



ASL TO LNLT

GAMERS GUIDE



BY AL DAVIS
v1.0

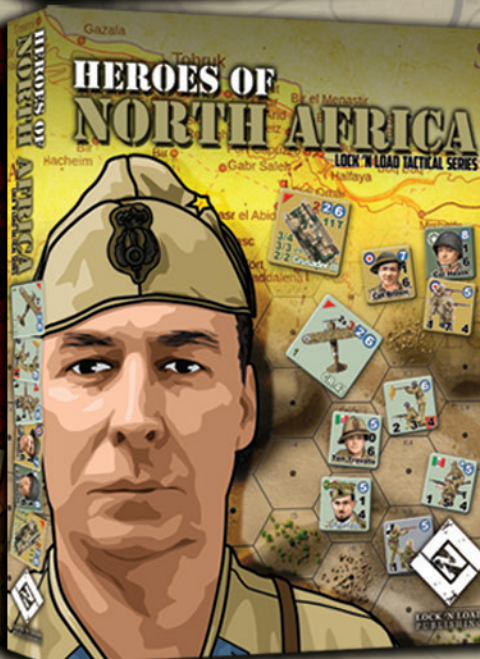
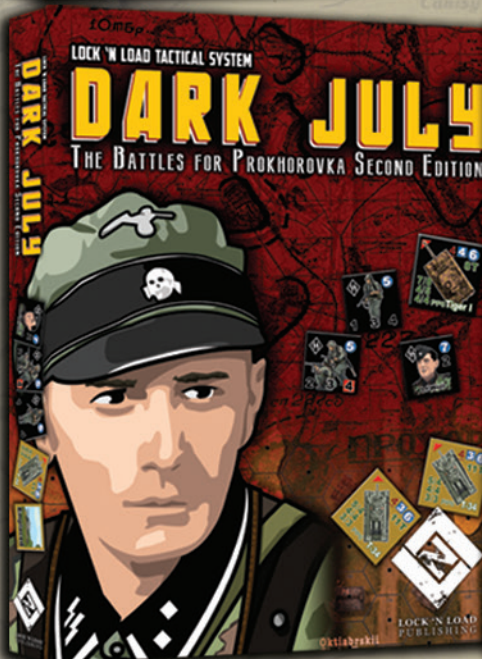
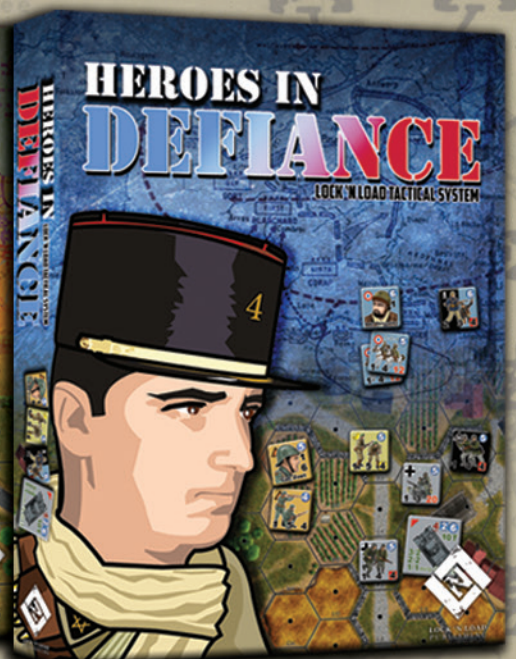
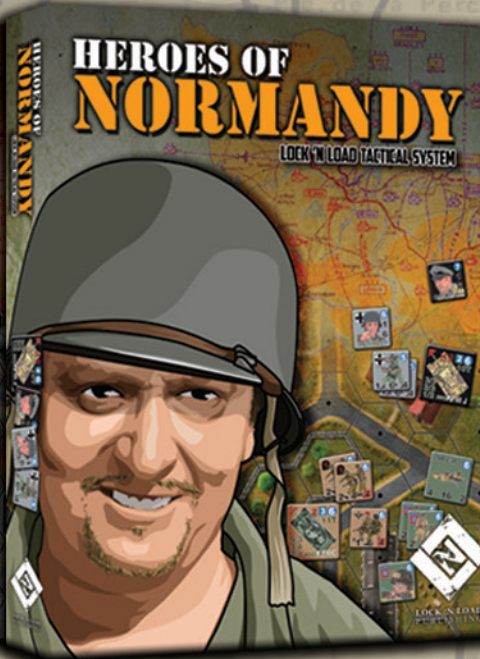
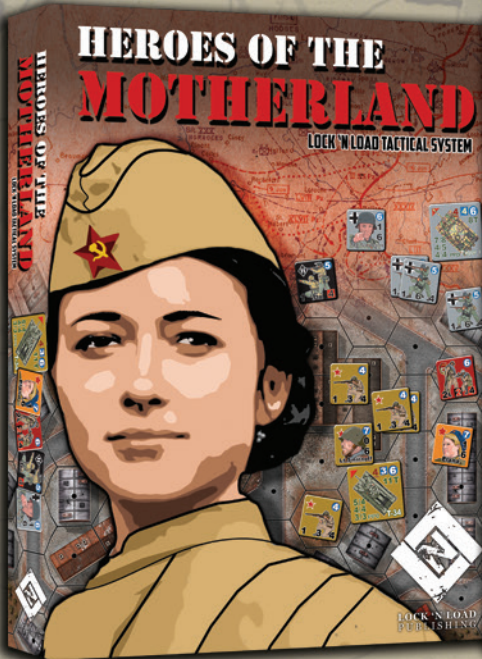
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| AAMG | *Vehicle is open | 15.0.1, pg 83 |
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| Air Support | Fixed-Winged Aircraft | 19.1, pg 101 |
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| Ammunition | Ammunition Types | 14.1, pg 76 |
| Armored Assault | Coordinated Movement | 6.5, pg 41 |
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| Assault fire (INF) | Assault Movement/Fire | 6.1.1, pg 38 |
| Bailing out | Vehicle Crews & Arm leaders | 15.4, pg 88 |
| Blaze | Fire | 10.5.6, pg 63 |
| Bounding fire | Vehicle Assault Fire | 15.2.1, pg 86 |
| BMG | Machine-gun Firepower | 15.0, pg 83 |
| Broken Unit | Shaken | 5.1, pg 31 |
| Captured Equipment | Captured Support Weapons | 1.6.8, pg 22 |
| Close Combat/Melee | Melee Combat | 8.0, pg 45 |
| Critical Hit | 2d6(snake eyes) always hits | 14.1, pg 76 |
| Crew | Vehicle Crews & Arm Leaders | 15.4, pg 88 |
| CX | Double Time Movement | |
| DC (Demolition Charge) | Satchel Charge | 1.6.3, pg 18 |
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| Difficult Terrain | Low Crawl | 6.3, pg 39 |
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| Fortification | Fortifications & Obstacles | 21.0, pg 119 |
| Gun | Weapon Teams (WT) | 1.7, pg 22 |
| | Ordnance-Firing WT | 1.7.1, pg 23 |
| Gun Destruction | Support Weapons | 1.6, Pg 17 |
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| Heat | Ammunition types | 14.1, pg 76 |
