HEROES OF NORMANDY
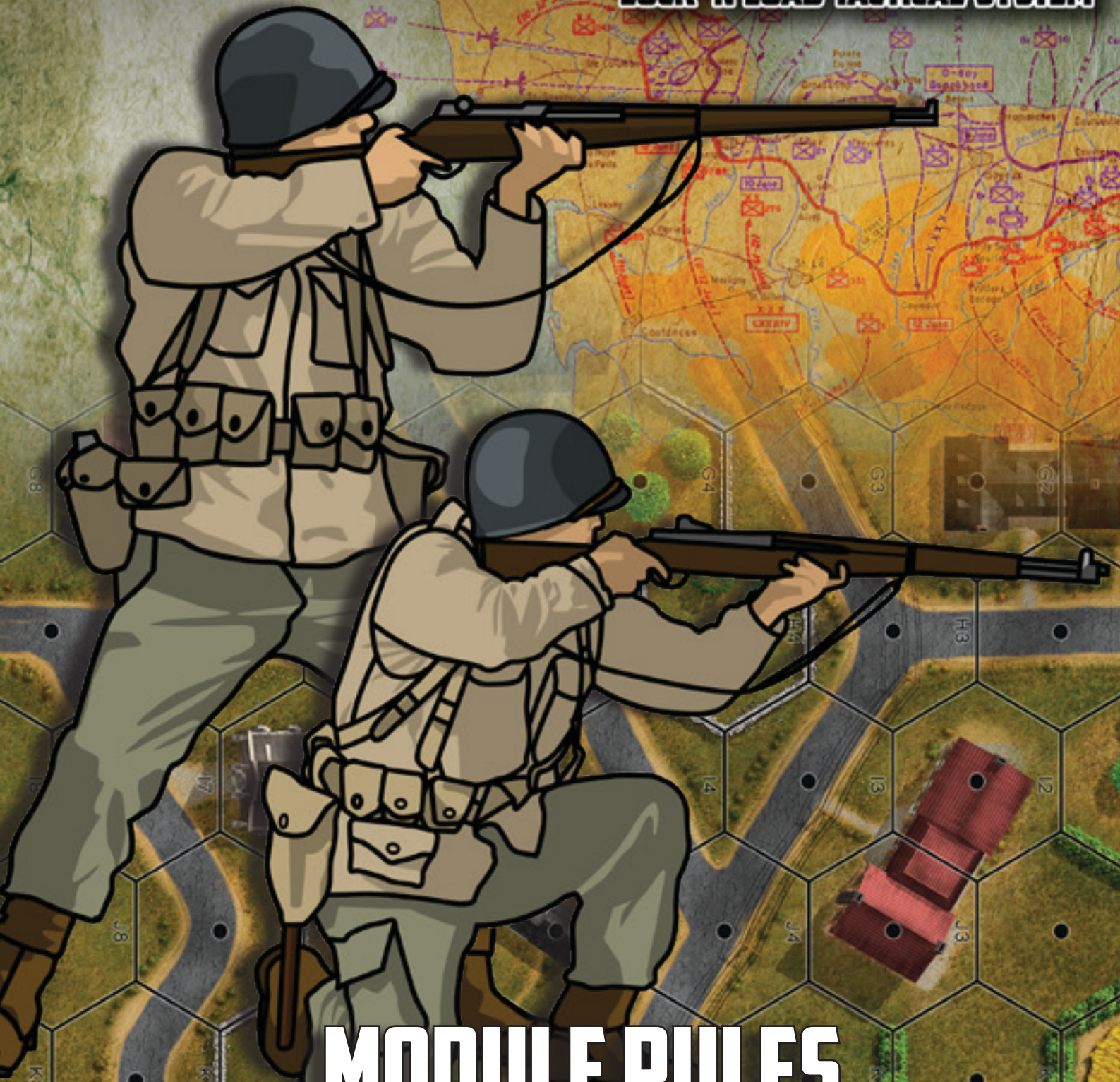
LOCK 'N LOAD TACTICAL SYSTEM

MODULE RULES

Contents

Heroes of Normandy Module-Specific Rules

INTRODUCTION

Heroes of Normandy depicts American and British Airborne combat operations against the Germans beginning on June 6th, 1944. Operation Overlord and its aftermath are at the forefront, but there are a few scenarios from Operation Market Garden and other post-Overlord actions. Presented here are the module-specific rules. All section numbers work off of those in the **Lock 'n Load Tactical** system's v4.1 Core Rules.

