

NO HONOR IN SURRENDER



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DICE ROLL MODIFIERS

- * **+2 to Firepower when firing on moving (not crawling) units, or units marked with a Move or Charge marker.**
- * **+3 to Firepower if firing on unit in an adjacent hex.**
- * **-2 to Firepower if firing while using Charge movement. Penalty is for each unit.**
- * **- (minus) the Cover Factor of the terrain the target occupies. Cover Factor is subtracted from Firepower.**
- * **$\frac{1}{2}$ Firepower (drop fractions) if range > printed counter range, but \leq double printed range.**
- * **Move final Firepower column TWO columns left if firing on a Building, Hut, Rough/Lava Rock, Trees, Brush, Tall Grass, Cave, or Wreck hex NOT marked by a Move, Fire, or Charge marker.**
- * **Move final Firepower column TWO columns left if infantry (Squads, Leaders, machine-guns, mortars) firing on tank.**
- * **-2 to Firepower of each unit firing beyond the visibility range when using night rules (see Night Rules 18.0).**

Hit: All units take a morale check, adding the Hit check number (the number following “Hit-“) to a 1d6 die roll. Leaders check first. Units (Weapon Teams and squads) may add the leadership rating of any non-Shaken (Prepared) leader in their hex to their morale. If they pass, there is no effect. If a Shakeable unit (see Rally Phase 8.2) fails its morale check it must end its impulse and is shaken. Shaken units may not move toward an enemy unit, nor may they fire, and suffer a penalty in melee. Shaken units, that are shaken again, are flipped to their reduced side and remain shaken. Shaken units may attempt to rally in the Rally Phase. Reduced units that are already shaken and are shaken again are removed. Unshakable (see Rally Phase 8.2) units that fail a morale check are reduced. If already reduced, they are eliminated. If a moving Unshakable unit fails a morale check it must stop moving (exception, Banzai Charging units may continue to move, unless the morale check was caused by a flamethrower).

Damaged: The attacker inflicts a damage point on a unit in the target hex (randomly determined). A damage point flips a Squad, Leader, or Weapon Teams to its reduced side. If already reduced, it is eliminated. Additionally, all Shakeable units in the target hex are shaken (no morale check taken). If already shaken, they do not lose a further step as a result. All Unshakable units that have not been reduced in the current attack take a morale check, adding the Leadership of any one, prepared, Leader in their hex to their morale. If an Unshakable (see Rally Phase 8.2) unit fails a morale check, it is reduced. If already reduced, it is eliminated. If a moving Unshakable unit fails a morale check it must stop moving (exception, Banzai Charging units may continue to move unless the morale check was caused by a flamethrower).

Damaged-2 or Damaged 3: The attacker inflicts TWO or THREE damage points on unit/s in the target hex (randomly determined). All units must receive one damage point before any receive a second. Additionally, all Shakeable units in the target hex are shaken (no morale check taken). If already shaken they do not lose a further step as a result. All Unshakable units that have not been reduced in the current attack take a morale check, adding the Leadership of any one, prepared, Leader in their hex to their morale. If an Unshakable (see Rally Phase 8.2) unit fails a morale check, it is reduced. If already reduced, it is eliminated. If a moving Unshakable unit fails a morale check it must stop moving (exception, Banzai Charging units may continue to move unless the morale check was caused by a flamethrower).

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POST MALONE
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RANGED COMBAT TABLE

Die Roll	0	2	4	6	8	10	12	16	20	Die Roll
2	Damaged	Damaged	Damaged	Damaged -2	Damaged -2	Damaged -2	Damaged -3	Damaged -3	Damaged -3	2
3	Hit -1	Damaged	Damaged	Damaged	Damaged -2	Damaged -2	Damaged -2	Damaged -3	Damaged -3	3
4	Hit	Hit -1	Damaged	Damaged	Damaged	Damaged -2	Damaged -2	Damaged -2	Damaged -2	4
5	Hit	Hit	Hit -1	Damaged	Damaged	Damaged	Damaged -2	Damaged -2	Damaged -2	5
6	Hit	Hit	Hit	Hit -1	Damaged	Damaged	Damaged	Damaged -2	Damaged -2	6
7		Hit -1	Hit	Hit	Hit -1	Damaged	Damaged	Damaged	Damaged -2	7
8			Hit	Hit	Hit	Hit -1	Damaged	Damaged	Damaged	8
9				Hit	Hit	Hit	Hit -1	Damaged	Damaged	9
10					Hit	Hit	Hit	Hit -1	Hit -1	10
11						Hit	Hit	Hit	Hit	11

TURN RECORD

1

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Terrain	Movement Cost	Cover Factor	Terrain	Movement Cost	Cover Factor
Wooden Building 1405 	2	2 Blocks LOS	Tall Grass 1403 	2	1 Blocks LOS
Huts 1409 	2	1 Blocks LOS	Brush 1206 	1	Negates bonus for firing on moving units when target is in Brush hex.
Open Ground 1108 	1	0	Beach 1502 	2	0
Rough 1005 	3	2	Water 1501 	4	0
Lava Rock 1406 	3	2	Paddy 1204 	2	1
Hill 408 	+1 if entering from a lower elevation	0 (+1 if targeted from a lower elevation) Blocks LOS	Foxhole 	Per other terrain	1 + terrain in hex
Trees 707 	2 (1 MP for Japanese)	2 Blocks LOS	Bunker 	Per other terrain	4 - do not count other terrain in hex.
Path/Road 1008 	1 if entering from an adjacent road/path.	Same as other terrain.	Cave 	Per other terrain	6 + terrain in hex
			Wreck 	Per other terrain	1 + terrain in hex