

LOCK 'N LOAD TACTICAL

INFANTRY GAMEPLAY NARRATIVE



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LOCK 'N LOAD TACTICAL SYSTEM v5.1 CORE RULES

Infantry Gameplay Narrative

Welcome to the **Lock 'n Load Tactical (LnLT)** system. Learning how to play any Squad-level tactical game system can be difficult, and the best way to learn is to have someone there to teach you. Absent of that, the following gameplay narrative provides an as-played approach to learning the **LnLT** system without burdening the player with trying to absorb everything in the rules manual and on the Player-Aid Cards (PACs) before putting a counter on the Map. The focus here is essential gameplay, not low-percentage or rare-case situations—and, most of all, fun. Before we play **LnLT**, let's get familiar with the components used when playing. We'll keep it to an overview, and explore the details when we play.

We are going to use components that are, mostly, from the **LnLT Starter Kit**. The components are from World War 2, and

include American Paratroopers and German Wehrmacht units. Our training scenario is going to take place on Map 15.

The Map

Map 15 is a standard geomorphic (can be combined with other Maps to make a larger playing area.) Map. It's lettered hex-rows are Axx-Oxx, from left to right, and numbered xx1-xx8, from top to bottom. The edges are half-hexes, which function as whole hexes whether they are mated with another Map's edge or not. Each hex is approximately 50 meters wide; thus, a Map is about 400 meters by 700 meters.

Every hex has terrain in it. On Map 15 there are the following kinds of terrain, with an example in parentheses: Clear (F2), Road (F4), Forest (E7), Light Woods (G4), Low Crops (C2), Cemetery (J6), Wheat Field (K1) and Brush (D2); there are also two types of Buildings:



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Stone/Heavy Construction (F5), with a red dot in their center; and Wooden/Light Construction (F3), with a black dot in their center. Hexside terrain also exists: Walls (K6/L6) and Hedges (K2/K3). Each **LnLT** game has its own unique terrain, and everything you need to know about terrain is on the Terrain Effects Chart (TEC), found on one of the Player-Aid Cards (PAC). The TEC is referred to all the time in the rules, and it's your best friend and resource while playing; it also contains info not found in the rules.

Author's Note: *As a military conflict simulation, LnLT uses lots of acronyms. The full text is listed the first time it is used in each section, e.g., Terrain Effects Chart (TEC). They quickly become second nature, but a glossary is at the back of the rules booklet. Common ones are TEC, PAC, MMC, SMC, SW, WT, IFP, FP, MF, MP, GO, AM, LC, DT, DFT, OFT, OF and LOS.*

Whether you have the *Starter Kit* or a complete game, take a look at the TEC. It's divided into rows and columns; from left to right it shows Terrain Images, Terrain Names, Terrain Type (whether it's open, degrading or blocking), the Movement Costs (there are three vehicle types + Leg units, i.e., infantry), Target Modifiers (TMs), Obstacle Height and any notes, if applicable.

Author's Note: *Obstacle Height affects Line of Sight (LOS) when firing from one level of terrain to another, and comes in to play when there are Hills and Multi-story Buildings on the Map, and for indirect fire of Mortars, none of which we will address at this time.*

Image	Name	Type	Movement Cost (P=Prohibited)				Target Modifier	Obstacle Height	Notes
			T	O	R	Leg			
	Boycage	Blocking	+9*	P	P	+4*	-3	Level 1	See 10.6 in the Heroes of Normandy Module Rules. *Denotes cost to cross the hexside
	Bridge	See Notes	1	1	1/2	1	See Notes	Ground Level	If LOS crosses the bridge bordering a Wall, the TM and LOS restrictions are the same as Wall above. When traced down the length of the bridge, the terrain is Open.
	Brush/Flowers	Degrading	1	1	2	1	0	Per terrain height	Negates +1 Moving or Moved marker penalty for target unit.
	Cemetery	Degrading	P	P	P	1	+2	Per Terrain height	None
	Clear	Open	1	1	2	1	0	Level-0	None
	Forest	Blocking	P	P	P	2	+2	Level 2	No vehicles unless on a Road. Forest hexes contain more than 4 overlapping tree silhouettes.
	Hedges	Blocking	+0	+3*	+4*	+1*	0	Per Terrain height	Blocks LOS traced through, or along, the Hedge from same elevation to same elevation, with the following exceptions: 1) Doesn't block LOS to a hex in which the hex forms a hexside, 2) when traced FROM a hex through a Hedge that forms one of the hex's sides, or 3) when the LOS is traced from the firing hex along a Hedge that connects the firing hex to the target hex. For example: LOS from 87K4 to 87M4 is not blocked. No game movement modifier against direct fire traced across Hedge hexside. No modifier against indirect fire. *Denotes cost to cross hexside.
	Woods (Light)	Degrading	4	8	8	2	+1	Level-1	Light Woods contain four tree silhouettes per hex. None of the silhouettes touch.

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Hex F2 is a Clear hex: it's open terrain, it costs Leg units 1 Movement Point (MP) to enter the hex, it provides no TM (defensive bonus), and does not present any obstacle height.

Let's look at another. Hex F5 is a Stone/Heavy Construction (HC) Building and has a red dot, which further defines it as such. HC Buildings are blocking terrain, cost Leg units 2 MPs to enter, have a TM of +4, and though on Level-0 it presents a height as obstacle of Level-1. Any HC Building that is three-hexes or more in size is a Multi-story Building and has two floors, which include staircases; Multi-story Buildings present an obstacle height of Level-2. There are no Multi-story Buildings on Map 15.



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Hex G4 contains Light Woods, which is degrading terrain, costs 2 MPs for Leg units to enter, has a TM of +1, and though the hex itself is at Level-0, it presents an obstacle height of Level-1 because of the trees in the Light Woods. This same hex has Walls on four of its six hexsides. The Walls are blocking terrain, cost an additional +1 MP for Leg units to cross, provide a TM of +1, and its obstacle height is the same level as the hex, which is Level-0.

What do terrain types mean? There are three terrain types: open, degrading and blocking. Why is this important? Terrain types influence Line of Sight (LOS) and determine if a hex is spotted. Only units in spotted hexes can be Fired at. (More on LOS and Spotting later.)

Open-terrain Hexes, such as Clear or Road hexes, are just that, open. Open-terrain hexes do not inhibit LOS and are always spotted. Open hexes do not have Target Modifiers (TMs) and thus provide no benefit to units being Fired upon while in such hexes.

Degrading-terrain Hexes, such as Light Woods, Brush and Low Crops, degrade—or hinder—LOS and are not spotted unless units in the hex perform an action, such as firing or moving, that causes the hex to become spotted. Degrading-terrain hexes usually have a TM and/or an effect on fire through or into the hex.

Blocking-terrain Hexes, such as HC Buildings, Light Construction (LC) Buildings, Forest and Wheat Fields, block LOS and are also not spotted unless units in the hex perform an action, such as firing or moving, that causes the hex to become spotted.

Blocking-terrain hexes almost always have a TM or a beneficial effect to defending units in the hex.

Every hex has a center dot. The art around the center dot defines the hex terrain. Line of Sight (LOS) is traced from the center dot of the firing unit's hex to the center dot of the target unit's hex. All center dots are black save for those denoting Stone/Heavy Construction (HC) Buildings, which are red; this is to easily differentiate between HC and Light Construction (LC) Buildings.

We've covered the basics of the Map and the TEC. Now let's put some counters on it.

Author's Note: *So far we've covered portions of rules from sections 1.1, 1.4 and 10.1/2/3/4.*

Units & Markers

Units are represented on the Map by counters, and their actions and other items, such as fortifications like Foxholes, are represented by counters/markers. The terms counter and marker are synonymous. **LnLT** has three counter sizes: 5/8", 3/4" and 7/8". Here we are only going to use 5/8" counters, but 3/4" and 7/8" are described as well.

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MULTI-MAN COUNTERS [MMCs]

Squad

Front Identification Badge (IB, 1.1) Morale (1.5)

Back Shaken (5.1)

Range Movement Factor (MF) No IFP or Range MF Halved

Inherent Firepower (IFP)

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) (5.4)

Black box around MF indicates Extended Range (5.4)

IFP with an "A" superscript indicates Assaulters (5.4)

IFP with an "M" superscript indicates Melee Specialists (8.2)

Half-Squads

Front IB Morale (1.5)

Back SHAKEN

IFP Range MF

Front IB Morale (1.5)

Back SHAKEN

IFP Range MF

Crew

Front IB Morale (1.5)

Back SHAKEN

IFP Range MF

Front IB Morale (1.5)

Back SHAKEN

IFP Range MF

SINGLE-MAN COUNTERS [SMCs]

Leader (11.1) Front / Back

IB Morale (1.5) Leadership Modifier (LM 11.1.1) MF

Name and Rank

No LM When Shaken

Hero (11.2) Front / Back

IB Morale (1.5) Hero Name

Wounded

Shaken: Cannot Heal

Medic (11.3) Front / Back

IB Morale (1.5)

Sniper (11.4) Front / Back

IB Morale (1.5)

IFP Range No MF

Self-Rally (3.0)

Armor Leader (11.5) Front / Back

IB Morale (1.5) LM 11.1.1

Range

MF indicate Stealth Move / Fire Capable (6.4, 6.4.1)

Scout (11.6) Front / Back

IB Morale (1.5)

IFP MF indicate Stealth Move / Fire Capable (6.4, 6.4.1)

SUPPORT WEAPONS [SWs, 1.6]

Direct-Fire Support Weapons (5.0)

Machine Gun Weapon Name: PKM Firepower (FP) Range: 2 9

Flamethrower Weapon Name: Flamethrower Firepower (FP) Range: 4 2

Satchel Charge Weapon Name: Satchel Charge Firepower (FP) Range: 6 1

Ordnance-Firing SW (1.6.4, 14.1) Front: Weapon Name, Back: Fires Heat (14.2)

Anti-Aircraft SW (1.6.6, 19.1.1) Front: Weapon Name, Back: Range, To-Hit #, Penetration Value

Jam Potential SW (1.6.2) Front: Weapon Name, Back: Jammed Side

Tripod MG SW (1.6.1) Front: Weapon Name, Back: Dismantled Side

Mortar SW (1.6.5) Front: Weapon Name, Back: Dismantled Side

FP: Firepower, Range: Range, MF: Movement Factor, IB: Identification Badge, LM: Leadership Modifier, SR: Self-Rally, SHAKEN: Shaken, Wounded: Wounded, A: Assaulters, M: Melee Specialists

The majority of counters are 5/8", and these include:

- Multi-Man Counters (MMCs), such as Squads, Half-Squads and Crews
- Single-Man Counters (SMCs), such as Leaders, Heroes, Medics and Snipers
- Support Weapons (SWs), such as the BAR, the .30 cal M1919A4, the MG34 and the MG42
- Skill counters, such as Assaulters
- Fortifications, such as Foxholes and Bunkers, and obstacles, such as Wire and Mines
- Event markers
- Markers to denote Smoke, if a SMC is Wounded or that units are on the upper level of a Building or Rooftop
- Fire For Effect markers, which denote hexes under an Artillery or Mortar Barrage
- All the Administrative markers denoting actions that have been taken, such as Fired, Moved, Assault Move, Low Crawl, Hit & Run and Melee, as well as Ops Complete and Spotted markers.

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We'll cover Multi-Man Counters (MMCs), Single-Man Counters (SMCs) and Support Weapons (SWs) here, and others relevant to learning the basics of the game as they come up when we start pushing counters on the Map.

Multi-Man Counters (MMCs)

Squads, Half-Squads and Crews are all Multi-Man Counters (MMCs). Across the bottom of the counter, from left to right, is their Inherent Firepower (IFP) - Range - Movement Factor (MF). Their Morale rating is in a circle in the upper-right corner. Weapon Teams (WTs) are also MMCs, but they are represented on 3/4" counters. Almost all MMCs also have an Identification Badge (IB) in the upper-left corner; IBs are usually a flag, a roundel or a combat formation's crest.

Inherent Firepower (IFP): A unit's Firepower without the addition of any heavier Support Weapons (SWs). The number is added to direct-fire attacks. Zero (0) is also an IFP. An asterisk (*) indicates that a unit has no IFP and cannot initiate or participate in direct-fire attacks.

Range: How many hexes the unit can fire with its IFP. Count the target hex but not the firing unit(s)'s hex.

Movement Factor (MF): The number of Movement Points (MPs) a unit can spend during an impulse. (A game turn is comprised of each side conducting alternating "impulses", in which the units in one hex are activated to perform actions such as moving and firing.)

Morale: A general measure of a unit's willingness to fight. The front of a unit's counter is its Good Order (GO) side; the back of a unit's counters is its Shaken side. Shaken MMCs lose their IFP and cannot fire, and their MF is reduced, usually by half.

Squads



Squads are MMCs that represent 8-12 men, and there are two figures on the counter. The US 101st Airborne Squad pictured here is referred to as a 2-5-4 or a 2-5-4-6, to include its

Morale, when called out in a scenario's Order of Battle (OOB). The German Wehrmacht Squad pictured here is referred to as a 1-6-4 or a 1-6-4-5. The Morale is added to the call-out if a game's countermix has units with the same three numbers for IFP-Range-MF but differing Morales. The 2-5-4 Airborne Squad has a red box around its MF; this indicates that the Squad can use Assault Move and Assault Fire (more on both later); if a side has 2-5-4 units in the countermix and some have Assault Move (AM) and others don't, those with AM are called-out as 2-5-4(AM) and/or 2-5-4(AM)-6.

Half-Squads



Half-Squads are MMCs that represent 4-6 men, and there

is one figure on the counter. The numbers on the counter indicate the same information as on a Squad. The Half-Squads pictured here are called out in the OOB as 1-4-4, 1-5-4 and 0-5-4. Half-Squads are usually created during play when a Squad suffers a Casualties result during fire combat.

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In some cases, like with the Germans we are using here, when a Squad suffers Casualties there are two different Half-Squads, and a die-roll is made to determine which one replaces the Squad on the Map—roll 1d6: odd, a 1-5-4; even, a 0-5-4.

Crews



Crews are MMCs that represent a vehicle's Crew, and are considered a Half-Squad. A Crew counter, like a Half-Squad, has one figure on it. With few exceptions, Crews only appear after their vehicle is destroyed or abandoned. (More on Crews in the Vehicle & Ordnance Gameplay Narrative.)

Weapon Teams (WTs)



Weapon Teams are MMCs that represent larger weapons, such as Mortars, Heavy Machine Guns and Anti-Tank Guns (ATGs), and their Crew. WT's are on 3/4" counters and show the weapon and two figures. Like 5/8" MMCs, they, too, have their FP - Range - MF across the bottom of their counter and their Morale on the upper-right corner. In the OOB, WT's, unlike other MMCs, are called-out by name, e.g., 1 x 50 mm Mortar WT.