The 30 scenarios in this booklet are a combination of *Band of Heroes,* its expansion, *Swift & Bold*, and a couple others previously published in issues of *Line of Fire* magazine.

Command audacious American and British paratroopers and glider troops in daring missions against stalwart defensive positions and fiendish counterattacks by the German Wehrmacht, SS and Fallschirmjägers. Good luck, Commander!

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

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1.6.4 51 mm Mortar (British)

This Mortar (often called a 2" mortar) is treated as a Support Weapon (1.6) NOT a Weapon Team (1.7), and must be carried, crewed and fired by a Multi-Man Counter (MMC) or eligible Single-Man Counter (SMC). Eligible SMCs include Leaders, Heroes and Scouts. It CANNOT be fired from Building or Forest hexes, or from a Bunker.

The Mortar has a Firepower (FP) of two (2), which is never halved as part of a multi-unit attack (but IS halved if fired by a lone SMC), a minimum range of two (2), and a maximum range of nine (9). The Mortar can only fire at spotted hexes, but can attack in two ways: directly and indirectly.

The Mortar can fire directly at spotted units in its LOS. Roll 2d6, choose the higher of the dice, and add it to the TOTAL FP of the attack the Mortar is participating in, apply all DFT modifications, and resolve the attack.

Example: *A* ^{A}*1*^{M}*-6-4 British Squad with a 51 mm Mortar fires at a target six (6) hexes away; the British player rolls 2d6, selects the higher die, adds it to three (3) (3 = the IFP of the British Squad + FP of the Mortar), and resolves the attack.*

The Mortar can fire indirectly, and does not need to have a LOS to the spotted target hex if the unit crewing the Mortar is adjacent to a friendly unit that does. A unit can spot a hex and still direct the Mortar's fire in the same impulse. Leadership does NOT affect the Mortar's FP when firing indirectly, and degrading terrain does not reduce it, but other DFT modifiers apply normally.

Do NOT place a FFE marker in the target hex in either of the above cases when firing the 51 mm Mortar; this Squad-level weapon rarely expended the amount of ammo needed to create a barrage. Units that direct the Mortar's fire are marked Ops Complete.

Medics, Snipers, Armor Leaders and Weapon Teams cannot direct the Mortar's fire. The Mortar CANNOT Opportunity Fire (5.3).

The Mortar cannot be moved when the assembled (FP- and range-showing) side is up. A Good Order Squad, Half-squad or eligible SMC can flip the counter in the Rally Phase.

1.6.5 PIAT (Projector Infantry Anti-Tank)

The PIAT was Great Britain's answer to a man-portable anti-tank gun.

Unlike the German and American rocket-propelled weapons, the PIAT's HEAT round was launched from its projector via a large spring. PIATs are subject to the same rules as Bazookas, Panzerfausts, and other man-portable HEAT weapons, with the following exception: A unit cannot fire a PIAT if it is at a level higher than its target (targeting lower levels (elevations) often caused the round to slip out of the projector).

7.1 HEROES OF NORMANDY SMOKE LAYING CAPABILITIES

Units of all nationalities in *Heroes of Normandy* have a Smoke-laying capability of 2; thus they generate Smoke on a roll of 2 or less.

10.5 BOCAGE

No other terrain feature better defined the landscape of Normandy than Bocage, high hedgerows dense with foliage that lined the pastures and roads of the region. Bocage is blocking terrain that poses a challenge to movement, fire and LOS.

Note: *For all of the examples in this section, consult the image below.*

A Bocage hexside blocks LOS traced through or along the Bocage hexside from the same level to the same level.

Example: *LOS between the German 1-6-4 Squad in H6 to the US 2-5-4 Squad in D6 is blocked by the Bocage.*

Bocage doesn't block LOS to a hex in which the Bocage forms a hexside. However, units adjacent to a Bocage hexside must be spotted if the attacker's LOS crosses the Bocage hexside.

Example: *The US 2-5-4 Squad in D6 does have LOS to the German 0-5-4 Half-squad in F7, but the German Half-squad must be spotted before it can be fired upon.*

If the attacker's LOS does NOT cross the Bocage hexside, units adjacent to the Bocage hexside don't need to be spotted unless required by other terrain in the hex.

