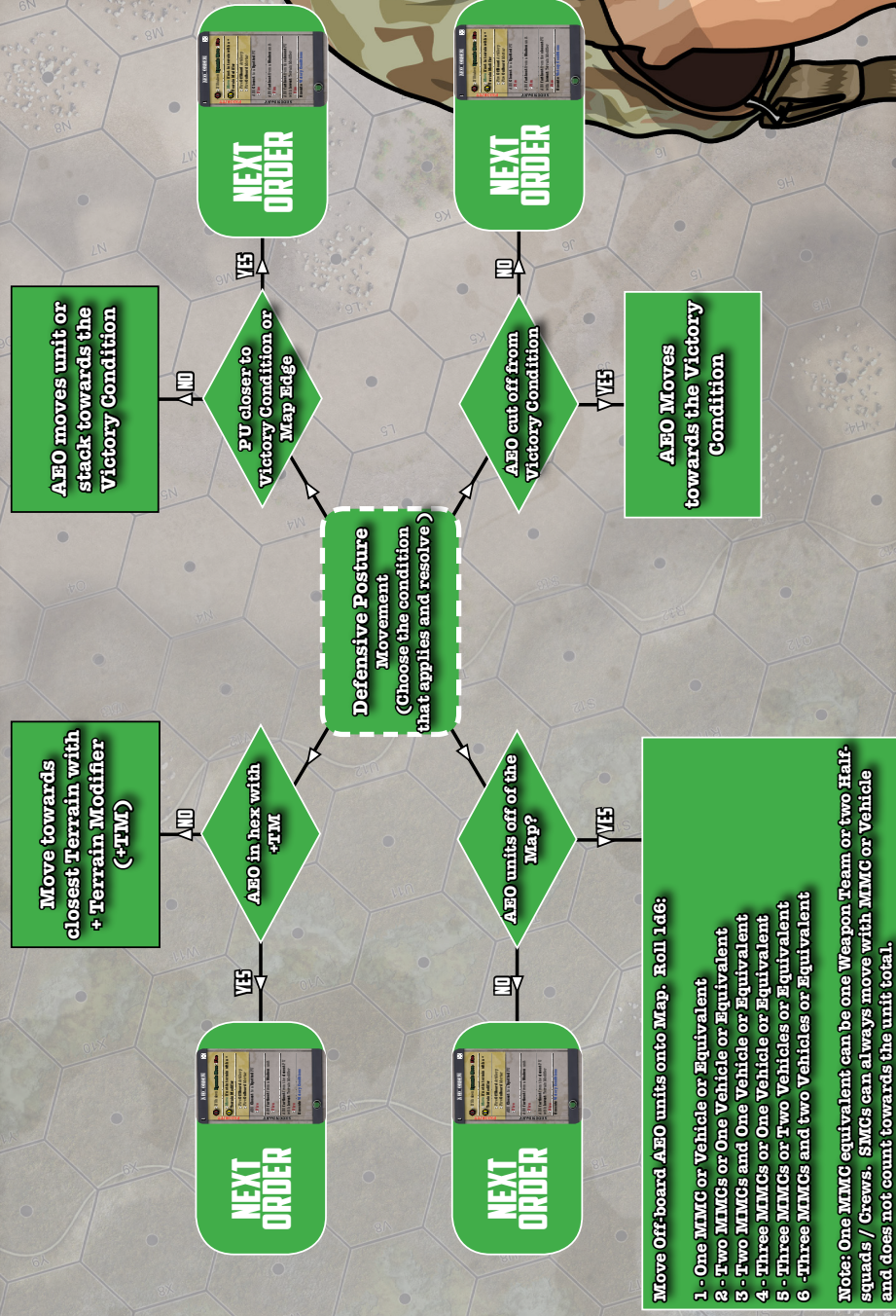
Banzai National Ability Defensive Posture

If the AEO Forces have the Banzai ability, please use the following flow chart for AEO determination for Infantry and Weapons Teams entering into a Banzai attack with a PU.