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| Hindrance | Figuring Line of Sight | 10.3, pg 54 |
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| Motion Status | Continuous Vehicle Movement | 15.5, pg 88 |
| Mounted Firer | Passengers Firing | 16.2.1, pg 91 |
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| Night Visibility Range | Night Rules | 20.1, pg 118 |
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| PBF (Point Blank Fire) | Direct Fire Table DR Modifiers | pg 212 |
| Pillbox | Bunkers | 21.1, pg 119 |
| Pivot | Ordnance-Firing WT | 1.7.1, pg 23 |
| Portage | Player Aid Card | 1.9, pg 24, pg 215 |
| Possession | Support Weapons | 1.6, pg 17 |
| Radio Contact | none | |
| Rally | Rally Phase | 3.0, pg 25 |
| Rear MG | Machine-gun Firepower | 15.0, pg 83 |
| Recombining Half squads | Rally | 3.0, pg 26 |
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| Smoke Grenades | Laying Smoke | 7.0, pg 43 |
| Sniper | | |
| Spotted fire | Indirect Fire | 18.0, pg 98 |
| Spotting Round | Off-Board Artillery | 18.2, pg 99 |
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| | Starshells & Mortars | 20.3, pg 119 |

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| Support Weapon Abandonment/ Recovery | Support Weapons | 1.6, pg 18 |
| Target Acquisition | Target Acquisition | 14.3, pg 80 |
| Tunnels | Tunnel Movement Between Caves | 10.7.1, pg 66 |
| Turret Armor | Angle & Point of Impact | 14.1.3, pg 79 |
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| Wreck | Destroyed | 5.1, pg 33 |

LOCK 'N LOAD TACTICAL WW2 ERA READY TO DEPLOY:



LOCK 'N LOAD TACTICAL EXPANSIONS READY TO DEPLOY:



LOCK 'N LOAD TACTICAL MODERN ERA READY TO DEPLOY:

