

LOCK 'N LOAD TACTICAL SYSTEM

DAYS OF VILLAINY

THE LIBYAN CIVIL WAR



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LOCK 'N LOAD
PUBLISHING

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DAYS OF VILLAINY MODULE RULES

From late 2010 and throughout 2011, a wave of uprisings known as the Arab Spring swept across the countries of North Africa and the Middle East. Protests and demonstrations against regimes that had been in power for decades led to overthrown governments and, in some cases, bloody civil wars. In Libya, opposition to Colonel Muammar Gaddafi and his villainous government took up arms, and fought against his loyalist forces all across the country. The opposition, fighting under the interim governing body, the National Transitional Council (NTC), fought tooth and nail and ultimately captured and killed Gaddafi, ending his 40-plus years in power.

Days of Villainy is a unique expansion module that depicts four of the fierce battles that occurred during the eight-month Libyan Civil War in 2011. *Days of Villainy* is unique because it can be played with **ANY** core **Lock 'n Load Tactical** game. All you need are the Administrative counters, core rules and Player-Aid Cards. All module-specific rules and terrain information are provided in the Special Scenario Rules, and all necessary combat counters and maps are included.

Play *Days of Villainy* with the complete **Lock 'n Load Tactical** module of your choice. Experience gritty modern combat between two forces fighting for everything held dear to them. You can be a Hero or a Villain. Pick a side.

COMMUNITY & SUPPORT

If you have any game questions, or if you are just looking for other gamers with whom to chat, you can find quick replies on our Forums:

<http://forums.lnlpublishing.com>

If any parts of this game are damaged, or you have any other support needs, please open a support ticket on our Support Ticket section:

<http://support.lnlpublishing.com>

You can also find additional game resources such as scenarios, counters, special rules and other community design ideas in our Resource section:

<http://forums.lnlpublishing.com/resources>

MODULE RULES

Presented here are the module-specific rules for *Days of Villainy (DoV)*. All section numbers work off of those in the **Lock 'n Load Tactical** system's v4.1 Core Rules (1960 - Present).

7.1 DAYS OF VILLAINY SMOKE-LAYING CAPABILITIES



Units of both sides in *Days of Villainy* have a smoke-laying capability of 1; thus they need to roll a 1d6 result of 1 (see 7.0).

13.0 NATIONAL CHARACTERISTICS

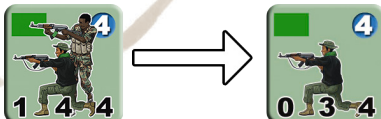
13.1 LOYALIST FORCES



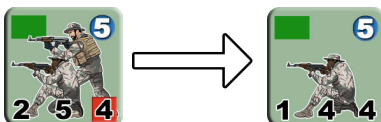
Those who remained loyal to Colonel Muammar Gaddafi and his 40-year reign over Libya were well-armed and put up a strong fight. Their counters are light green and have the green flag of the People's Libyan Arab Jamahiriya as an IB (3.0). They have MMCs, SMCs, Support Weapons, BTR-60 armored personnel carriers and a T-55 tank. They even have assistance from South African mercenaries.

13.1.1 Loyalist Squad Reduction

Whenever a Loyalist 1-4-4 Squad is reduced, replace it with a 0-3-4 Half-squad.



Whenever a South African mercenary 2-5-4 Squad is reduced, replace it with a 1-4-4 Half-squad.



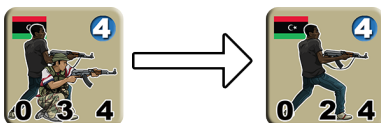
13.2 NATIONAL TRANSITION COUNCIL (NTC) FORCES



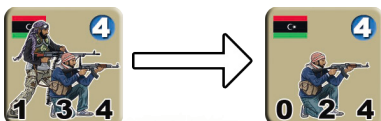
As part of the Arab Spring that swept across North Africa and the Middle East in 2010 - 2011, the opposition that rose to prominence in the Civil War in Libya, to form an interim governing body was the National Transitional Council, or NTC. Various groups of forces from all over Libya, such as the Saïka Commandos and the Katiba Misratah, fought across the country to take down Gaddafi and his Loyalists. Their counters are tan and have the flag of Libya as their IB (3.0). They are closely matched with Loyalists but have less armored vehicles.

13.2.1 NTC Squad Reduction

Whenever a standard NTC 0-3-4 Squad is reduced, replace it with a 0-2-4/3 Half-squad.



Whenever a Katiba or Saïka 1-3-4 Squad is reduced, replace it with a 0-2-4/4 Half-squad.



15.4.1 Vehicle Crews in DoV

In DoV, if a vehicle is destroyed, its Crew is eliminated. Bail-out checks for passengers (16.1.1) is still in effect. If a vehicle is abandoned, use a Half-squad (0-2-4/3 for NTC; 0-3-4/3 for Loyalist) as its Crew.

20.2.1 Starshell Capabilities in DoV



The Starshell capability of the Loyalists is 2. The NTC cannot place Starshells.

21.5 IMPROVISED ROADBLOCK



The Roadblock in DoV is an improvised Roadblock. It can ONLY be placed in a Road hex and can ONLY be entered by Leg units—not vehicles. Roadblocks are considered degrading terrain with a +1 TM, and it costs 3 MPs (total) to enter a hex containing one. They occupy the entire hex, and cannot be removed. LOS traced along a Roadblock's hexside is not blocked.

21.6 TANK EMPLACEMENTS



Tanks in a defensive position were often dug into an emplacement in order to provide them with extra protection. Emplacements provide no +TM but all hull hits against a tank under an Emplaced marker are negated, and the targeted tank does NOT have to take a Morale Check. Tanks under an Emplaced marker can only move out of the emplacement by reverse movement into one of the three rear hexes. Once a tank has moved out from under an Emplaced marker, the marker is removed from the Map. If an Emplaced tank is destroyed, replace the Emplaced marker with a Wreck marker. Emplaced tanks need not be spotted unless required by the other terrain in the hex.

CREDITS

EXECUTIVE PRODUCER

David Heath

ASSOCIATE PRODUCER

Blackwell Hird

LEAD GAME DESIGN & DEVELOPMENT

Jeff Lewis

MODULE DEVELOPER

Jean-Philippe Barcus

MANUAL EDITOR

Jeff Lewis

COUNTER ART

David Julien

MAP ART

Guillaume Ries, Paul Kime

GRAPHIC DESIGN & LAYOUT

Blackwell Hird, Steve Pultorak,
Steven Dennis

BOX ART & DESIGN

Blackwell Hird, David Julien

ADMINISTRATION

Ava Marie Heath

CUSTOMER SUPPORT

Jason Church

LOGISTIC MANAGER

Darren White

SCENARIO DESIGNER

Jean-Philippe Barcus

PLAYTESTERS

Jean-Philippe Barcus, Yvan Descotes, Ralph Ferrari, David Julien, Nicolas Michon,
Mark Mitchell.

SPECIAL THANKS & SUPPORT

Russell Brown, Shauna Church, Nick Katzer, Ute von Martial, Phil Lucero, Kindra
White.

WHY WE DO WHAT WE DO

We love designing, developing and, most of all, playing games. We thank God for blessing us so we can follow our passions, and our families, friends and, of course, our customers.