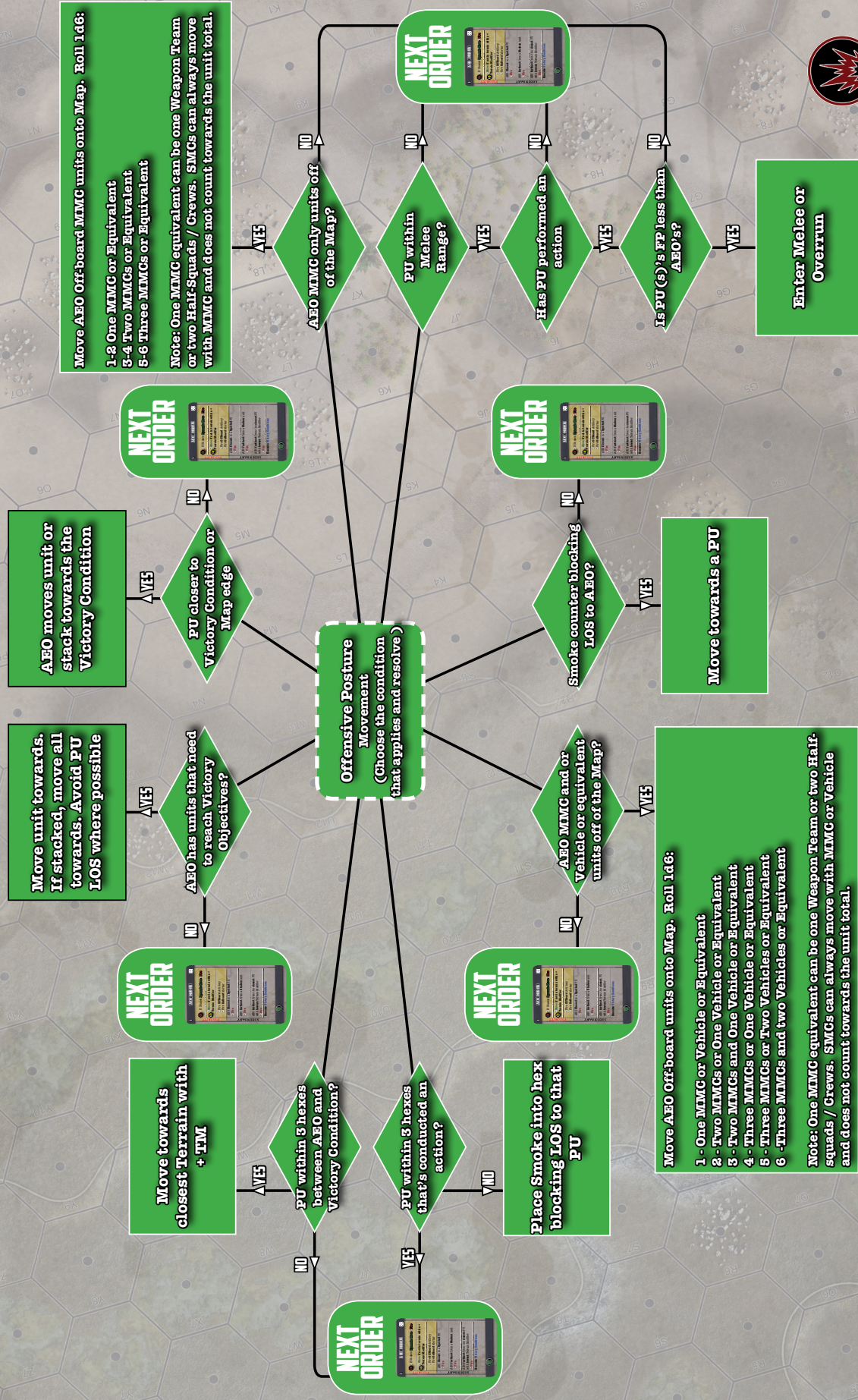
LOCK 'N LOAD TACTICAL SOLO MOVEMENT BEHAVIOR FLOWCHART

Move Action Defensive



LOCK 'N LOAD TACTICAL SOLO MOVEMENT BEHAVIOR FLOWCHART

Move Action Offensive



LOCK 'N LOAD TACTICAL SOLO COUNTERACTION BEHAVIOR FLOWCHART

Counteractions Offensive



Offensive Posture
Execute Counteractions

Move AEO's off-board Vehicle units onto Map. Roll 1d6:
1-3 One Vehicle or Equivalent
4-6 Two Vehicles or Equivalent
SMGs can always move with Vehicle and does not count towards the unit total.