Single-Man Counters (SMCs)

SMCs are significant individuals who have special abilities and the power to alter the course of a battle. Leaders, Heroes, Medics, Snipers and Armor Leaders are all SMCs. Scouts are also SMCs, but they appear infrequently and we won't cover them here. Certain game modules have unique SMCs such as Advisors, Nurses, Commissars/Political Officers, Chaplains, Marksmen and Pipers.

SMCs either have a face or a single figure on them. Leaders and Armor Leaders have ranks and names. Heroes have names.

Leaders



Leaders are SMCs representing officers or non-commissioned officers (NCOs). Their counters have a face on them, and have a rank and name, like Cpl. Medrow and Lt. Koch pictured here. A Leader counter has three numbers on its front (Good Order (GO)) side, on the right side. From top to bottom they are: Morale - Leadership Modifier (LM) - Movement Factor (MF). Thus, Cpl. Medrow is a 6-0-6 Leader; Lt. Koch is a 7-1-6 Leader. Leaders do not have an IFP and cannot fire at enemy units or enter Melee by themselves unless they possess a Support Weapon (SW). They do, however, greatly influence all facets of the game.

Morale: Like MMCs, this is a general measure of the Leader's willingness to fight. Shaken Leaders lose their LM and their MF is, usually, halved.

Leadership Modifier (LM): A Leader's LM is a measure of his (or her; there are some tough female Leaders in the Viet Cong and the Soviet Partisans) Leadership and ability to influence fire combat, Damage Checks (DCs), Melee combat, rallying, Close Assaults of vehicles and other functions. We'll address each of these as they come up in our training scenario.

Movement Factor (MF): The number of Movement Points (MPs) a Leader can spend during an impulse. Leaders, more often than not, have a MF of 6. Good Or-

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der (GO) Leaders, when stacked with and moving with Squads and Half-Squads (GO or Shaken), can initiate Double-Time Movement (DT), which adds 2 MPs to the MMCs' MF, but the MMCs' MF cannot exceed the Leader's MF.

Leadership Range: All Leaders also have an inherent Leadership Range (LR) of 1. LR is NOT printed on a Leader's counter. LR is used for activation. During an impulse, a Leader can activate units in his or her hex AND in all adjacent hexes. Chain activation can occur if there is a Leader in an adjacent hex. Leg Leaders can't activate vehicles in adjacent hexes; and Armor Leaders can't activate Leg units in adjacent hexes.



Wounded Leaders lose their LR and subtract one (-1) from their Morale.

Leaders can also call-in Off-board Artillery, fire Starshells at night, make Spotting Attempts and possess Skills. (We'll cover these as they come up.)

Heroes



Heroes are the most dynamic units in the **LnLT** system. They can change the tide of a battle. Heroes either begin a scenario as part of the OOB, or, more frequently, they are created/spawned due to combat results. Heroes have a single figure and name on their counter, e.g., Hero (Hird), and, like MMCs, an IFP - Range - MF - Morale. Heroes never Shake—they are too busy being heroic!

They can be wounded though, and the back side of their counter is its Wounded side.

Heroes other attributes include:

- They always use their full IFP during multi-unit attacks.
- Allow Shaken units in their hex to make a rally attempt.
- They can Assault Move (AM) and Assault Fire (AF). Some can even use Stealth Movement.
- They can Close Assault vehicles. (More on Close Assaults in the Vehicle & Ordnance Gameplay Narrative.)
- They shift Melee odds one column in their side's favor when "attacking", in addition to adding their IFP. (More on Melee later.)
- They can possess Skills.

Medics



Medics (and Corpsmen) represent exceptional medical personnel. Medic counters have a single figure on them; they have no IFP or Range but do have a MF and Morale. They cannot possess or fire Support Weapons (SWs) either. During each turn's Rally Phase, a Medic can **A**) Remove the Wounded marker from one SMC (including himself), or **B**) Rally a Shaken MMC/SMC to its GO side. The object of the Medic's attention must be in the same hex. Medics, whether or not they have SR on the back of their counter, can always Self-Rally.

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Snipers



Snipers are highly trained marksmen. Sniper counters have a single figure on them; they have an IFP, a Range and a Morale, but no MF. They cannot move: once placed on the Map (they are almost always placed during an impulse instead of set up at the start of a scenario) they must remain in their placement hex. Snipers fire individually, never with other units, and roll 2d6 instead of 1d6. When in a hex by themselves, they double the hex's Target Modifier (TM).

Armor Leaders



Armor Leaders are like regular Leaders, with a Morale and Leadership Modifier (LM), but they have no Movement Factor (MF); thus, Sgt. Darius is a 7-1 Armor Leader. Armor Leaders are unique in that they share the fate of the vehicle/tank they command. (More on Armor Leaders in the Vehicle & Ordnance Gameplay Narrative.)

Support Weapons (SWs)



Support Weapons (SWs) are additional weapons that a MMC or SMC can possess. Support Weapons, such as the BAR and MG34, add additional Firepower (FP) to direct-fire attacks; they also have a longer range than the IFP of their possessing units. There are also SWs that fire ordnance, such as a Bazooka or Panzerfaust; these SWs have a to-hit table on the back of their counter, and they fire separately from direct-fire (small-arms) attacks. We will cover them in the Vehicle & Ordnance Gameplay Narrative.



SWs that have a tripod side, like the US .30 cal M1919A4 and the German MG42, cannot be moved when they are in tripod mode, and have to be switched to their dismantled or bipod side during the Rally Phase if its possessing unit desires to move with the weapon. Units that enter the game from off of the Map always have to enter with these SWs in their dismantled or bipod mode.

Skills



The **LnLT** system has a number of Skills that bestow unique abilities on certain SMCs and MMCs. Each Skill has a counter, which is placed under the unit counter that has the Skill. Skills are called out in a scenario's Order of Battle (OOB) or granted to Heroes when they are spawned/created during play. The traits of each Skill, and who can use them, are listed on the Skills Player-Aid Card (PAC).

Fortifications, Obstacles &

Others



In many scenarios, one or both sides have fortifications and obstacles that help bolster their defensive positions.

Foxholes and Bunkers give defending units an additional Target Modifier (TM), which is printed on the counter. Wire hinders movement, for Leg units as well as the three classes of vehicles—Tracked, Off-road and Road. Mines attack units that enter the hex they are in, using the FP printed on the counter.

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A few more markers worth mentioning can appear during play as a result of actions of the units on the Map, and, like Fortifications, most are listed on the TEC. Some of these include:



Smoke, laid by Good Order MMCs, increases a hex's TM and blocks Line of Sight (LOS). Smoke lasts two turns, including the turn during which it was laid.



Wrecks appear when a vehicle is destroyed (most Wrecks are 5/8" counters, but some games have 3/4" Wreck counters). Wrecks provide other units with a TM and they degrade LOS.



Rubble markers appear when a Wooden/LC Building is purposefully destroyed by an armored vehicle or a scenario's special rules (SSRs) call for some Buildings on the Map to be Rubble before a scenario begins. Rubble provides a TM and degrades LOS.



Starshells are Fired during night scenarios by Leaders and Heroes, and, indirectly, by Mortars. They increase visibility.



Off-board Mortar and Artillery barrages (OBA) are called in by Good Order Leaders or Scouts. We'll cover OBA in the Vehicle & Ordnance Gameplay Narrative. FFE markers are also placed on the Map when Mortar WTs fire, but they do not affect adjacent hexes like OBA FFE markers do.

Events



Some scenarios contain Events. Events markers are placed on the Map at setup, and are triggered by a side either by occupation of the hex or Line of Sight to the hex, as denoted on the Event marker. The side that triggers/activates the Event is listed in the scenario's Order of Battle (OOB) under the Event Markers section (if there are Events). Events add suspense and intrigue to the game in the form of story-telling elements and unexpected reinforcements—some good, some bad. When an Event is activated the scenario directs the players to read a Paragraph, listed by number in the Paragraphs section of the scenario. We won't cover Events in our training scenario.

Administrative Markers



Administrative markers, like those pictured above, are used during gameplay to mark conditions of units or hexes on the Map. The Turn/Initiative marker is placed on the Turn Track PAC; the counter is flipped to display the side (let's just say Allied or Axis here) with the initiative on that turn. We'll cover each of these admin markers as they come up during our training scenario.

We've covered a lot of stuff, but it has been a necessary overview of the components. Now we are ready to get some counters on the Map and play some **LnLT!**



Author's Note: In the above section on *Units & Markers*, we covered the basic information from the following **LnLT** core rules sections and subsections: **1.1, 1.1.1, 1.5, 1.6, 1.6.1, 1.7, 1.8, 1.9, 7.0, 11.1, 11.1.1, 11.1.2, 11.1.3, 11.1.5, 11.2, 11.3, 11.4, 11.5, 12.0, 15.4, 21.1, 21.2, 21.3** and **21.4**.

Training Scenario

It's time to get some counters on the Map. Every **LnLT** scenario has an Order of Battle (OOB); Scenario Essentials, which contains the Playable Area, Scenario Length and Victory Objectives; Special Scenario Rules (SSRs); and Events and Paragraphs, if applicable. These are described in detail in section 22.0 of the v5.1 core rules. For our training scenario, we will have an OOB, Scenario Essentials and SSRs, so you can see how units are called out and other conditions that pertain to the scenario. In the OOB, a side's formation and how/where it sets up is listed, followed by a list of the units required, by number and type.

With units from the **LnLT Starter Kit** (or *Heroes of Normandy*), we're going to create a D-Day situation. American Paratroopers from A Company of the 502nd Parachute Infantry Regiment (PIR) of the 101st Airborne Division have dropped into Normandy the night before. They've seized a key town, but only have a small force with which to repel a counterattack by Germans from the 1057th Regiment of the 91st Infantry Division.

Order of Battle

Americans

Elements of A Company, 502nd PIR, 101st Airborne Division; set up first in or within two hexes of hex I6 on Map 15:

- 3 x 2-5-4
- 1 x BAR
- 1 x M1919A4
- Sniper (as per 11.4 and SSR 1)
- Cpl Medrow
- Maj Tom

Germans

Elements of the 1057th Regiment, 91st Infantry Division; enter on Turn 1 via the north edge (xx1) of Map 15:

- 5 x 1-6-4
- 1 x MG34
- 1 x MG42 (Bipod)
- Medic
- Lt Koch w/ Assaulter Skill
- Sgt Baumann

Scenario Essentials

Playable Area: Use Map 15 from the **LnLT Starter Kit** (or *Heroes of Normandy*); only hexrows Exx - Kxx, inclusive, are in play; hexrow xx1 is the north edge.

Scenario Length: Four turns. The Germans have the initiative on Turn 1.

Victory Objectives: To win, the Germans must control (rule 22.1) both hexes of the Church (I5, I6) and there can be no Good Order American MMCs or SMCs on the Map. Any other outcome results in an American victory. American units that exit the Playable Area are considered eliminated.

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Special Scenario Rules

- 1. Sniper:** The American Sniper is placed as per 11.4 but can only be placed in hexrows xx5 – xx8, inclusive, within the Playable Area.
- 2. German Heroes:** The Germans do not spawn Heroes (11.2.1) in this scenario.
- 3. Steeple:** The Church Steeple in hex I5 has been destroyed by an artillery shell and cannot be occupied and does not need to be controlled in regard to the German Victory Objectives.

So, we have all of our information to play the training scenario. Assemble the counters that are in the OOB and get ready to set up the Americans.

Before setting up, when on defense, it's good to know (in no particular order):

- Your forces, and the enemy's;
- What the Victory Objectives are;
- The duration of the scenario; and
- What the terrain is.

Author's Note: *Going forward, I'll note significant rules by their location in the rules booklet in parentheses as they occur, as well as sum up those, and others, at the end of each turn.*

The Americans know they have to defend the two Church hexes (both HC Building hexes), and must set up in or within two hexes of I6, the south end of the Church. The Playable Area is narrow, seven hexrows wide, from Exx to Kxx. It's also a short scenario, just four turns, so the Germans are going to have to push. We know from our analysis of the Map and the TEC that the LC and HC Buildings have great Target Modifiers (+3, +4) so those are the best hexes in which to set up.

The Walls (hexside terrain) in the center of the town also block Line of Sight (LOS) unless either the target or the firing unit is in a hex that shares a Wall hexside, so a unit in H5 can fire at hexes H4 and H3 but not at H2 or H1.

With Walls on both sides, these center hexes, also containing Light Woods, allow the Germans cover to advance if the Americans set up safely in the Buildings. But the Americans are outnumbered and decide to set up in the safety of the Buildings. The highest Target Modifier (TM) a hex can have is +4; however, Snipers, when in a hex by themselves, double the hex's TM (5.5).

The Americans have a scratch force, just a platoon, three Squads; but they are Airborne and are thus better troops than the German Wehrmacht soldiers attacking them. The Airborne Squads have a Morale of 6 (1 greater than a German Squad), an Inherent Firepower (IFP) of 2 (1 more than a German Squad), a Range of 5 (1 less than a German Squad), and a Movement Factor (MF) of 4 (the same as a German Squad), but the Airborne Squads have a red box around their MF, thus they are capable of Assault Move (AM, 6.1) and Assault Fire (AF, 6.1.1). Assault Move means they can move up to half of their MF and then fire, in the same or a later impulse, with a -2 penalty to their Firepower (FP); the -2 penalty is per firing stack, not per firing unit. Assault Fire is, basically, the inverse of AM; the unit(s) can fire first, subtracting two (-2) from the firing unit(s)'s FP, and then move up to half of their MF, but the unit(s) must fire and move in the same impulse. So, these paratroopers are very tough customers.

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Author's Note: *Inherent Firepower (IFP) is one unit's Firepower (FP). FP is the total of one or more unit's IFP and any Support Weapons' FP during an attack.*

The Americans also have two Leaders (11.1): an average one, Cpl. Medrow, a 6-0-6, who has no Leadership Modifier (LM, 11.1.1); and an excellent one, Maj. Tom, a 6-2-6, who has a (very rare) LM of 2. The Americans need to split up and cover all points of expected attack, and having two Leaders is important, not just because a great Leader like Maj. Tom adds his LM of 2 to direct-fire attacks, but because Leaders are needed to rally any of the Squads if they become Shaken due to direct-fire attacks (5.0, 3.0). So, it's a good idea to split up the pair of Leaders.