Example: *The German 1-6-4 Squad in H6 and 0-5-4 Half-squad in F7 have LOS to the US 1-4-4 Half-squad in F5, but since the*

Americans are in a Light Woods hex, they must be spotted before they can be fired upon. The same US 1-4-4 Half-squad can fire on either of the two German MMCs without first having to spot them.

LOS traced along a Bocage hexside is blocked.

Example: *LOS between the US Hero in E5 and the German 0-5-4 Half-squad in F7 is blocked by the Bocage hexside separating hexes E6 and F6.*

Units adjacent to the Bocage that receive fire across the Bocage hexside receive its TM (+3), AND outgoing fire from units adjacent to the Bocage that crosses the Bocage hexside receives a -1 modifier for non-ordnance fire, and ordnance receives a +1 on their to-hit roll.

Units rallying in a hex bordered by Bocage subtract 2 from their rally roll (3.0) IF all potential enemy direct fire would cross the Bocage hexside(s).

Units adjacent to a Bocage hexside receive no modifier against indirect fire, including onboard Mortars.

Bocage does NOT cast a one-hex shadow.

Ordnance Op Firing on a vehicle receives a +1 to its penetration factor in the first hex the target enters after crossing the Bocage hexside; this represents an approximation of vehicle exposing its underside as it moves through the Bocage.

13.0 National Characteristics

13.1 AMERICAN FORCES

In *Heroes of Normandy*, the Americans use forces from the 82nd and 101st Airborne Divisions. They have parachute infantry and glider-infantry soldiers for both divisions, as well as numerous Support Weapons, Weapon Teams and additional support from armored vehicles. Parachute-infantry Squads can Assault Move (6.1), but glider-infantry Squads cannot. All American units are olive-drab green.

13.1.1 Glider-Rifle Infantry

Glider-rifle infantry in both the 82nd and 101st Airborne Divisions were equipped like leg-infantry Squads, with a mixture of M-1 Garand semi-automatic rifles, M-1 Carbines and a Thompson sub-machine-gun for the squad leader.

The glider soldiers lacked a bit of the élan the paratroopers had, but were issued the Browning Automatic Rifle (BAR), which the paratroopers weren't. To simulate this extra-long Firepower, when multiple glider-rifle MMCs (Squads or Half-squads) are firing from the same hex, do not halve the IFP of the supporting MMCs.

Example: *Three 1-6-4 Squads have a combined FP of 3 when firing together.*

Also, in Melee, glider Squads (but not Half-squads) receive a one-column shift to the right when attacking and to the left when defending. This is per attack, not per Squad; and if the attack includes one Squad and one Half-squad, they still gain this column-shift.

Example: Two glider 1-6-4 Squads and one 1-5-4 Half-squad are in a Melee with one 3-3-4 Fallschirmjäger Squad. The FP for both sides is 3, or 1:1 odds. The Americans attack with 1:1 shifted one column to the right, for 3:2. When defending against the German paras, the odds are shifted one column to the left, for 2:3.

If glider-rifle Squads are participating in Melee with other types of Squads—American paratroopers, etc.—the American player only receives the Melee bonus if the glider-rifle Squads constitute the majority of the friendly Melee units.

Example: If two glider-rifle Squads and one paratrooper Squad are attacking/defending in Melee, they receive the column shift. If the Melee included one glider Squad and one para Squad, the American player does not receive the column shift.

13.1.2 Well Supplied
In any scenario in which Americans are allocated off-board Artillery Fire Missions, they can continue to request Artillery after they have used their last Fire Mission allocated in the scenario's Order of Battle.

To do so, they call for an additional Fire Mission as described in 18.2. After placing the Spotting Round marker, but before rolling for scatter, roll 1d6: if the result is ≤ 3, continue resolving the Spotting Round and subsequent Fire Mission; if the result is > 3, the Americans receive no more Fire Missions for the rest of the scenario.

13.1.3 American Squad Reduction
American Paratrooper 2-5-4 Squads (in both divisions) reduce to 1-4-4 Half-squads.

Whenever a glider-rifle 1-6-4 Squad (in both divisions) is reduced to a Half-squad, roll 1d6: if the result is odd, reduce the Squad to a 1-5-4 Half-squad; if the result is even, reduce the Squad to a 0-5-4 Half-squad.