Move AEO's off-board MMC units onto Map. Roll 1d6:
1-2 One MMC or Equivalent
3-4 Two MMCs or Equivalent
5-6 Three MMCs or Equivalent
Note: One MMC equivalent can be one Weapon Team or two Half-Squads / Crews. SMGs can always move with MMC and does not count towards the unit total.

More than one
MMC off of the Map?

Fire at closest PU
in LOS or change
covered arc if no PU
in LOS

Fire at Closest PU
that can be damaged

Move MMC onto
Map

Fire Hero at PU

Fire Sniper at
Farthest
PU

Move Hero towards
Victory Condition
unless already
occupied

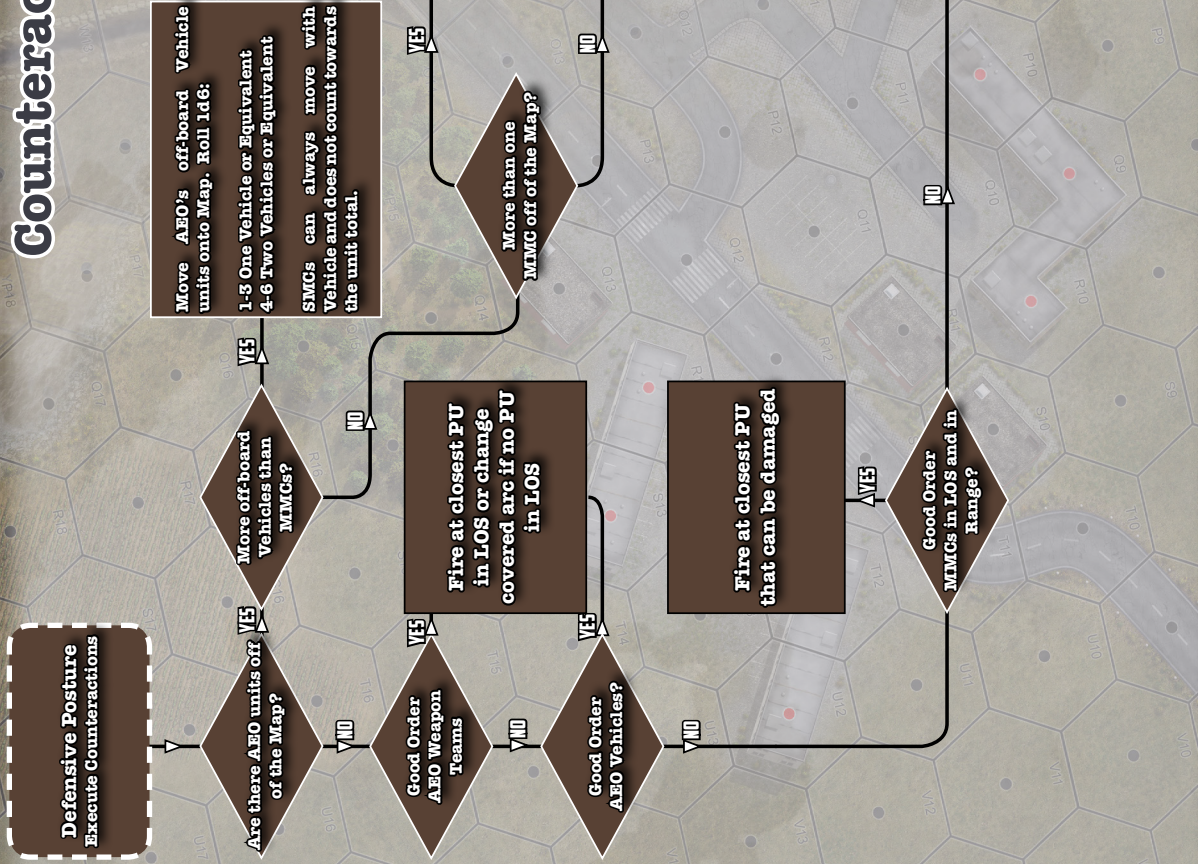
Move Medic
towards closest
wounded SMC

NEXT ORDER



LOCK 'N LOAD TACTICAL SOLO COUNTERACTION BEHAVIOR FLOWCHART

Counteractions Defensive



LOCK 'N LOAD TACTICAL SOLO VICTORY CONDITIONS BEHAVIOR FLOWCHART

Execute Victory Conditions Defensive

**Defensive Posture
Execute Victory
Conditions**

**PU within 3 hexes of
Victory Condition?**

YES

If PU in LOS Spot
if unspotted, Fire
at PU. If not in LOS
move towards

**AEO within 5 hexes of a
Victory Condition?**

YES

Move towards
Victory Condition

**Are there AEO units off
Map?**

YES

Move AEO into LOS
or towards a hex
with LOS to Victory
Hexes

**AEO within LOS of a
Victory Condition Hex?**

NO

YES

Move AEO's off-board MMGC units onto Map. Roll 1d6:
1-2 One MMGC or Equivalent
3-4 Two MMGCs or Equivalent
5-6 Three MMGCs or Equivalent

Note: One MMGC equivalent can be one Weapon Team or two Half-Squads / Crews. SMCs can always move with MMGC and does not count towards the unit total.

Move AEO's off-board Vehicle units onto the Map. Roll 1d6:
1-3 One Vehicle or Equivalent
4-6 Two Vehicles or Equivalent

SMCs can always move with Vehicle and does not count towards the unit total.

**Are there more off-Map
Vehicles than MMGCs?**

YES

**NEXT
ORDER**

**More than one
MMGC off-Map?**

NO

Move MMGC onto the
Map

Helicopters

Helicopters

**AEO Helicopters off-
Map with passengers?**

YES

Enter Map, fly
towards hex within
3 hexes of victory
hex, hover then
fire at closest PU,
then disembark
passengers

**Can AEO Helicopter
Attack PUs?**

YES

Within Range of PU?