The Americans also have a Sniper (11.4), which they can place not at setup but after the scenario begins, during an American impulse or during a German impulse, to conduct Opportunity Fire (OF, 5.3). Op Fire occurs during an enemy impulse when an enemy unit moves—but doesn't use Low Crawl (6.3) or Stealth Movement (6.4). Only units that have yet to be activated can perform OF. The Sniper can be deadly, but he has to be placed in a hex with a Target Modifier of +1 or greater, and, once placed, he cannot move. Snipers also can't Melee; they are deemed a Non-Melee-Eligible (NME) unit (8.0).

The Americans also have two Support Weapons (SWs, 1.6). A Browning Automatic Rifle (BAR) and a M1919A4 .30 caliber machine gun. A Squad can possess two SWs. A Squad can fire one SW and still use its IFP or two SWs and forfeit its IFP. Half-Squads can possess one SW, and forfeit their IFP if they use the SW. Single-Man Counters (SMCs, 11.0) like Leaders can possess SWs, too, but halve

the weapon's FP, fractions rounded up, when doing so, forfeit their LM as well (1.6) when firing and subtract two (-2) from their MF; thus, it wouldn't make sense to have Maj. Tom possess either SW because the Americans want his LM of 2 added to attacks. An SW Portage Table is on one of the PAC (1.9).

The BAR has a FP of 1 and a range of 6; the M1919A4 has a FP of 2 and a range of 12. The M1919A4 is more powerful but a possessing unit has to dismantle it from its tripod mode (1.6.1) before moving; and this can only be done during the Rally Phase (3.0). A SW counter is placed beneath the MMC/SMC that possesses it.

Despite stacking limitations (1.3) of three Squads and two SMCs, which would allow them to put all of their units (except the Sniper when placed) in one hex, the Americans are going to defend the Church in force, but spread out, occupying the front (north end) of the Church with a strong command element, and a support element in the LC Building across the street, covering the flank. They also have the Sniper, to be placed later, as per rule 11.4. They set up as follows (see Figure 1):

In hex I5:

- 2 x 2-5-4
- 1 x M1919A4 (Tripod)
- Maj Tom

In hex G6:

- 1 x 2-5-4
- 1 x BAR
- Cpl Medrow

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Figure 1: American Setup



The Germans do not set up on the Map, but enter on Turn 1. The German player also needs to consider the same information as the American player.

When on offense, and entering the Map on Turn 1, it's good to know (in no particular order):

- Your forces, and the enemy's;
- What the Victory Objectives are;
- The duration of the scenario; and
- What the terrain is.

The Germans have two more Squads than the Americans, and a little more Firepower in their Support Weapons (SWs). Both of their Leaders have a LM of 1, which is good. And Lt. Koch has the Assaulter Skill, which grants the Squads stacked with him the ability to Assault Move (6.1) and Assault Fire (6.1.1), just like the American paratroopers. The Germans also have a Medic (11.3), who can rally a Shaken unit and/or heal a wounded SMC, including himself, during the Rally Phase (3.0).

When entering the Map, they must observe normal stacking limitations (1.3) of three Squads and two SMCs, and only one stack can enter per impulse (22.0). So, the German player needs to think about how he wants to stack his units. But first, since the Americans have been set up, he needs to check out the Map and utilize the available intel: The Americans are set up in the north/front end of the Church and on the west side of the H1 - H8 Road; and they don't have a Line of Sight (LOS, 10.0/3) to any of the entry hexes (E1 - K1). The Germans have four turns to take control (22.1) of the Church and ensure that no Good Order American units are on the Map. The Americans also have a Sniper, to be placed once the scenario begins.

It's going to take at least two turns to get to the Church. The German Squads have a Movement Factor (MF) of 4, but if they move with a Good Order Leader, they can use Double-Time movement (6.2), and add two Movement Points (MPs) to their MF. Knowing this, the German player can, on Turn 1, move his units about half-way to the Church without being Fired on because of the Buildings on the north end of the Map and the Walls and Light Woods in the center of the town. Thus, the following questions must be on the German player's mind:

- Do the Germans want to advance with all their units on one flank, or split up?
- Do they want to move in two stacks?
- Do they want to have a Squad with the MG42 establish a fire-support position, maybe in hex J3, a LC Building, switching the SW to its tripod side, for the extra Firepower (3 FP vs. 2 FP in bipod mode)?

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- If all their forces enter via the east side of town, they may take the Church, but will they have time to knock out Cpl. Medrow and his Squad in hex G6?

The German player decides to enter his forces in two stacks, each with a Leader, and use the good cover to advance with Double-Time movement on Turn 1, perhaps only exposing themselves to Sniper fire. The Medic will enter alone, and put himself in a flexible position, to allow him to get where he's needed. This can be risky, as the Medic is unarmed, and is a non-Melee-eligible unit (8.0), which means that unless he is stacked with a Good Order MMC or a Hero or a Leader armed with a Melee-eligible SW, he is eliminated in Melee automatically. But on Turn 1, he will not be exposed; it's more of a concern later in a scenario.

The German stacks are as follows:

Stack 1:

- 3 x 1-6-4
- 1 x MG42
- Lt Koch w/ Assaulter Skill

Stack 2:

- 2 x 1-6-4
- 1 x MG34
- Sgt Baumann

Stack 3:

- Medic

Lt. Koch's stack has the extra Squad, and the MG42, so, if desired, he can establish a fire-support position or use a Squad to draw fire and then rush into the Church for Melee, if necessary, and still have the MG42's extra Firepower (FP). But the American position in the Church has a lot

of FP, too. While it's good to have a plan, plans, as the adage goes, do not survive contact with the enemy. Also of note, the German player doesn't have to commit to the above stacks; he can alter the stacks of any units before they enter the Map.

Lt. Koch has the Assaulter Skill, which is placed under his counter. If you have *Heroes of Normandy*, place the other Skill counters into a mug or opaque cup; if a Hero is created/spawned (11.2.1) during play, a Skill is picked from the cup (12.0). If you only have the *Starter Kit*, don't worry about it—just follow along.

Author's Note: Portions of the following rules were covered above: **1.1, 1.1.1, 1.3, 1.6, 1.6.1, 3.0, 6.1, 6.1.1, 6.2, 8.0, 10.0, 10.2, 10.3, 10.3.2, 11.1, 11.1.1, 11.3, 11.4, 12.0 and 22.0.**

TURN 1

Rally Phase

On Turn 1, the Rally Phase (RP, 3.0) is almost always perfunctory. The initiative is stated in the Scenario Essentials, but during Turn 2's RP each side will roll 1d6; the side with the higher result has the initiative, and if both sides roll the same number, the side with the initiative on the prior turn retains the initiative. The Germans have the initiative, so place the Turn marker on the Turn 1 box on the Turn Track PAC with the German Initiative side up.

Neither side has any Shaken units, so there is no need to perform any rally attempts.



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Other actions that can be performed during the RP:

- Two Good Order (GO) Half-Squads (not Crews) of the same type (have the same Identification Badge (IB, 1.1)) can join to form a Squad if they are in the same hex as a GO Leader, and they are not locked in Melee (8.1). A GO Leader cannot break a Squad down into two Half-Squads. Half-Squads are either part of a side's Order of Battle (OOB) or they are created during play when a Squad suffers casualties.
- Friendly GO units can swap Support Weapons (SWs, 1.6).
- GO units can switch a tripod SW (1.6.1) to its dismantled or bipod side, and vice-versa.
- GO units can switch a Mortar SW (1.6.5) from its assembled (combat ready) side to its dismantled (moveable) side, and vice-versa.
- GO MMCs, but not Weapon Teams, and eligible SMCs can pick up an unpossessed SW.
- GO MMCs, Leaders and Heroes can destroy a SW, which is then removed from the Map.

Here, we have none of these to perform, so we begin the Operations Phase.

Operations Phase German Initiative



The Operations Phase (OP, 4.0) consists of the players engaging in alternating impulses. During an impulse, a player activates and controls units in one hex or passes. The player with the initiative goes first, then his opponent, and so on. Once all activated units have been marked with a Moved, Fired, Assault Move (and Fired), Low Crawl, Stealth, Hit & Run or Ops

Complete marker, or after three consecutive passes (i.e., Player One passes, Player Two passes, Player One passes again), the Operations Phase ends and the Administrative Phase (9.0) begins.

Moved, Fired and the other administrative markers listed above are used to mark units on the Map after they complete their impulse. There are no Stealth-move-capable (6.4) or Hit-&-Run-capable (6.7) units in this scenario, so we won't concern ourselves with them. Units that use Double-Time movement (6.2), which was brought up earlier, are marked with a regular Moved marker.

Author's Note: *During an impulse, actions taken by activated units have a >> bullet point at the left side of the column, as do die-rolls for any game function.*

German Impulse: The Germans have the initiative, and one of their stacks can enter per impulse. Recall from the Scenario Essentials that the Playable Area is hexrows Exx - Kxx, inclusive, so the Germans must enter from E1 to K1. For their first impulse, the German player activates Lt. Koch's stack—three Squads, a platoon.

» Lt. Koch and his men enter the Map via hex J1, using DT movement, which increases the three Squads' Movement Factor (MF) by 2 Movement Points (MPs), from 4 to 6. Hex J1 is a Clear hex. With the Terrain Effects Chart (TEC) at hand, we know that Clear hexes cost Leg units 1 MP. The Americans do not have a Line of Sight (LOS, 10.0/3) to hex J1, so there is no chance for them to perform Opportunity Fire (OF, 5.3). A player always has to give his opponent enough time to decide if they want to perform OF or not.

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- » From J1, they bound over the Hedge hexside, which costs an additional 1 MP to cross, and enter hex J2, another Clear hex. They've now spent 3 of their 6 MPs. Again, the Americans have no LOS to them, and cannot Op Fire, so they continue to move.
- » From J2, Lt. Koch and his men enter the Light Construction (LC) Building in hex J3, at a cost of another 2 MPs; they've now spent 5 of 6 MPs.

The American player can Opportunity Fire (5.3) on the Germans with both Major Tom's and Cpl. Medrow's stacks, and by placing their Sniper. Opportunity Fire (OF) is a major rule, and is used all the time. Here it is, straight out of the rule-book: "Good Order (GO) units that are not marked with a Moved, Low Crawl, H&R or Fired marker, and that have a clear (not blocked) Line of Sight (LOS) to a hex in which an enemy unit expends at least one Movement Point (MP) by any kind of movement other than Low Crawl or Stealth Movement can fire at it."

Opportunity Fire (OF) always occurs during the opposing player's impulse, and moving units can be subjected to attacks equaling the number of MPs they spent to enter a hex. Lt. Koch and his men used Double-Time movement (not Low Crawl or Stealth) and spent 2 MPs to enter the LC Building hex in J3, thus they can be attacked two times—one attack per enemy hex. The American player, however, decides to hold fire, to see if the Germans keep moving—and knowing they have more units to bring onto the Map.

- » Though the Germans can continue to move, and advance into any of the two Road hexes, in I3 and J4, or the Clear hex in K3, each at a cost of their final 1 MP, they would be exposed in open terrain. They stop in J3, and a

Moved marker is placed on them (see Figure 2; units are spread out to show all units in the stack).

Figure 2: First Move



American Impulse: The Americans are on defense; moving is not what they want to do—at least not yet. They can fire, though. Lt. Koch's stack is under a Moved marker, which spots the LC Building hex (blocking terrain) they are in. In **LnLT**, to fire on enemy units, they must be: **1)** Within range of the firing unit(s); **2)** The firing unit(s) must have a Line of Sight (LOS); and; **3)** The target hex must be spotted (5.0, 10.0/1/3).

Range: When figuring out the range, you count the target hex but not the firing unit(s)'s hex. Major Tom's hex, I5, is 3 hexes away from Lt. Koch's, J3; we count the two Road hexes (I4 and J4) between the Buildings and Lt. Koch's hex, but not Major Tom's. Cpl. Medrow's hex, G6, is 5 hexes away from Lt. Koch's hex—H6, H5, I4, I3/J4 and J3 (see Figure 3). The American Squads (2-5-4) have a range of 5, and thus both American stacks have the range to fire at Lt. Koch and his men with their Inherent Firepower (IFP) of 2.

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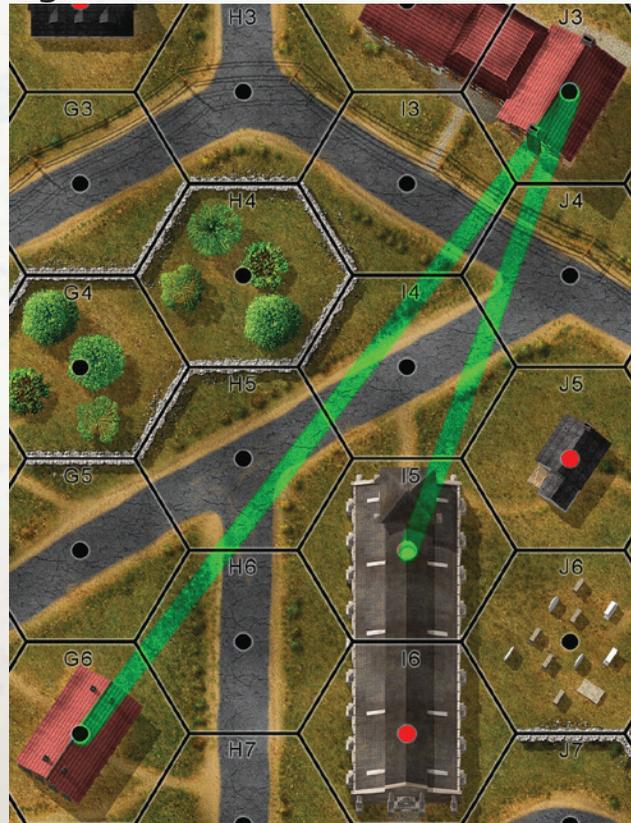
One of the Squads with Major Tom has a .30 cal M1919A4 MG SW with a range of 12, and the Squad with Cpl. Medrow has a BAR SW with a range of 6.

Figure 3: In Range



Line of Sight (LOS): LOS is traced from the center dot of the firing unit's hex to the center dot of the target hex. There are two types of terrain that affect LOS: blocking and degrading. As noted earlier, there are three types of terrain: Open, degrading and blocking. Open-type terrain (like Clear and Road hexes) do not hinder LOS. Degrading-type terrain (like Light Woods or Brush) degrade LOS; up to two degrading-terrain hexes can be in between the firing unit(s)'s hex and the target unit(s)'s hex; if three degrading-terrain hexes are between them, the LOS is blocked. Blocking-type terrain (like HC/LC Buildings and Forest) block LOS, and thus no fire attack can occur. The LOS from Maj. Tom's hex to Lt. Koch's hex is clear. The LOS from Cpl. Medrow's hex is also clear (see Figure 4).