13.1.4 American Heroes
The Americans have four Heroes for each Airborne Division. The parachute-infantry Heroes have a FP-Range-Movement of 2-2-6. The glider-rifle infantry Heroes are 1-6-6.
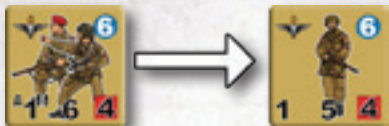
13.2 BRITISH FORCES

In *Heroes of Normandy,* the British forces represent, in most cases, parachute infantry from the 6th Airborne Division or British/Free French Commandos. They also have armored vehicles, Support Weapons and Weapon Teams. All British units are tan/beige in color. Their Heroes have an Identification Badge (IB, 3.0) on their counters (upper left corner), but their Leaders do not; the three Commando Leaders all wear greenish berets, the other four Leaders are for the Airborne.
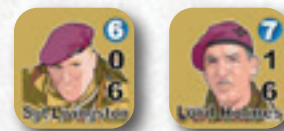
The parachute-infantry Squads and Half-squads, as well as the Commando Squads, can Assault Move (6.1). The parachute-infantry Squads' IFP is modified by both the "A" (Assaulters, 5.6) and the "M" (Melee bonus, 8.5) superscripts.

13.2.1 British Squad Reduction
British Airborne $^{A}1^{M}$-6-4 Squads reduce to 1-5-4 Half-squads.

British / Free French Commando 2-4-4 Squads reduce to 1-4-4 Half-squads.

13.3 GERMAN FORCES

 The German forces in *Heroes of Normandy* are comprised of units from the Wehrmacht (light gray), SS (black) and Fallschirmjägers (blue).

The Wehrmacht have MMCs, SMCs, Support Weapons (SWs), Weapon Teams and armored vehicles. A limited number of Wehrmacht Squads can Assault Move (AM, 6.1).

The SS are as heavily equipped as the Wehrmacht, but they have no Weapon Teams, and their Squads can AM; they also have special abilities that are detailed in 13.3.1/2.

 The Fallschirmjägers only have MMCs, SMCs and SWs—but they are tough fighters with high Morale (6) and AM-capable Squads.

13.3.1 SS Fanaticism
 The SS were well known as never-say-die fighters. To simulate this they ARE NOT automatically eliminated when a Melee-eligible enemy unit enters a hex with Shaken Melee-eligible SS units. Instead, the SS units attempt to rally. Leaders attempt to rally first, and then other units in the hex. Good Order (GO) Leaders apply their Leadership Modifier (LM) as described in 3.0, but a GO Leader IS NOT necessary for the SS units to attempt to rally before Melee.

Units that fail to rally are automatically eliminated; those that do rally can fight in the Melee.

If the only GO units that are in the hex after the rally attempts are complete are Non-Melee-Eligible (NME), they are eliminated.

13.3.2 SS Dedicated
The SS were completely dedicated to the Fatherland's fight. To represent this, in each Rally Phase (3.0), the German player can either attempt to rally one SS unit that is not in a rally-eligible hex, or re-roll an unsuccessful rally attempt for one unit. In this case, rally-eligible hexes are defined as hexes with a friendly Leader, or under the Leader's influence (e.g., Leaders with the Charismatic Skill), or hexes containing a Hero.

13.3.3 German Squad Reduction
Whenever a Wehrmacht 1-6-4 Squad is reduced, roll 1d6: if the result is odd, the Squad is reduced to a 1-5-4 Half-squad; if the result is even, the Squad is reduced to a 0-5-4 Half-squad.

Whenever a Wehrmacht 2-6-4 (AM) Squad is reduced, replace it with a 1-5-4 Half-squad.

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

Both SS 2-6-4 and 1-6-4 Squads reduce to 1-5-4 Half-squads.

Fallschirmjäger 3-3-4 Squads reduced to 2-2-4 Half-squads; and 2-3-4 Squads reduce to 1-2-4 Half-squads.

20.2.1 Starshell Capabilities in Heroes of Normandy

The Starshell capability for all nations in *Heroes of Normandy* is 2.