YES

Fire at PU in order:
1. PU needed for Victory
Objective
2. GO PU (Highest FP)
3. Shaken PU

If off Map or on Map
fly within range of
AEO Weapons

NO

Enter Map, fly to
hex with MMGCs
needed to be picked
up, hover then fire
at closest PU, then
embark passengers

**Victory Conditions to
pick up MMGCs?**

YES

**Helicopter needed for
the Scenario Victory?**

NO

Helicopter exits Map

**NEXT
ORDER**

LOCK 'N LOAD TACTICAL SOLO VICTORY CONDITIONS BEHAVIOR FLOWCHART

Execute Victory Conditions Offensive

Offensive Posture Execute Victory Conditions

If PU in LOS, Spot if unspotted, Fire at PU. If not in LOS or range move towards

Move towards Victory Condition

Move towards or execute action needed for the Victory Condition

NEXT ORDER

Move towards or execute action needed for the Victory Condition

Move AEO's off-board MMC units onto Map. Roll 1d6:

- 1-2 One MMC or Equivalent
- 3-4 Two MMCs or Equivalent
- 5-6 Three MMCs or Equivalent

Note: One MMC equivalent can be one Weapon Team or two Half-Squads / Crews. SMCs can always move with MMC and does not count towards the unit total.

Move AEO's off-board Vehicle units onto the Map. Roll 1d6:

- 1-3 One Vehicle or Equivalent
- 4-6 Two Vehicles or Equivalent

SMCs can always move with Vehicle and does not count towards the unit total.

Are there more off-Map Vehicles than MMCs?

More than one MMC off-Map?

Victory Condition involving a PU needed?

Move MMC onto the Map

NEXT ORDER

Move towards or execute action needed for the Victory Condition

Helicopters

Helicopters

AEO Helicopters off Map with passengers?

Enter Map, fly towards hex within 3 hexes of victory hex, hover then fire at closest PU, then disembark passengers

Fire at PU in order:
1. PU needed for Victory Objective
2. GO PU (Highest FP)
3. Shaken PU

Can AEO Helicopter Attack PUs?

Within Range of PU?

If off Map or on Map fly within range of AEO Weapons

Enter Map, fly to hex with MMCs needed to be picked up, hover then fire at closest PU, then disembark passengers

Victory Conditions to pick up MMCs?

Helicopter exits Map

Helicopter needed for the Scenario Victory?