Figure 4: LOS



Other Key LOS Information:

- LOS is always reciprocal: If A can see B, B can see A.
- The terrain in the firing unit(s) and target unit(s)'s hexes does not affect LOS.
- One is subtracted (-1) from the firing unit(s)'s total FP for each degrading-terrain hex hindering the LOS, up to two; three blocks LOS.

Spotted: In **LnLT**, hexes not units are spotted. This is very important. **Hexes NOT units are spotted.** Just because a human player looking at the Map can see his enemy's units doesn't mean his units on the Map can see them; the hex they occupy must be spotted. Open-terrain hexes are always spotted, but for degrading- and blocking-terrain hexes to be spotted, actions by units on the Map need to happen.

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A hex is spotted if:

- It's an open-terrain hex.
- 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.
- A Good Order (GO) friendly (to the firing) unit is adjacent to the hex.
- The hex has a Spotted marker on it (placed after a successful Spotting Attempt (10.1.1), which we'll cover later).

Spotting is status driven, too. If one of three units in a hex is marked Moved (or Fired, etc.) the hex is spotted, and all three units can be Fired at. The status can change during a turn. If moving units leave a blocking- or degrading-terrain hex, that hex is no longer spotted.

At the end of a turn, all administrative markers, like Moved and Fired, are removed from the Map, so blocking- and degrading-terrain hexes begin a turn unspotted unless a Good Order friendly (to the firing) unit is adjacent to the hex.

Author's Note: *Think of spotting in terms of exposure. A Building hex has enemy units in it, but they aren't moving or firing or doing anything that makes the hex spotted. You may know they are there (in fact you, the player, can see them) but they are not exposed yet; they are taking cover. If they fire, they are marked Fired, and are considered in the windows and/or doors firing their weapons; they are exposed. In between Operations Phases, from one turn to another, they are taking cover again, reloading, rallying, etc. I'll use golf as another example. If you are on a fairway, 150 yards from the green, you rely on the flag to let you know where the hole is; but if the flag isn't in the hole you have no idea where the hole is and don't know where to aim your shot. Sure, you know the hole is somewhere on the green, but without the flag in the hole, or someone next to the green telling you where the hole is, you can't make an accurate shot.*

Lt. Koch's stack is in a blocking-terrain hex, but they are under a Moved marker, so the hex is spotted. Having met the range and LOS requirement, the Americans can, during this turn, bring all their Firepower to bare on Lt. Koch and his men, if desired.

The American player knows he can fire at Lt. Koch's stack in a later impulse with either of his two stacks, and even with his Sniper, but the Germans still have more units to bring on the Map and it's prudent to wait.

» The American player Passes.

German Impulse: The German player decides to bring on Sgt. Baumann's stack of two Squads, one of which possesses a MG34 SW.

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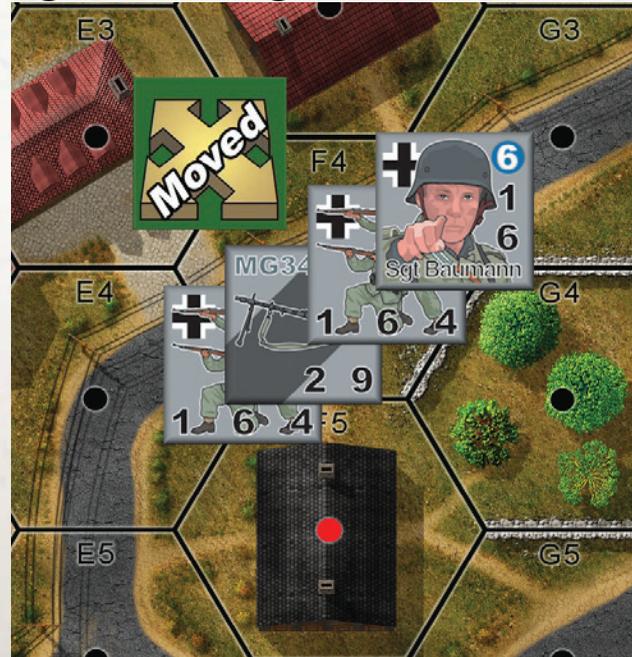
- » Sgt. Baumann and his men enter the Map using Double-Time movement (6.2) via hex F1, a Clear hex, spending 1 of their 6 MPs. The Americans have no LOS to this hex, so no Opportunity Fire (OF) is possible.
- » From F1, they enter F2, another Clear hex; they've now spent a total of 2 of their 6 MPs. Again, they are not exposed to enemy OF.
- » From F2, they enter F3, a LC Building hex, which costs 2 MPs to enter; they've now spent 4 of their 6 MPs.

The American units on the Map still do not have LOS to this moving stack, but the American player can place his Sniper (as per 11.4) for OF, if desired, but the Sniper must be placed in a hex with a positive Target Modifier (+TM), and there's an SSR that restricts the Sniper's placement to hexrows xx5 - xx8. The only eligible hex with an LOS to hex F3 is the HC Building hex in F5. From F5, the Sniper would get a shot, but this is a precarious position, as he would surely be taken out quickly by the advancing Germans. Once placed, Snipers cannot move, and if enemy MMCs, Heroes or Leaders possessing a Melee-eligible SW enter the Sniper's hex, he is eliminated automatically, for Snipers are non-Melee-eligible (NME) units. Not a good placement option.

- » Sgt. Baumann's stack has 2 more MPs. It costs 3 MPs to get to hex F5 (1 for the Road, F4, and 2 to enter the HC Building, F5) and 4 MPs to get to G4 (1 for the Road, F4, 1 to go over the Wall hexside (F4/G4) and 2 to enter the Light Woods (G4). They will be safe on the Road in F4 due to the Wall on the far side of hex G4 blocking LOS to them. It's a gamble that the American player won't place his Sniper in F5, but they need to cover ground. They

enter hex F4, spending 1 MP, the 5th of their 6 MPs for the impulse. They don't have to spend all their MPs, so they stop here, and a Moved marker is placed on the stack (see Figure 5).

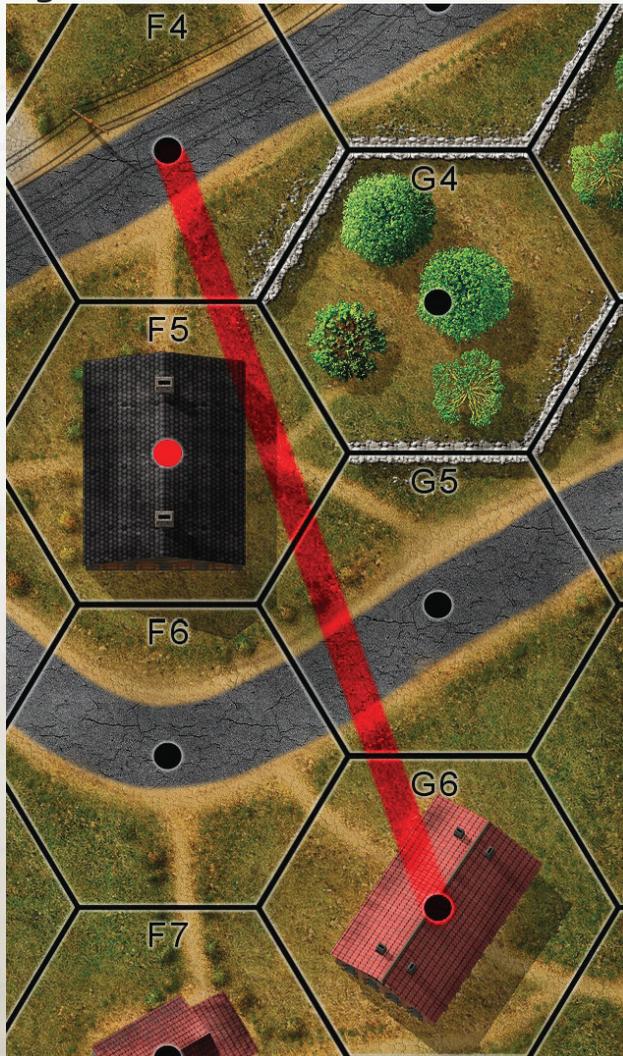
Figure 5: Moving On



American Impulse: Knowing the Germans only have their Medic to bring on makes it easier to decide when to fire, and which enemy-occupied hex at which to fire. Cpl. Medrow's hex, G6, does not have LOS to Sgt. Baumann's hex, F4; it's very close, but the LOS is blocked by the corner of the HC Building in hex F5 (see Figure 6). And LOS to F4 from Maj. Tom's hex, I5, is blocked by the Wall's H5/G4 hexside. (If that Wall hexside wasn't there, Maj. Tom's hex would have LOS to F4 but it would be degraded by the Light Woods in G4 (10.3.2).)



Figure 6: Blocked LOS



As stated earlier, both American-occupied hexes have LOS to Lt. Koch's hex, J3.

» Maj. Tom's hex is activated, and he directs his stack to fire at the Germans in hex J3.

Let's go through the steps of a direct-fire attack (5.0).

- Range (3 hexes) and LOS (clear) requirements have been met.
- A direct-fire attack is conducted by performing an "opposed" die-roll—both sides roll 1d6 + any modifiers at the same time and compare the results.

- The attacking player rolls 1d6 + their total FP (the FP of all firing units and Support Weapons) + any Leader's Leadership Modifier (LM, 11.1.1) +/- any modifiers on the Direct Fire Table Player-Aid Card (DFT, 1.9).
- The defending player rolls 1d6 + the Target Modifier (TM) of their hex, if applicable; TMs are found on the Terrain Effects Chart (TEC).

The American player is firing multiple units at once, thus he must follow rule 5.2 on Multiple Attacking Units. It states: "One unit leads the fire and fires at its full IFP. Each additional MMC adds 1/2 of its IFP to the attack. Heroes add their full IFP. . . . SWs that use the DFT add their entire FP." The Squad with the .30 cal M1919A4 MG SW leads the attack and the other Squad supports it.

- The lead Squad contributes its IFP of 2 + the MG SW's FP of 2, for a total of 4.
- The second Squad contributes half of its IFP ($2 \times 1/2 = 1$), adding 1 to the attack; thus the total FP is 5.
- **DFT Modifiers:** The targets are Leg units under a Moved marker, which adds one (+1) to the attack; and Maj. Tom's LM of 2 is also added to the attack. Total DFT modifier = +3.
- For the attack, the American player rolls 1d6 + 5 (total FP) + 3 (DFT modifiers), or 1d6 + 8.
- The target units are in a LC Building hex, which has a TM of +3.
- For the attack, the German player rolls 1d6 + 3 (TM).
- To simplify the opposed die-roll we could subtract the TM (3) from the American player's total FP (8) and make it 1d6 + 5 vs. 1d6, but that's up to the players—as the saying goes:



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it's six in one, half-dozen in another. We will conduct the attack by the book, though. As you roll, feel free to make machine-gun noises.

- » The American player rolls a $4 + 8 = 12$
- » The German player rolls a $4 + 3 = 7$
- Since the American player's 12 is greater than the German player's 7, the German player must now conduct a Damage Check (DC) for each unit in the hex.
- To conduct a DC, the defending player rolls 1d6 and adds the difference between the attacker's and the defender's modified die-rolls, which is 5 ($12 - 7 = 5$) and checks the [Damage Check Table](#) under the appropriate column for each unit type, comparing the result of the die-roll vs. the unit's Morale (see Figure 7). The defender rolls for each unit in the target hex, beginning with Lt. Koch (Leaders always check first). If Lt. Koch passes, his LM (of 1) is subtracted from the other units' DCs. So, let's conduct a Damage Check 5, or a DC5:

column . . . 8 is greater than his Morale of 5 but less than twice his Morale (10) so he is Shaken; flip his counter over to its Shaken side.

- » 2nd Squad (Morale: 5) rolls a $6 + 4 = 10$. 10 is 2x greater than or equal to his Morale of 5, so this Squad suffers Casualties. The Squad is reduced to a Half-Squad and Shaken. The German 1-6-4 Squads in *Heroes of Normandy* reduce to either a 1-5-4 Half-Squad or a 0-5-4 Half-Squad, based on a 1d6 roll: odd, they get a 1-5-4; even, they get a 0-5-4. A 2 is rolled; they get a 0-5-4, which replaces the 1-6-4 Squad, and it is also flipped to its Shaken side.
- » 3rd Squad (Morale: 5) rolls a $1 + 4 = 5$. 5 is = to his Morale of 5, so there is no effect. Normally, if a MMC (but not a Crew or Weapon Team) rolls a 1, there would be a chance that they would spawn a Hero, during which they roll 1d6 again, and an even result spawns a Hero (11.2.1); but due to SSR 2, the Germans do not spawn Heroes in our training scenario.
- » The American stack is marked with a Fired marker, and the Germans remain under their Moved marker; however, a Squad and a Half-squad are Shaken, and Lt. Koch and a Squad remain in Good Order (see Figure 8, next page).

Figure 7: DCT

DAMAGE CHECK TABLE (DCT) (S.D. 14.1, 18.2)							
Die Roll vs Morale	Good Order MMC	Shaken MMC	Good Order SMC (not a Hero)	Hero or Shaken SMC	Armored Vehicle - Armor 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

- » Lt. Koch goes first. His Morale is 7. He rolls a $2 + 5 = 7$. We look under the Good Order SMC column . . . 7 is = his Morale of 7, so Lt. Koch remains in Good Order, and now his LM of 1 is subtracted from the DC, making it a DC4, for the three Squads.
- » 1st Squad (Morale: 5) rolls a $4 + 4 = 8$. We look under the Good Order MMC

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Figure 8: Fired



Author's Note: *The American player did not have to include the second Squad in the previous attack. He could have withheld it from the attack and either moved the Squad during that impulse or Fired it in a later impulse; if it Fired in a later impulse it would apply its full IFP of 2 to the attack, as it would be the lead Squad. It would not be aided by Maj. Tom's LM, however, as the Major is already marked Fired.*

German Impulse: Smarting from the American attack (which, honestly, could have been much worse), the German player cannot return fire until the next turn. All he can do is pass or bring on the Medic.

» The Medic (MF of 6) enters via the half-hex above G1 (half-hexes are in play unless otherwise noted in a Special Scenario Rule (SSR)), which is Clear (costs 1 MP) and then enters the HC Building hex in G1 (cost: 2 MPs; spent: 3 MPs) and finishes its impulse in the other half of the HC Building, in hex G2 (cost 2 MPs; spent: 5 MPs). A Moved marker is placed on the Medic.

From here the Medic is in a flexible position and can get to either friendly Leader on the next turn, if needed.

American Impulse: Cpl. Medrow, in hex G6, is unable to order his men to fire at Sgt. Baumann's stack, in hex F4, due to LOS restrictions, but they can fire at Lt. Koch's hex. May as well pour it on.