NEXT ORDER

LOCK 'N LOAD TACTICAL SOLO EVENTS TABLE 11.1

RANDOM EVENTS [SOLO 11.1]

11	What Time Is It*:	Roll 1d6: on a 1-2, move Turn marker back one box; the Turn marker can never be lower than Turn 1. On a 3-4, no change; and on a 5-6, move the Turn marker one box ahead. If the Turn marker passes the last turn of the scenario, the scenario ends immediately.
12-14	AEO Surge*:	AEO can select and play 2 Orders Cards during this impulse.
15-16	Battle Fatigue:	Movement Factors (MFs) of SMCs/MMCs are reduced by 1; if a SMC/MMC's MF is reduced to 0 or less, it's MF is considered to be 1. A SMC or MMC can always move one hex if it normally would be allowed to. Roll 1d6 to find how long the Battle Fatigue effect lasts. On a 1-2, for the remainder of the current turn; on a 3-6, until the end of the next turn.
21	Rally on Me:	Select a hex with a + TM that has one or more friendly Shaken MMCs or a MMC with a SMC farthest from an enemy unit. For each Shaken unit, take a Morale Check and subtract two (-2) from the die-roll; Leadership Modifier applies.
22-23	Enemy Spotted:	Place a Spotted marker on an unspotted hex. (In LnLT hexes are spotted, not units.) The unspotted hex must be at least two hexes away from a friendly unit, but not more than eight.
24-26	Sniper:	Select any hex with a + TM that has an enemy unit and is at least two hexes away from a friendly unit but no more than 7 hexes away. Then conduct a 0-FP + 2d6 attack vs. a random unit as per 5.1
31-33	We Are Not Done:	Randomly remove one Ops Complete marker from any friendly MMC or SMC; this unit can now activate as per normal.
34-35	Hero is Born:	Select a GO MMC that is at least two hexes from an enemy unit. This MMC spawns a Hero with a randomly selected Skill counter. If two Heroes are already on the Map, no Hero is Born.
36	Minefield Attack:	The Squad or AFV unit that is in a Clear, Wheat Field or Road hex that is closest to the last unit that conducted an action conducts a Mines attack. A Mines attack uses a Firepower of 2 + 1d6 against all units the same hex.
41-43	Unexploded Ordnance Attack:	The MMC closest to the last unit that conducted an action takes a Morale Check. If the MMC passes, read A ; if it fails, read B . A. MMC notices unexploded ordnance and harmlessly avoids it. B. MMC triggers the unexploded ordnance! The ordnance uses a Firepower of 3 + 1d6 against all units the same hex, and apply all TMs; and the Firepower is 1 + 1d6 against all units in hexes adjacent to the unexploded ordnance hex and apply all TMs.
44	Weather Changes*:	Select the location and roll 1d6 to see if the weather changes. If you are playing a scenario without a date on it, roll 2d6 add the result together for the month in which the scenario takes place. For results, use the Weather Possibilities Table.
45	Sniper:	Select any hex that has an enemy unit and is at least two hexes away from a friendly unit but no more than 10 hexes away. Then conduct a 0-FP + 2d6 attack vs. a random unit as per 5.1

Note: Any event that can not be conducted is consider to have no effect and play continues as normal.

LOCK 'N LOAD TACTICAL SOLO EVENTS TABLE II.1

46,51	Medic:	Select a hex with one or more Shaken MMCs closest to an enemy unit. For each Shaken MMC, roll 2d6, subtracting two (-2) from the die-roll if it's in a hex with a +TM; if the result is a 7 or less, the unit rallies. If a Shaken or Wounded SMC is in the hex, the Medic can also attempt to rally and/or heal the SMC, too.
52-55	Hero is Born:	Select a GO MMC that is at least two hexes from an enemy unit. This MMC spawns a Hero with a randomly selected Skill counter. If two Heroes are already on the Map, no Hero is Born.
56,61	Booby Trap:	Select a Building hex with a MMC that is farthest from the last unit that conducted an action and conduct a Booby Trap attack. The Booby Trap uses a Firepower of 0 + 2d6 against all SMC/MMC units in the hex, TMs apply. A result of a 2 is always considered to be no effect. A result of a 12 is always considered to be a critical hit and the SMC/MMC unit is removed from play and counts towards any Victory Conditions. If the result is equal to or less than the SMC/MMC's Morale, flip it to its Shaken side and then roll for that unit again; if it passes the 2nd time, it stays on the Map on its Shaken side; if it fails the 2nd time, it is removed from the Map and counts toward the scenario's Victory Conditions.
62-66	AEO Surge*:	AEO selects and uses 2 Orders Cards in this impulse!