» Cpl. Medrow and the Squad with the BAR fire at Lt. Koch's hex.

The process is the same as the previous attack, as per 5.0.

- Range (5 hexes) and LOS (clear) requirements have been met.
- The American player rolls $1d6 + 3$ [2 (Squad's IFP of 2) + 1 (BAR's FP) = 3] + 1 (DFT modifier for firing at Leg units under a Moved marker); Cpl. Medrow's LM is 0, so he adds nothing to the attack; thus, the American player rolls $1d6 + 4$.
- The German player, again, rolls $1d6 + 3$ (LC Building hex's TM).
- The American player rolls a $2 + 4 = 6$.
- The German player rolls a $4 + 3 = 7$.
- Since the attacker's roll is less than the defender's roll, the attack has no effect. Cpl. Medrow's stack is marked with a Fired marker.

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German Impulse: With no units to move and no other actions to take, all the German player can do is Pass.

American Impulse: The American player can only conduct one action.

» He places his Sniper, as per rule 11.4.

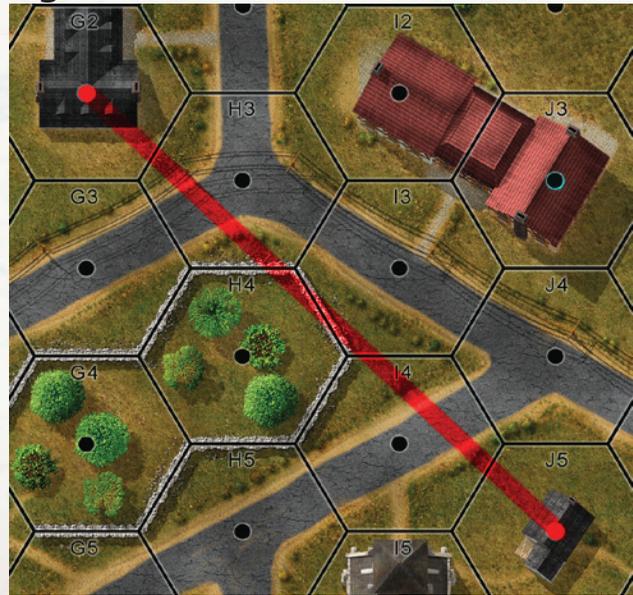
The Sniper must be placed in a hex with a +TM. Once placed, it cannot move. However, Snipers, when in a hex by themselves, double the hex's TM—to a maximum of +8, the only instance when a hex's TM can be greater than +4—except against enemy Mortars (1.6.5, 18.1), Artillery barrages (18.2) and Snipers.

Also, when a Sniper attacks, it rolls 2d6 instead of 1d6. If there are multiple units in the target hex, randomly determine which target the Sniper attacks. The Sniper's attack only affects one unit.

The American player doesn't have a lot of good options to place the Sniper if he wants to fire at Sgt. Baumann's hex, for placing the Sniper in hex F5, adjacent to the German stack, will likely produce a favorable result against one of the enemy units, but the Sniper, if the Germans retain the initiative on Turn 2, will likely be eliminated in the turn's first impulse. The Sniper doesn't have to be placed during Turn 1, but knowing the Germans need to press the attack, makes placement necessary.

» The American player places the Sniper in hex J5, an HC Building hex (TM of +4, thus +8 for the Sniper). He cannot fire at the Medic, as the Wall in the center of town blocks the LOS (see Figure 9), so he gets Lt. Koch's hex in his crosshairs.

Figure 9: Blocked LOS



- With four units in the hex, his target must be chosen randomly. In this case, we roll 1d6, and roll again if the result is 5 or 6. Lt. Koch is the target if the roll is a 1, and the MMCs on a 2, 3 or 4, from top to bottom in the stack.
- » The American player rolls 1d6, and the result is a 5. Roll again. The result of the second roll is a 1, thus Lt. Koch is the target.
- For the Sniper attack, the American player rolls $2d6 + 0$ (Sniper's IFP) + 1 (DFT modifier for firing at a Leg unit under a Moved marker); thus $2d6 + 1$.
- The German player rolls $1d6 + 3$ (LC Building's TM).
- » The American player rolls a 5 and a 3 + 1 = 9.
- » The German player rolls a 3 + 3 = 6.
- Since the American player's result (9) is greater than the German player's result (6), a Damage Check 3 ($9 - 6 = 3$) must be conducted.
- » For the DC3, Lt. Koch rolls $1d6 + 3$ vs. his Morale of 7. He rolls a 5 + 3 = 8.

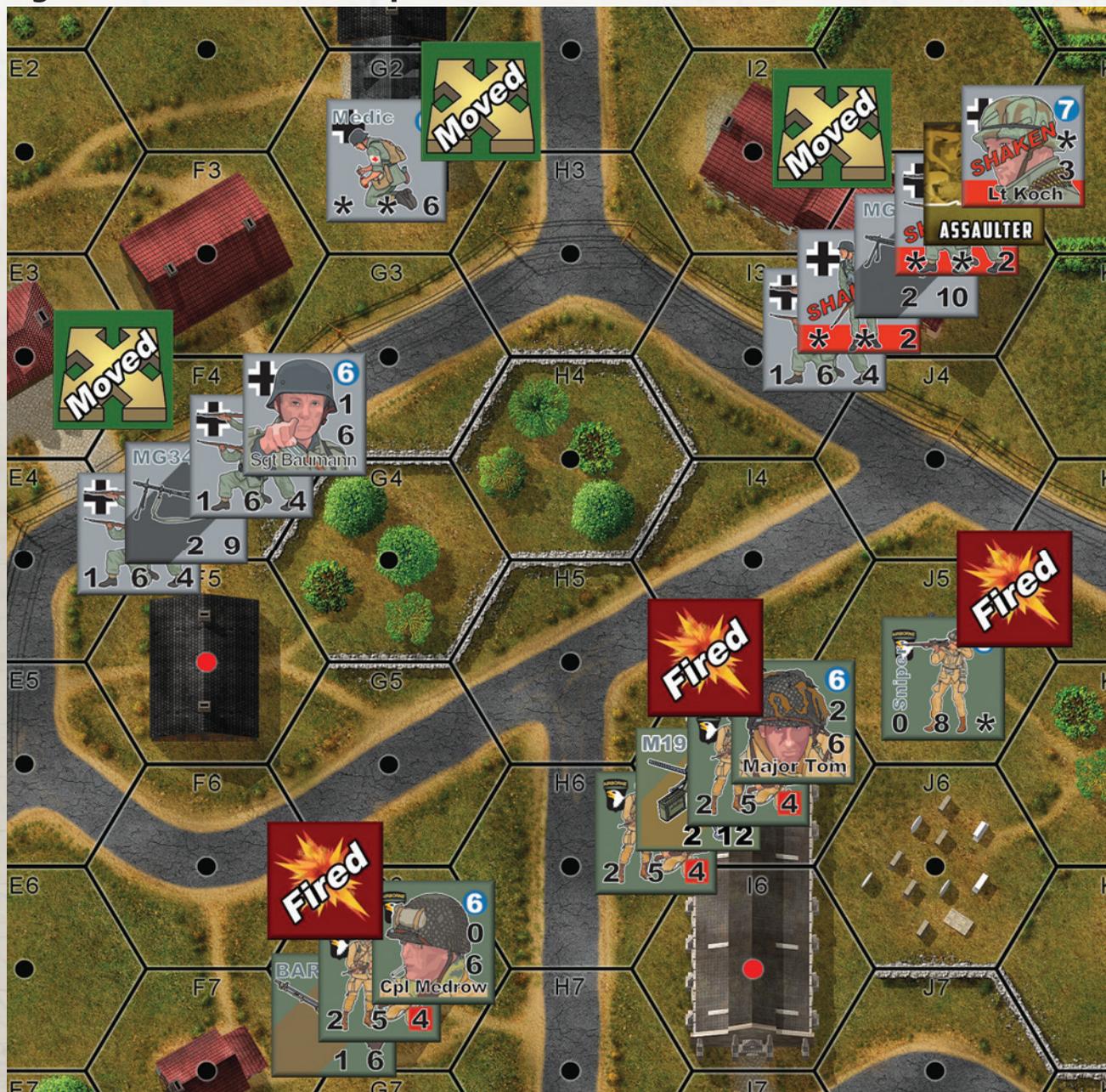
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We check the Good Order SMC column on the DCT; since 8 is greater than his Morale of 7, Lt. Koch is Shaken; flip his counter to its Shaken side.

- The Sniper is marked with a Fired marker.

Once all activated units have either moved, Fired, been marked with an Ops Complete marker, or after three straight passes, the Operations Phase ends. All units on the Map have been marked Moved or Fired, so the Ops Phase ends and the Administrative Phase (9.0) begins. The Map at the end Turn 1's Ops Phase appears in Figure 10.

Figure 10: End of Turn 1's Ops Phase



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Administrative Phase

During the Administrative Phase, all admin markers, such as Moved and Fired are cleared from the Map. If Smoke had been used, any Smoke 1 markers would be flipped to their Smoke 2 side, and any Smoke 2 markers would be removed. Then we start Turn 2.

Author's Note: Portions of the following rules were covered during Turn 1: **1.1, 1.1.1, 1.2, 1.3, 1.4, 1.5, 1.6, 1.9, 3.0, 4.0, 5.0, 5.0.1, 5.1, 5.2, 5.5, 6.0, 6.2, 8.0, 9.0, 10.0, 10.1, 10.1.1, 10.2, 10.3, 10.3.2, 11.1, 11.1.1, 11.1.3, 11.2.1, 11.3, 11.4 and 22.0.**

TURN 2 Rally Phase

We roll for initiative first. If both sides roll the same result, the side with the initiative from the last turn (the Germans) retains the initiative.

- The American player rolls a 4.
- The German player rolls a 2.
- American initiative.

Advance the Turn marker on the Turn Track PAC to Turn 2 and flip it to the American Initiative side. The Americans have no Shaken units, so they do not have to conduct any rally attempts. The Germans, on the other hand, took a few hits during Turn 1, and Lt. Koch and a Squad and a Half-Squad in his hex are all Shaken.

During the Rally Phase, players go hex by hex, if there is more than one hex in which units are Shaken. In each hex, any Shaken Leaders always attempt to rally first. If the Leader rallies, the Shaken non-SMC units can attempt to rally.

A rally attempt is conducted exactly like a Morale Check (1.5.1): 2d6 is rolled; if the result is less than or equal to the unit's Morale, it rallies. If the unit is in a hex with a +TM, two is subtracted (-2) from the roll. A Good Order (GO) Leader's Leadership Modifier (LM, 11.1.1) is also subtracted from the roll (only one Leader's LM can be applied, in cases where two Leaders are in a hex). A Shaken Leader does not subtract his own LM from his rally attempt.

Lt. Koch attempts to rally first. He is in a hex with a +TM, so two is subtracted (-2) from his rally-attempt roll. His Morale is 7, so, with the modifier, the German player needs to roll a 9 or less with 2d6 to rally Lt. Koch.

- The German player rolls a 6 and a 2 = 8. $8 - 2$ (TM in hex) = 6, which is less than Lt. Koch's Morale of 7, thus he is rallied. Flip his counter to its GO side.

The Shaken Squad attempts to rally next. Its Morale is 5, it's in a hex with a +TM and Lt. Koch's LM of 1 is also subtracted from the rally-attempt roll. The German player needs to roll an 8 or less with 2d6 to rally the Squad.

- » The German player rolls a 3 and a 4 = 7 - 2 (TM hex) - 1 (LM) = 4, which is less than the Squad's Morale of 5, thus it is rallied. Flip the Squad to its GO side. This is very important; this Squad possesses the MG42, and the Germans need its additional Firepower (FP).

The Shaken O-5-4 Half-Squad is next—and last—to rally. (The order a player rallies the Shaken MMCs is up to the player, but he or she must declare to their opponent which unit is conducting the rally attempt.)

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The #s for the rally attempt are the same as they were for the Squad; the German player needs to roll an 8 or less with 2d6 to rally the Half-Squad.

- The German player rolls a 5 and 3 = 8 - 2 (TM) - 1 (LM) = 5, which is equal to the Half-Squad's Morale of 5. Flip the Half-Squad to its GO side.

The dice were with the Germans, and all Shaken units rallied. But it was necessary that they were in a hex with a +TM; without it, Lt. Koch would not have rallied, and then neither MMC would have been able to attempt to rally—and without the +TM modifier neither of them would have rallied. Terrain is very important when it comes to rallying Shaken units.

Neither side desires to switch the mode of their Support Weapons: the Americans keep their .30 cal M1919A4 in tripod mode (1.6.1) and the Germans decide against switching the MG42 from bipod to tripod mode. In tripod mode, it can't be moved. Neither side wants to change which units possess their SWs either. To do this, if desired, both units need to be in Good Order (3.0). The Rally Phase is over, and we move on to the Operations Phase.

Operations Phase

American Initiative



At the start of Turn 2's Operations Phase (OP, 4.0), the Map, pictured in Figure 11, is clear of the Moved and Fired markers from Turn 1. This means that the blocking- and degrading-terrain hexes that were spotted (10.0/1) at the end of Turn 1's OP are no longer spotted. But, you may ask, Major Tom and his men Fired on Lt. Koch's hex; don't they know the Germans are in that HC Building hex?

They do, but when they Fired at them they were moving, and moving around within the Building; now they have taken cover. The Americans know they are in the Building, but if they Fired on them they would be wasting their ammo, as none of the Germans are exposed—none of them are conducting an action, such as moving or firing, that reveals their position.

Figure 11: Start of Turn 2's Ops Phase



American Impulse: If the Americans want to fire on Lt. Koch's hex, the hex must again become spotted. Since the Germans have yet to have a chance to perform an action, the only way the Americans can fire on the hex is to make a successful Spotting Attempt (10.1.1).

- Any GO MMC or SMC (with exceptions: Medics, for example, cannot) can attempt to spot an unspotted blocking- or degrading-terrain hex by rolling 1d6.
- To spot a blocking-terrain hex, 2 or less must be rolled; to spot a degrading-terrain hex, 3 or less must be rolled.



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- A Leader can subtract his or her LM from the spotting attempt.
- A spotting attempt is not considered an action, but only one can be made per impulse; and any unit that makes a spotting attempt is marked with an Ops Complete marker (4.1).
- Any unit that successfully spots a hex can, in that same impulse, fire on that hex without penalty, and after the fire attack, the Ops Complete marker is replaced with a Fired marker.
- Other units in the hex can also participate in the fire attack against enemy units in a just-spotted hex. Also, a spotted hex is spotted for all units with an LOS to the hex.