1. Roll 2d6: use one to represent tens and another to represent ones. A common usage is for a colored die to be tens and the white die to be ones.
2. Any Event with an * can only be played by the AEO.
3. After an Event without an * has been selected, roll 1d6. On a 1-3, the Event is played on or by the AEO; and on a 4-6, it is played on or by the PU.

WEATHER POSSIBILITIES

BATTLE LOCATION	WEATHER POSSIBILITIES
Temperate Areas:	Roll 1d6: 1-2, No Change; 3, Fog; 4-6, Rain or Snow
Tropical Areas:	Roll 1d6: 1, No Change; 2-4, Light Rain; 5-6, Heavy Rain
Desert Areas:	Roll 1d6: 1-2, No Change; 3-5, Dust; 6, Heavy Dust Storm
<i>* Rain is always Snow on Oct - Feb Months and Tropical and Desert areas can never have Snow.</i>	

WEATHER EFFECTS

- **Fog:** Reduce Range by 2. Any Range reduced to 0 is always a 1.
- **Rain:** Reduce Range by 1. Any Range reduced to 0 is always a 1.
- **Heavy Rain:** Reduce Range by 2. Any Range reduced to a 0 is always a 1. Dirt Roads are considered Clear hexes.
- **Snow:** Reduce Range and Movement Factor by 1. Any Range or MF reduced to 0 is always a 1.
- **Heavy Snow:** Reduce Range and Movement Factor by 2. Any Range reduced to a 0 is always a 1. If a unit's MF is reduced to 0, to move, it must first roll 1d6: on a result of 3-6, it can move 1 hex; on a result of 1-2, it can't move and an Ops Complete marker is placed on it.

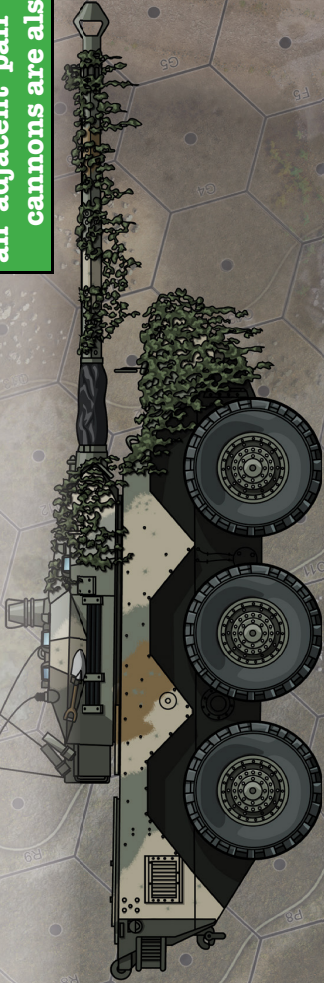
Note: Any event that can not be conducted is consider to have no effect and play continues as normal.

LOCK 'N LOAD TACTICAL SOLO MOVEMENT STANCES TABLE 8.3.2

Vehicle Stances			Vehicles and Being Adjacent	PU LOS
Off-board Vehicles	Vehicle Scenario Start	Vehicles in Battle		
Vehicles that start off-board arrive unbuttoned	Vehicles start unbuttoned at setup unless they are within range and LOS of a PU.	If ordered to move Vehicles button if within LOS of a PU	Multiple AEO Vehicles will not end their movement adjacent to another AEO Vehicle if they are in LOS of a PU and the PU has off-board artillery available.	If a Vehicle is not in LOS of a PU, Vehicles unbutton before a Move action.
Dynamic Movement SMC/MMC			Fixed Wing Aircraft	
Low Crawl Movement An AEO with no Assault and no Stealth Movement will use Low Crawl towards a PU entering a + Terrain Modifier. It can move into Clear terrain only if it's the only choice to move towards the PU	Stealth Movement An AEO in LOS of a PU will use Stealth Movement	Assault Movement An AEO in LOS of a PU will use Assault Movement to then attack a PU between it and the Victory Objective	When the AEO receives a fixed-wing airstrike [Core 19.1], roll 1d6 as per normal to determine the Map edge from which it enters; however, if the result is a 5 or 6, reroll until the result is 1-4. The aircraft's flight path is that which attacks the greatest number of PUs. This calls for the PL to be objective despite any impending destruction. If needed, randomly determine which hex of an adjacent pair targeted by the aircraft's cannons are also attacked by its bombs.	



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