Making a spotting attempt is not required; the American player can pass. Major Tom can spot Lt. Koch's hex (blocking terrain) on a 1d6 roll of 4 or less because he subtracts his LM (2) from the roll. The odds are good, but it's not automatic.

» The American player decides to Pass.

Passing is a smart decision; it puts the onus of action on the German player. It's up to the Germans to take the Church and suppress the Americans in the town.

German Impulse: The American player is correct: the burden of attack is on the offensive side. The German player needs to consider that the scenario is only four turns long. He needs to advance or lay down some effective suppressing fire on this turn. He decides to move on his right flank first.

» Sgt. Baumann's hex, F4, is activated.

When a hex is activated during an impulse, some units can move, some can fire and some units can do nothing at all, but

all units that move must move together, and all units that fire must fire together. (Exceptions include vehicles, which move and fire separately save for instances of Coordinated Movement (6.5), and Weapon Teams, which fire separately from other Leg units in a hex, even if firing in the same impulse.) The German player makes a gambit, and moves the Squad without the MG34 by itself.

» The 1-6-4 Squad leaves hex F4 and enters the HC Building in hex F5, spending 2 MPs (of its MF of 4).

Since the Squad spent 2 MPs to enter hex F5, the Americans can conduct Opportunity Fire against it from two different hexes, if desired. The HC Building has a TM of +4, so the Americans hold their fire, to see if the Squad is bold enough to keep moving south, in open terrain.

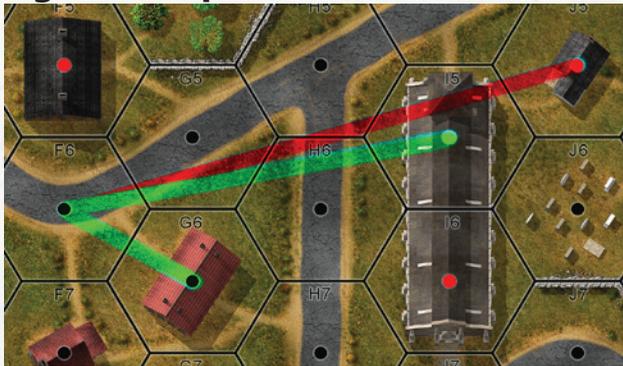
» The German player, knowing time is short, has the daring to move the Squad into hex F6, a Road hex, open terrain—totally exposed, and adjacent to Cpl. Medrow and his BAR-armed Squad—spending 1 more MP (3 of its 4).

Two of the three American-occupied hexes have a clear LOS to the German Squad in hex F6 (the Sniper does not, see Figure 12), but only one can perform Op Fire since the Germans spent 1 MP to enter the Road hex.

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Figure 12: Op Fire LOS



- » Cpl. Medrow and his men raise their M1 Garands, M1 carbines and the BAR and open fire on the bold Germans. The direct-fire attack is conducted just like those conducted in Turn 1. The only difference is that the target is in an adjacent hex—and not in a hex with a +TM—which grants the firing units a DFT modifier of +2.
- » The 2-5-4 Squad contributes its IFP of 2 + 1 (the BAR's FP) to the attack, for a total FP of 3. Cpl. Medrow has no LM, so he adds nothing to the attack but encouraging words (he does not participate, which is important because he can still move, if desired, or perform a spotting attempt). And another 3 is added to the attack because of the adjacency DFT modifier (+2) and (+1) for firing at a unit that is currently moving or under a Moved marker. The American player rolls 1d6 + 6.
- The German player rolls just 1d6 + 0, as the Squad is in a Road hex, which has no TM.
- » The American player rolls a 4 + 6 = 10.
- » The German player rolls a 5 + 0 = 5.
- Since the American player's result (10) is greater than the German player's result (5), a Damage Check 5 (10 - 5 = 5) must be conducted.

» For the Squad's DC5, the German player rolls 1d6 + 5 vs. its Morale of 5. He rolls a 2 + 5 = 7. We check the DCT's GO MMC column; since 7 is greater than his Morale of 5 and less than twice his Morale, the Squad is Shaken; flip its counter to its Shaken side.

- Moving units that are Shaken due to a combat result must end their movement/impulse. The Shaken German Squad is marked Moved, and the American Squad is marked Fired; Cpl. Medrow remains unmarked (see Figure 13).

Figure 13: Adjacent Fire



- Sgt. Baumann and the other German Squad, since they did not move or fire during this impulse, remain unmarked as well.



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All things considered, this was a lucky result for the Germans.

American Impulse: The American player decides to pass. Let the Germans come.

German Impulse: The German player continues his assault on the American left flank.

- » Again, Sgt. Baumann's hex, F4, is activated, and the Leader and his Squad use Double-Time movement (6.2) to enter hex E4, a Road hex (spending 1 MP, of 6).

No American-occupied hex has LOS to E4, so no Op Fire.

- » Baumann and his men enter the Road hex E5, spending another MP (2 of 6).

Cpl. Medrow does not have a Support Weapon (SW), so he cannot Op Fire at the moving Germans. Major Tom's hex has LOS, too, and they have yet to activate, so they can Op Fire, but choose not to, as they must contend with Lt. Koch and his two and half Squads. Instead of joining the Shaken Squad in F6, Sgt. Baumann and his men enter the Clear hex E6, spending the third of their 6 MPs. Major Tom's hex has LOS to E6, as it did to E5 (see Figure 14), but they hold their fire.

Figure 14: Holding Fire



- » Sgt. Baumann and his men end their impulse by entering the LC Building in hex F7, spending 2 more MPs, us-

ing 5 of their 6 MPs for the impulse. A Moved marker is placed on them.

American Impulse: The American player is concerned about the German advance on his left flank, and Turn 3's initiative will be key; but defending the Church is the primary task.

To give them some options, Cpl. Medrow makes a spotting attempt on Lt. Koch's hex.

- Hex J3 is a LC Building hex, which is blocking terrain, so the American player needs to roll a 2 or less with 1d6. Cpl. Medrow has no LM, and there are no degrading-terrain hexes inhibiting the LOS to J3 (one (+1) would be added for each), so there's no modifiers.
- » The American player rolls a 4, and the spotting attempt is unsuccessful. An Ops Complete marker is placed on Cpl. Medrow.

A spotting attempt does not constitute an impulse, and the American player is not going to conduct any other actions, so the impulse counts as a Pass.

German Impulse: Since the American Sniper is a non-Melee-eligible (NME) unit (8.0, 11.4), the German player decides to take a gamble. He is going to have his 0-5-4 Half-Squad attempt to lay Smoke (?7.0) in the Road hex between them and the Sniper, in hex J4, and, if successful, try to rush the Sniper. Opportunity Fire may cut them down, but to advance, sacrifices must be made. The Germans can trade fire turn after turn, but the four-turn limitation and the Victory Objectives force them to press the attack.

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Only Good Order MMCs (but not Weapon Teams) can lay Smoke, and they cannot already be marked with a Moved, Fired, Assault Move, Stealth, Low Crawl, H&R or Ops Complete marker. Smoke can be laid in the unit's hex or any adjacent hex; and it's best done in circumstances such as this, when a unit wishes to attempt to cross a Road, from one Building to another, either to cover terrain or enter Melee.

- To lay Smoke, the unit needs to roll 1d6 and the result must be less than or equal to its nation's Smoke-laying Capability, which is stated in the module-specific rules of each game. In *Heroes of Normandy*, all nations have a Smoke-laying Capability of 2. Leadership Modifiers and Target Modifiers DO NOT affect the roll.

» For the Half-Squad's Smoke-laying attempt, the German player rolls . . . (the die caroms off the inside edge of the upturned box cover and spins like a top) . . . (wait for it) . . . a 2! A success. Place a Smoke 1 marker on hex J4. The German impulse is not over. The Half-Squad can now move but one is subtracted (-1) from its MF, from 4 to 3. The other units in the hex are eligible to move with the Half-Squad, but Lt. Koch only sends the five men in the Half-Squad out into the billowing cloud . . .

Smoked hexes are blocking terrain with a +1 TM, and the TM is cumulative with any other TM in the hex, e.g., if the Smoke was in hex J3, the LC Building with a +3 TM, the Smoke would increase it to +4 (the most a hex can have, 5.5). Units that fire out of a Smoked hex suffer a -1 DFT modifier. Also of note: if the Half-Squad's Smoke-laying attempt was unsuccessful, they would be marked Ops Complete.

» . . . The O-5-4 Half-Squad hits the macadam on the Road with swift feet, spending 1 of its 3 MPs; but since they are currently moving, the Smoked Road hex is spotted (it's also spotted for the Americans because it is adjacent to a Good Order unit—the Sniper).

» As they feared, the Americans Op Fire on the Half-Squad. The Sniper takes aim. Since there is only one enemy unit in the hex, the Half-Squad is the target.

- For the opposed die-roll, the American player rolls 2d6 (Sniper) + 0 (IFP) + 2 (adjacency DFT modifier) + 1 (firing at a moving unit, DFT modifier), or 2d6 + 3; the German player rolls 1d6 + 1 (TM of Smoke in a Road hex).

» The American player rolls a 5 and 4, thus $9 + 3 = 12$.

» The German player rolls a 3 + 1 = 4.

- Since the American player's result (12) is greater than the German player's result (4), the O-5-4 Half-Squad must take a Damage Check $8 (12 - 4 = 8)$.

» For the Half-Squad's DC8, the German player rolls 1d6 + 8 vs. its Morale of 5. He rolls a 5 + 8 = 13. We check the DCT under the GO MMC column . . . 13 is greater than twice the Half-Squad's Morale of 5; it suffers Casualties.

- Half-Squad's that take a Casualties result are eliminated. The Half-Squad is removed from the Map. If you have *Heroes of Normandy* and have its Turn Track PAC out, you can place the Squad the Half-Squad was derived from in the German Casualties box on the PAC. A Fired marker is placed on the (very lethal) American Sniper.

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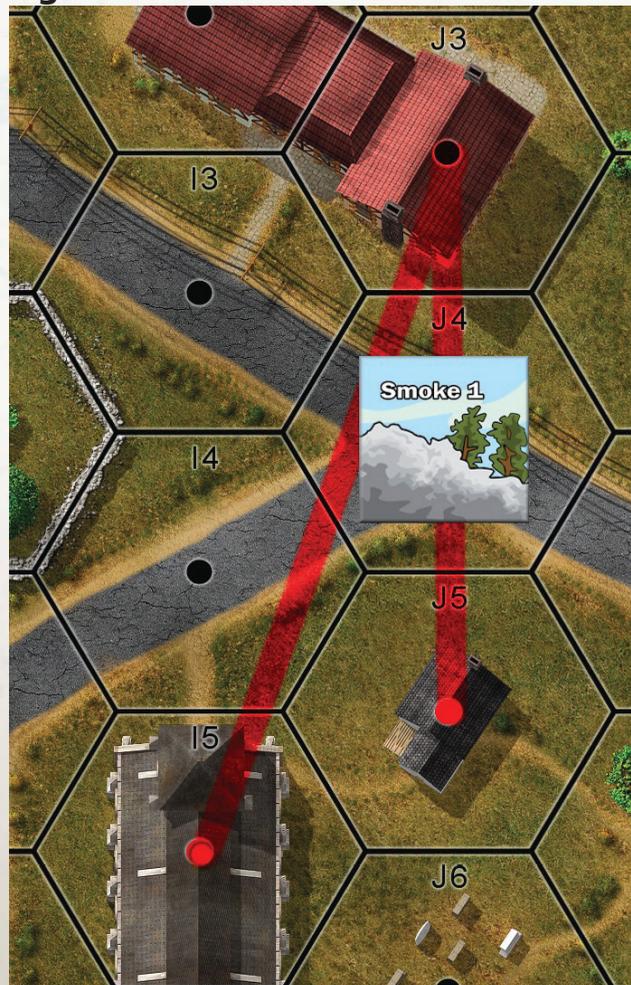
The Smoke 1 marker remains in hex J4 (see Figure 15).

Figure 15: Smoked



The German impulse is not over. No more units from Lt. Koch's hex can move during this impulse, because all units that move must move together, but they can fire. The Smoke in hex J4, however, is considered to occupy the whole hex, and is blocking terrain; thus, Lt. Koch and his men do not have LOS to the Sniper's or Major Tom's hex (see Figure 16).

Figure 16: Smoked LOS



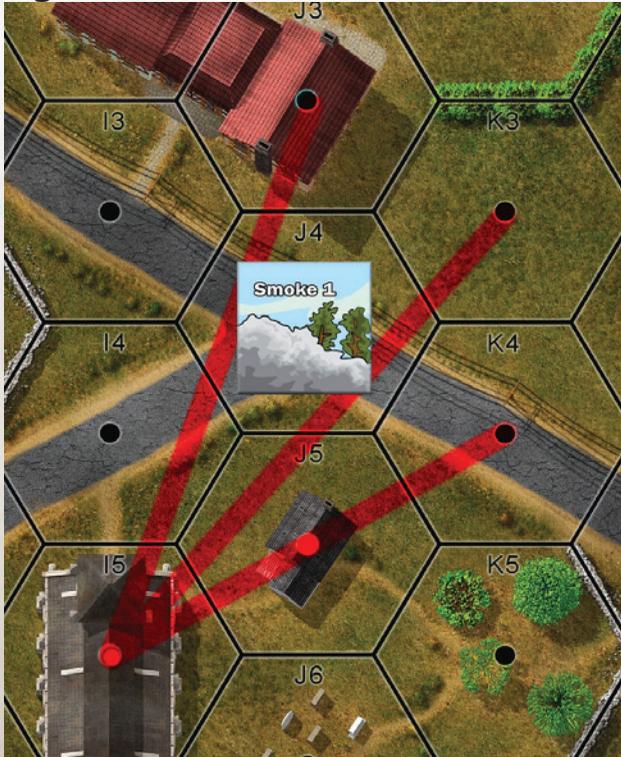
American Impulse: The Smoke 1 marker also inhibits Major Tom and his men from having LOS to Lt. Koch, since LOS is reciprocal. Though the Germans lost a Half-Squad, the Smoke 1 marker is affecting the actions on the Map. Also of concern to the American player is that the Smoke 1 marker blocks Major Tom's LOS to hexes K3 and K4 (see Figure 17), and Lt. Koch and his other pair of Squads can now flank the Sniper and take him out in an uncontested Melee (8.0); and if that happens, the Germans will be marked with a Melee marker, which prevents the Americans from firing on them.

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(It's a time-continuum thing; it's important to conceive of all actions during a turn occurring at approximately the same time; so the Americans inability to fire at the Germans under a Melee marker, despite the Sniper being eliminated, is because, theoretically, the Germans are in the process of "taking out" the Sniper.)

Figure 17: Smoke LOS—Part 2



If the Sniper is going to survive, the Americans need to act. Major Tom orders the 2-5-4 Squad without the MG SW to Assault Move (6.1) into the Sniper's hex, the HC Building in J5. Only units with their MF in a red box can Assault Move (AM). They can move up to half their MF and then fire in that impulse or in a later impulse—or Op Fire during a later enemy impulse, which is the American player's plan to protect the Sniper and, hopefully, hold off the impending German flanking maneuver.

- » The 2-5-4 Squad Assault Moves into hex J5, spending 2 of its allowable 2 MPs (half of its MF of 4 is 2).
- It's marked with an Assault Moved marker (see Figure 18). It does not fire, as no spotted enemy-occupied hexes are in its LOS.

Figure 18: Assault Move



German Impulse: Lt. Koch and his men are enraged. Though Lt. Koch has the Assault Skill, they cannot use AM to enter Melee (their intent, in hex J5) and they can't use Assault Fire (basically, AM in reverse: fire, subtracting two from FP, and then move, at half MF, but all in one impulse; 6.1.1) and then enter Melee either. He didn't expect his Half-Squad to be cut down.



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- » The German player activates Lt. Koch's hex and moves the Leader and both Squads into the Clear hex K3, to avoid being Op Fired at by Major Tom and his men, whose LOS is blocked by the Smoke in J4. The American 2-5-4 Squad in hex J5, under an AM marker, can Op Fire at them but holds fire, assuming they are going to move adjacent, which they do, into hex K4.
- » The American paratroopers open up on the approaching Germans. Their total FP is 3 [2 (IFP) - 2 (firing after an AM) + 2 (firing at adjacent hex) + 1 (firing at units currently moving) = 2 - 2 + 2 + 1 = 3], and roll 1d6 + 3. The Germans receive no TM since they are in a Road hex, and roll 1d6 + 0.
- » The American player rolls a 3 + 3 = 6.
- » The German player rolls a 5 + 0 = 5.
- Since the American player's result (6) is greater than the German player's result (5), the German units must undergo a Damage Check 1 (6 - 5 = 1).
- » Lt. Koch takes the DC1 first—Leaders always go first. His Morale is 7, though, so it is impossible for him to be Shaken on a DC1, as a 6 on 1d6 + 1 = 7.
- Lt. Koch passes the DC unscathed, and his LM of 1 is now subtracted from the two Squad's DC, making it a DCO.
- » The Squad with the MG42 is next. For its DCO, the German player rolls 1d6 + 0 vs. its Morale of 5. A 4 is rolled, which is less than its Morale of 5, so it, too, is unscathed.
- » The second Squad is next—same #s involved as the first Squad. The German player rolls a 6; since 6 is greater than its Morale of 5, we check the DCT under the GO MMC column and see that the Squad is Shaken. Flip it to its Shaken side and mark it with a Moved marker; it cannot continue moving with Lt. Koch and the other Squad.

Mark the American 2-5-4 Squad with a Fired marker; it can share the one with Sniper—it retains the AM marker.

The German player continues his impulse. Despite taking Op Fire and half his men hitting the ground for cover, Lt. Koch and the Good Order (GO) Squad enter hex J5. Melee ensues.

Melee Basics:

- Both sides get to “attack” and both sides get to “defend”, and combat is considered simultaneous, i.e., results are not applied until both sides have made their “attack”.
- There's only one round of Melee per hex, per turn.
- Only GO MMCs and SMCs armed with a Melee-eligible SW contribute their Firepower (FP). Heroes always contribute their full IFP, but there are no Heroes involved here.
- The MG42 is a Melee-eligible SW (MGs, Flamethrowers, Satchel Charges and Molotov Cocktails) but the Squad possesses it, not Lt. Koch.
- Lt. Koch still has a role to play: his LM of 1 is added to the German's “attack” roll.

Figure 19: Melee Table

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

LOCK 'N LOAD TACTICAL SYSTEM v5.1 CORE RULES



- The Sniper, as stated earlier, is a NME unit and does not participate; if the American Squad is eliminated, the Sniper will be eliminated regardless of what happens to the German units.
 - To conduct the Melee, we must establish an odds ratio.
 - The total FP of the German units is summed: 1 (Squad's IFP) + 2 (FP of MG42) = 3.
 - The total FP of the American unit is summed: 2 (Squad's IFP) + 0 (no SW) = 2.
 - The Germans have an odds ratio of 3:2.
 - The Americans have an odds ratio of 2:3.
 - Look at the Melee Table on one of the PACs (see Figure 19, previous page).
 - Under the odds ratio of 3:2, the Kill Number is 7. The German player needs to roll greater than or equal to 7 with 2d6 to eliminate the Americans, but since Lt. Koch has a LM of 1, 1 is added to the German player's roll, thus he effectively needs to roll greater than or equal to 6.
 - Under the odds ratio of 2:3, the Kill Number is 9. The American player needs to roll greater than or equal to 9 with 2d6 to eliminate the Germans. Lt. Koch's LM does not negatively affect the American roll.
- » Since he initiated the Melee, the German player goes first: He rolls a 3 and 5, + 1 (Koch's LM), for a total of 9. 9 is greater than or equal to the Kill Number of 7, and the American Squad is eliminated; but the American player gets to "attack" as well.
- » The American player rolls a 6 (looking good) and a 2 (ouch), for a total of 8. 8 is less than the Kill Number of 9,

so the Germans survive the Melee.

- Since there are no more Melee-eligible American units in the hex, the Sniper is also eliminated.

Remove the 2-5-4 Squad and the Sniper and place them in the American Casualties box on the Turn Track PAC. The AM marker that was on the 2-5-4 and the Fired marker that was on the 2-5-4 and the Sniper are also removed. Place a Melee marker on the German units in the hex (see Figure 20).

Figure 20: Post Melee



Author's Note: For the sake of learning, if the American player's roll eliminated the German Squad, and only Lt. Koch and the Sniper were left in the hex, both would also be eliminated since they are both, in this case, NME units (8.1).

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Figure 21: End of Turn 2



American Impulse: Major Tom is in a tough spot. He cannot fire at the adjacent Germans because they are under a Melee marker. (In theory, the Melee is still effectively transpiring.) Because the .30 cal M1919A4 is in tripod mode (1.6.1), his Squad cannot move without abandoning the MG (and its FP) and if they enter Lt. Koch's hex they will not Melee until the next turn, and they'd have the same 2:3 odds, but would add Maj. Tom's LM of 2 to their roll. A gamble, for sure.

If they get the initiative on Turn 3, they can fire at the adjacent Germans with $1d6 + 8$ after all the modifiers are applied, and that could be deadly. The German Medic has yet to move, and will most likely move to one of the two Shaken German Squads, to try to rally it during Turn 3's Rally Phase. But the Major and his men are trigger happy and want revenge for

their lost fellow paras. They don't have LOS to hex K4 but they do have LOS to hex F6 (recall Figure 14).

- » They fire on the Shaken German Squad in hex F6, 3 hexes away.
 - The Americans have a total FP of 7 [2 (Squad's IFP) + 2 (MG SW's FP) + 2 (Tom's LM) + 1 (target unit is under a Moved marker) = 7] and roll $1d6 + 7$.
 - The Shaken German Squad is in a Road hex and receives no TM, and rolls $1d6 + 0$.
- » The American player rolls $5 + 7 = 12$.
- » The German player rolls $2 + 0 = 2$.
- Since 12 is greater than 2 the Shaken German Squad must undergo a Damage Check $10 (12 - 2 = 10)$. That's gonna hurt!



- » For the DC10, the German player rolls 1d6 + 10 vs. the Shaken Squad's Morale of 5. He rolls a 5 + 10 = 15. We check the DCT under the Shaken MMC column: 15 is greater than or equal to triple the Morale of 5, so the Shaken Squad is Eliminated. Place the Squad in the German Casualties box on the Turn Track PAC and remove the Moved marker. Place a Fired marker on Major Tom and his Squad.

German Impulse: Only the Medic, in hex G2, has yet to be activated. With all the American units under Fired markers, the German player can move the Medic without concern for Op Fire. Neither German Leader is wounded, but there is a Shaken Squad in hex K4.

He moves the Medic along the four Road hexes, from G2, through the Smoke in J4, to K4. The Medic goes under the same Moved marker that is already in the hex.

No units on the Map can be activated so the Operations Phase ends. The state of the Map is displayed in Figure 21 (previous page).

Administrative Phase

We clear the Map of the Moved, Fired, Ops Complete and Melee markers, and flip the Smoke 1 marker to its Smoke 2 side. Then we start Turn 3.

Author's Note: *During Turn 2, portions of the following rules were covered: 1.1, 1.1.1, 1.2, 1.3, 1.4, 1.5, 1.6, 1.6.1, 3.0, 4.0, 4.1, 5.0, 5.0.1, 5.1, 5.5, 6.0, 6.1, 6.1.1, 6.2, 7.0, 8.0, 8.1, 9.0, 10.0, 10.1, 10.1.1, 10.2, 10.3, 11.1, 11.1.1, 11.1.3, 11.1.4, 11.2, 11.4, 12.0 and 22.0.*

TURN 3 Rally Phase

We roll for initiative first. This is a crucial roll since both sides have units adjacent to each other.

- » The American player rolls a 2.
- » The German player rolls a 4.
- German initiative.

Advance the Turn marker on the Turn Track PAC to Turn 3 and flip it to the German Initiative side.

The German player conducts his rally attempts first. The only unit on either side that is Shaken is the Squad in hex K4. No Leader is in the hex, but the Medic is there. As per the Medic rules (11.3), during the Rally Phase, a Good Order (GO) Medic can attempt to heal one wounded SMC or rally one Shaken MMC or SMC. He does this by passing a Morale Check (1.5.1); the Morale Check is done on the Medic, not on the wounded or Shaken unit. If the Medic is in a hex with a +TM, two is subtracted (-2) from the 2d6 roll. Leadership Modifiers do NOT affect the roll.

- » The German Medic attempts to rally the Shaken Squad in K4. K4 has no TM, so there are no modifiers. The German player must roll less than or equal to the Medic's Morale of 6. He rolls a 1 and a 5, for a total of 6. The Shaken Squad is rallied. Flip the Squad to its GO side.

The German player, knowing he has the initiative, switches the mode of MG42 SW in hex J5 from bipod to tripod mode, which gives it an increase in FP from 2 to 3, and suggests the German player's intent to fire on Major Tom's hex.

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Figure 22: Start of Turn 3



The American player does not switch modes of the M1919A4, and neither side has units swap SWs, and there are no Half-Squads to combine in to a Squad and no dropped or abandoned SW to be picked up. The Rally Phase ends and the Ops Phase begins.

At the beginning of Turn 3's Ops Phase, the Map looks as pictured in Figure 22.

Operations Phase

German Initiative



Winning the initiative was huge, a small victory. All Leaders have an inherent Leadership Range (LR) of 1; this value is not on their counter (11.1.2).

A Leader (GO or Shaken) can use his/her LR to activate not just its hex, but any adjacent hexes that contain friendly units.

A wounded Leader's LR is reduced to 0.

German Impulse: The German player activates Lt. Koch's hex, and Lt. Koch uses his LR to activate hex K4 as well.

» Lt. Koch and his Squad and their now-tripod-mode MG42 open fire on the adjacent hex, I5, on Major Tom and his men in the north half of the Church, which is the key to the German victory in this training scenario.

- Since they are adjacent, hex I5 is spotted. The Germans have a total FP of 7 [1 (Squad's IFP) + 3 (MG42's FP) + 1 (Lt. Koch's LM) + 2 (adjacency DFT modifier) = 7], and roll 1d6 + 7. The American player rolls 1d6 + 4 (TM of HC Building hex).

» The German player rolls a 5 + 7 = 12.

» The American player rolls a 2 + 4 = 6.

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- » He decides not move or fire the Squad or the Medic in hex K4.

American Impulse: The Americans were on their heels, but out of chaos came a Hero, and all is not lost. Their left flank is still a concern.

- » The American player activates Cpl. Medrow's hex, G6, and the 2-5-4 Squad engages in Assault Fire (6.1.1).

Assault Fire (AF) can be conducted by any unit that can Assault Move (MF in a red box). The unit(s) have to fire and then move in the same impulse, though; their fire attack suffers a -2 DFT modifier and their MF is halved (fractions rounded up, if applicable). They are going to fire on Sgt. Baumann's hex, F7, and then hustle over to reinforce the Church, to hex I5, which they can do utilizing Cpl. Medrow's ability to order Double-Time movement, which increases their MF to 6 and is halved to 3. But first, let's conduct the fire attack.

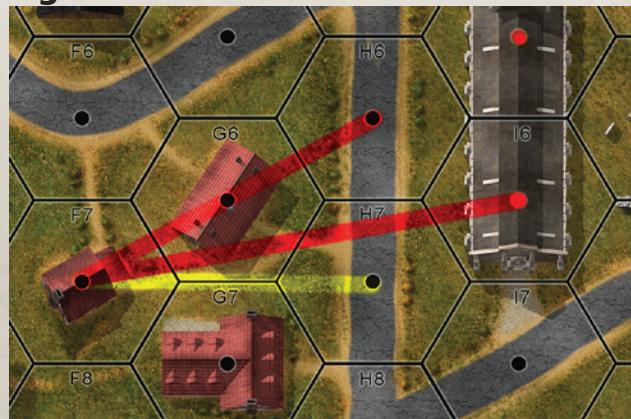
- The 2-5-4's total FP is 3 [2 (IFP) + 1 (BAR's FP) - 2 (DFT modifier for using AF) + 2 (adjacency DFT modifier) = 3], and the American player rolls 1d6 + 3. The German player rolls 1d6 + 3 (TM of LC Building hex).
- » The American player rolls a 4 + 3 = 7.
- » The German player rolls a 5 + 3 = 8.
- Since the German player's result (8) is greater than the American player's result (7), the fire attack has no effect. Now the Americans conduct the move portion of their AF. Because they are leaving a hex from which they Fired and no other units are in the hex, a Spotted marker is placed in hex G6 (this isn't too important here, but could be in other circumstances, e.g., if, in a later impulse, a

unit uses Low Crawl (6.3) to enter the hex, it wouldn't be spotted normally, but would be here since a unit did fire from the hex, making enemy and friendly units alike aware of action taking place in that hex during that turn).

- » The Americans move to the Road hex H6 first, paying 1 MP of their MF of 3—and this is important because in hex H6, no German unit has LOS to them.

If they moved to hex H7, Sgt. Baumann and his Squad could Op Fire on them as an LOS traced along a hexside between two separate Building hexes provides a limited LOS: a fire attack can occur but the firing units suffer a -2 DFT modifier to their total FP (see Figure 24). By moving to hex H6, the Americans avoid this Op Fire.

Figure 24: Limited LOS



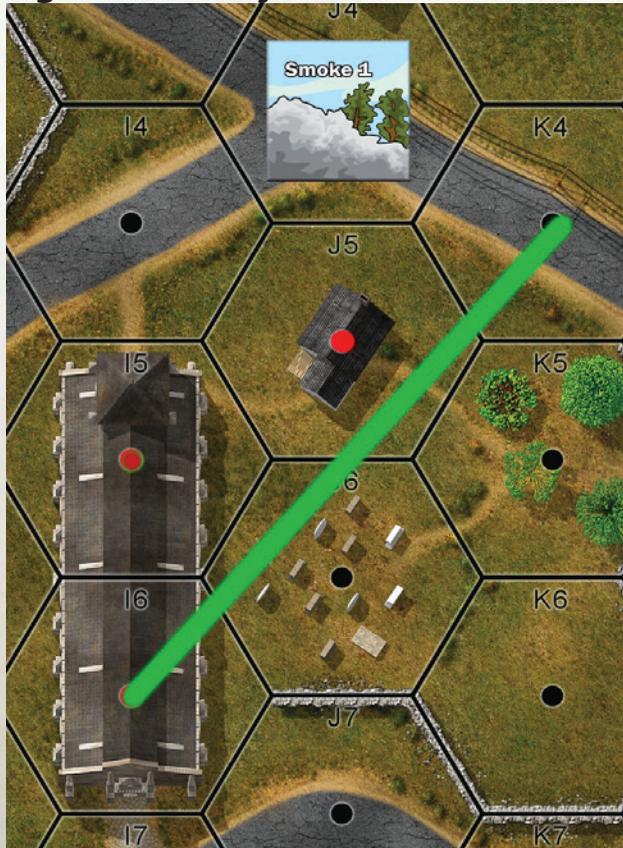
- » From hex H6, the paras enter the south end of the Church, hex I6, paying 2 more MPs, using up their MF of 3.

The German Squad in hex K4, oddly, has a clear LOS to hex I6 (see Figure 25, next page). Remember, LOS is gauged from a hex's center dot to center dot, and it must touch terrain artwork to be blocked or degraded.



The line from K4 to I6 does not touch the Building art in J5 or the Cemetery art in J6, thus it is clear. The German player decides not to Op Fire. Place a Moved marker on Cpl. Medrow and the Squad in I6.

Figure 25: Oddly Clear LOS



German Impulse: The German player has a few things to consider now that the Americans have consolidated their position in the Church (see Figure 26, next page). The American Hero is itching to Op Fire on any German unit that moves, but his range is only 2 hexes and thus Sgt. Baumann and his Squad have some room to maneuver. Time is short, and the Church is now firmly in American hands.

- » The German player activates Sgt. Baumann's hex, and they move, using Double-Time movement (6.2), which ups the Squad's MF from 4 to 6. First, they spend 2 MPs and enter the LC

Building in hex G7.

- » To avoid being Fired at by Hero Hird, they enter the Road hex, in H8, paying 1 more MP (3 of 6).
- » From H8, they enter I7, another Road hex, spending another MP (4 of 6).
- » With 2 MPs left, Baumann orders his men into the Church, into hex I6 (cost: 2 MPs; 6 of 6), initiating Melee with Cpl. Medrow's Squad.

- For the Melee, the German player has a total FP of 3 [1 (Squad's IFP) + 2 (MG34 SW's FP) = 3]. The American player has a total FP of 3 as well [2 (Squad's IFP) + 1 (BAR's FP) = 3].
- The Germans have an odds ratio of 1:1 (3 FP vs. 3 FP), which, after consulting the Melee Table (see Figure 19), reveals a Kill Number of 8, but, with Baumann's LM, they will eliminate the Americans on a 2d6 roll that's greater than or equal to 7.
- The Americans have an odds ratio 1:1 (3 FP vs. 3 FP), which, after consulting the Melee Table (see Figure 19), reveals a Kill Number of 8; Cpl. Medrow has no LM and adds nothing to the Melee.

- » The German player rolls a 4 and a 3 + 1 = 8.
- » The American player rolls a 5 and a 4 = 9.

This result, though brutal for both sides, proves that Leadership matters. The German player only met his Kill Number due to Baumann's LM. The Americans, both the 2-5-4 Squad and Cpl. Medrow, are eliminated; place them in the American Casualties box on the Turn Track PAC; the BAR is abandoned in the hex; the Moved marker is removed. Sgt. Baumann and the German 1-6-4 Squad are

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Figure 26: Consolidated Paras



placed in the German Casualties box, and the MG34 is abandoned in the hex.

A Melee marker IS placed on the hex even though neither side has any units left in it; and only Melee-eligible units can enter the hex for the rest of the turn. When both sides are eliminated in a Melee round it is (unofficially) called a Mutual Destruction Melee (see Figure 27).

Figure 27: After Mutual Destruction



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American Impulse: The American player contemplates moving Major Tom (Shaken) and the Shaken Squad . . . They can't enter hex I6 because they are currently non-Melee-eligible (NME) units (both are Shaken) and the hex is under a Melee marker (NME units can't enter a hex under a Melee marker). He can't move Hird out of hex I5, as this would leave the Shaken (and thus NME) units exposed to the unactivated German Squad in K4. So Hird takes aim.

- » Hero Hird, aware of the mayhem at the south end of the Church, opens fire on Lt. Koch's Squad.
- For the attack, Hird's total FP is 5 [2 (IFP) + 1 (Deadly Skill) + 2 (adjacency DFT modifier) = 5], and the American player rolls 1d6 + 5. The German player rolls 1d6 + 4 (TM of HC Building).
- » The American player rolls a 4 + 5 = 9.
- » The German player rolls a 6 + 4 = 10.
- Since the German player's result (10) is greater than the American player's result (9), the fire attack has no effect. Mark Hero Hird with a Fired marker.

The American player can still opt to move Major Tom and the Shaken Squad, but decides that the odds of rallying are in their favor, and it's best to keep his units together (see Figure 28). The American impulse is over.

Figure 28: Hold Your Ground



German Impulse: The German player activates hex K4.

- » The Squad moves from K4 into the Light Woods in K5, spending 2 MPs (2 of 4).
- » From K5, it enters the Cemetery in hex J6, spending 1 more MP (3 of 4).
- The Squad does not have enough MPs to enter the Church and give the Germans control of half of it. Turn 4's Rally Phase will be crucial. The Squad is marked with a Moved marker. Since all units that move from one hex during an impulse must move together, the Medic must remain in K4.

American Impulse: No units to activate. Pass.

German Impulse: The German player has the Medic remaining.

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- » The Medic Low Crawls from K4 into the Light Woods in K5.

To Low Crawl (6.3), a unit spends its entire MF to move one hex—but it cannot spend all the MPs it has to conduct a Low Crawl. FYI: Units cannot use Double-Time and Low Crawl at the same time.

- » The Medic is marked with a Low Crawl marker.

This concludes Turn 3's Ops Phase. The condition of the Map is shown in Figure 29.

Administrative Phase

The Moved, Fired, Melee, Low Crawl, Spotted and Smoke 2 markers are removed from the Map.

Author's Note: During Turn 3, portions of the following rules were covered: 1.1, 1.1.1, 1.2, 1.3, 1.4, 1.5, 1.5.1, 1.6, 1.6.1, 3.0, 4.0, 5.0, 5.0.1, 5.1, 6.0, 6.1, 6.1.1, 6.2, 6.3, 8.0, 8.1, 9.0, 10.0, 10.1, 10.1.1, 10.2, 10.3, 10.3.2, 11.1, 11.1.1, 11.1.2, 11.1.3, 11.1.4, 11.2, 11.2.1, 12.0, 22.0 and 22.1.

TURN 4

Rally Phase

This initiative roll is vital to both sides.

- » The American player rolls a 4.
- » The German player rolls a 4.
- A tie. The Germans had the initiative on Turn 3, and they retain the initiative.

Advance the Turn marker on the Turn Track PAC to Turn 4; it remains on the German Initiative side.

Figure 29: End of Turn 3



The German player has no units to rally, but since he has to enter the Church on this turn to win, he switches the MG42 in hex J5 from tripod to bipod mode.

The American player has some rally attempts to take care of in hex I5.

- To rally Major Tom, the American player needs to roll 2d6 and the result must be less than or equal to 6, Tom's Morale; two is subtracted (-2) because he is in a hex with a +TM.
- » The American player rolls a 3 and a 2 = 5 - 2 = 3. 3 is less than or equal to 6, so the Major is rallied. Flip his counter to its GO side. His LM of 2 can now be subtracted from the Shaken 2-5-4's rally attempt.
- To rally the 2-5-4, the American player needs to roll 2d6 and the result must be less than or equal to 6, its Morale.

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Two is subtracted (-2) because he is in a hex with a +TM, and another two is subtracted (-2) because of Major Tom's LM.

- » The American player rolls a 6 and a 5 = 11 - 4 = 7. 7 is NOT less than or equal to 6, so the 2-5-4 Squad, shockingly, does not rally.

The dice can be cruel. Not rallying the Squad is a big setback. Since the Squad is Shaken it cannot swap the M1919A4 with Major Tom, which would make him Melee-eligible. If they had the initiative, Tom could move to I6 and pick up one of the abandoned SWs in that hex, but they don't.

Author's Note: *Though Major Tom is unable to possess a SW during this Rally Phase, it's good to know that if he could, he would fire it at half its FP (exception: Satchel Charges), and he wouldn't be able to fire the SW and add its FP and his LM to the attack; he must choose one or the other.*

The Americans are left with two men in Good Order to defend the Church against two Squads of well-led, well-armed Germans.

Operations Phase

German Initiative



The Map at the beginning of Turn 4's Ops Phase is shown in Figure 30.

Figure 30: Start of Turn 4



The Germans have the advantage in total # of Good Order personnel, but they are facing a powerful Hero and one of the best Leaders in the **LnLT** system, who are in strong defensive terrain. The Germans cannot win by trading fire, either; they must Melee in I5, and win.

German Impulse: The German player activates Lt. Koch, in J5, and uses his LR to activate hex J6, too. Both German hexes must enter an adjacent Church hex but if the Squad in the Cemetery enters the Church before Lt. Koch and his men enter Melee with the Americans in I5, they will be Op Fired on, and if they are Shaken they can't control the hex.

- » Lt. Koch and his Squad enter hex I5 and engage in Melee with Hero Hird (Remember: Maj. Tom adds his LM to the American die-roll).

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- The Germans have a total FP of 3 [1 (Squad's IFP) + 2 (MG42 SW's FP) = 3], and the Americans also have a total FP of 3 [2 (Hero's IFP) + 1 (Deadly Skill) = 3]. The odds for both sides is 1:1 (3 FP vs. 3 FP) with a Kill Number of 8, but the Germans add one (+1) to their 2d6 roll, and the Americans, because they have a Hero (11.2), shift the odds one column in their favor (when “attacking” only) and add two (+2, Major Tom's LM). Thus, the German player needs to roll a 7 or greater and the American player needs to roll a 5 or greater.
 - » The German player rolls a 2 and a 4, for a total of 6—the Americans survive.
 - » The American player rolls a 3 and a 1, for a total of 4—and the Germans, too, survive the round of Melee!
- Both sides' units remain in hex I5 under a Melee marker. This is called being “locked” in Melee (8.1). If the scenario lasted another turn, the Melee would carry over to the next turn—the German player could reinforce the Melee with the other remaining Squad. The Americans could attempt to rally their Shaken Squad, and add to their FP.

Figure 31: Final Melee



- » The German player moves the Squad from the Cemetery into hex I6, and they now control half of the Church. Place a Moved marker on the Squad (see Figure 31).

And this scenario has run its course. The Americans have no units to activate, so the scenario is effectively over. The German player only has his Medic to move, but he cannot change the result of the scenario—and we don't have to bother with Turn 4's Admin Phase, i.e., cleaning up. Feel free to play another turn, or more—see if the Americans can hold on to the Church; see if they can take out all of those Germans. Perhaps the Hero will do it all by himself!

Author's Note: During Turn 4, portions of the following rules were covered: **1.1, 1.1.1, 1.2, 1.3, 1.4, 1.5, 1.5.1, 1.6, 1.6.1, 1.6.8, 3.0, 4.0, 6.0, 8.0, 8.1, 8.1.1, 11.1, 11.1.1, 11.1.2, 11.1.4, 11.2, 12.0, 22.0 and 22.1.**



After-Action Report

It was a bloody struggle, and it was left to the brave Hero Hird to hold off the Germans. His intrepid stand preserved the win for the Americans. The Germans needed to control both hexes of the Church, and they only controlled one of them, I6.

From rule 22.1: “Control of a hex is defined as the side that occupies a hex with a Good Order (GO) MMC or Hero or the side that last passed a GO MMC or Hero through the hex. . . . If a scenario ends with a Melee (8.0) persisting in a Victory Point (VP) hex, the side that controlled the hex prior to the Melee gains the VPs for the scenario.”

Since hex I5 is locked in Melee, the Americans retain control of the hex. Further, for the Germans to win there needed to be no Good Order American MMCs or SMCs on the Map, and Hird is on the Map and in Good Order—Heroes never Shake!—as is Major Tom.

Heroes are an important part of the **LnLT** system. You never know when one will be created, and they often make the difference in a scenario, as Hird clearly did in our training scenario. Even seemingly little things like the initiative can make or break a scenario; if the Americans had the initiative on Turn 4, they could have Fired on the Germans before they were able to move their units into Melee during the first impulse. Leaders, too, are vital. Whether adding their Leadership Modifier to a fire attack, adding their LM to a Melee roll, rallying Shaken units or using their Leadership Range to activate adjacent hexes to expedite an attack, Leaders make a difference—and often make THE difference.

It’s all about making good tactical choices and those decisions start with your Leaders, and knowing their abilities.

Casualties

Americans	Germans
• 2 x 2-5-4	• 3 x 1-6-4
• Cpl Medrow	• Sgt Baumann

Would the Americans have had less casualties if all of their units set up in the Church? Perhaps. Would the Germans have won if they attacked in force on one flank? Perhaps. What if the Americans had the initiative on Turns 3 and 4? And the dice—never count out the dice. Some days the dice are with you, some days they are not. This scenario could have played out in many different ways. Try it again. Play each side. Have fun with it. That’s what playing **LnLT** is all about.

This concludes our training scenario, and the Infantry Gameplay Narrative. We’ve covered the components, the basics of infantry combat and most of the mechanics used while playing the **LnLT** system. Many more are covered in the Vehicle & Ordnance Gameplay Narrative.

—Jeff Lewis, *April 2018*