23.0 Glider Landings

The glider used in *Heroes of Normandy* is the Horsa—a large glider capable of carrying either an infantry platoon, a jeep, an anti-tank gun (ATG) and crew, or an artillery piece and crew. Accordingly, Horsa Gliders have a carrying capacity of 3 PP. They can either carry three Squads, six SWs, and six SMCs (or equivalent, see 16.0 and 1.3) OR one Jeep and one 57mm ATG WT.

Horsa Gliders have a Morale of 7. Crews are inherent and are never placed on the Map. Gliders have an unlimited movement and can be placed anywhere during the owning player's impulse. Glider Wrecks are the same as vehicle Wrecks for LOS and TM, and Glider Wreck can be in a hex with a vehicle Wreck (an exception to 1.3), in which case the hex would be impassable to other vehicles.

Gliders land in the Operations Phase. All gliders included in a scenario are placed during the same impulse.

23.1 INITIAL PLACEMENT

During a player's impulse a Glider is placed anywhere he chooses so that the Glider's nose is facing a hexside. This becomes the Glider's intended landing hex.

ALL Gliders must be placed, facing the same direction (but in different hexes) as the initial Glider. After all Gliders are placed, they must each take a Morale Check, modified as described below.

From this intended-landing hex, the player counts two hexes directly behind the Glider and opposite the hexside the Glider is facing. Consult the Target Modifiers (TMs, as listed on the TEC) in these three hexes (the two hexes behind the Glider AND the intended landing hex), total them, and add them to

the Morale Check die-roll.

Do NOT include the TMs for any hexside terrain in these hexes. The presence of Wire, Foxholes, Bunkers or Mines does NOT affect the TMs of the two hexes behind the Glider, but Bunkers add their TM if located in the intended-landing hex, and Mines add their FP if located in the intended-landing hex. Wire and Foxholes negate the Clear or Road TM for the intended-landing hex (see below).

Add 1 for a night scenario (total, not per hex).

Subtract 1 for each of the three hexes that are Clear or Road terrain.

Add 2 to the Morale Check if any Opportunity Fire-eligible (5.3) machine gun (e.g., MG34, MG42, 7.92mm Weapon Teams) or AA Weapon Teams (AA-designated WTs or the German 88mm WT) are within range of any of the three hexes.

Weapons in Bunkers must not only be in range but at least one of the three Glider-approach or -landing hexes must be within the bunker's covered arc (21.1). At night, units must also be within visual range. Ignore other LOS considerations.

Simply put, if one of the above named weapons is in weapon range, and visual range, and—if in a Bunker—has a facing that places one of the Glider's approach or landing hexes in its covered arc, two (2) is added to the Morale Check die-roll. Do not mark such units with a Fired marker. This is an abstraction of anti-aircraft fire, not an actual attack as defined in Fire Combat (5.0).

A Glider placed on the edge of a Map (as if it had just flown in from off-board) adds 2 (plus the hex it occupies and any other modifiers) to the Morale Check die-roll. A Glider placed on the edge of the Map, facing the edge of the

Map, follows the normal Glider-entry rules outlined above.

The Glider then takes a Morale Check with the following consequences:

- The Glider passes the Morale Check (die-roll ≤ Morale): Proceed to "A" under Final Placement (23.2).

- The Glider Shakes (die-roll > Glider Morale < 2x Glider Morale): All units in the Glider are Shaken. Proceed to "B" under Final Placement.

- The Glider suffers Casualties (die-roll > 2x Morale and < 3x Morale): All units in the Glider are Shaken, and randomly determine one unit that suffers Casualties, is Wounded (5.1), or (in the case of a Weapon Team or vehicle) destroyed. Proceed to "B" under Final Placement.

- The Glider is destroyed (die roll > 3x Morale): All units in the Glider are eliminated and removed from Map. Proceed to B to determine Final Placement.

23.2 FINAL PLACEMENT

A. The Glider lands in the intended hex. Flip the Glider over to the Wreck side, place all occupants on top under a Moved marker.

B. Take the difference between the Glider's Morale (7) and the Morale Check die-roll; this is the number of hexes the Glider strays from the initial hex. Roll 1d6 to determine the direction (assign a number to each hexside of the Glider's intended-landing hex) and place the Glider on its Wreck side in the new hex. Place any surviving Glider occupants on top, under a Moved marker. If the landing hex contains enemy units, they (the enemy units) incur a four (4) Firepower attack.

They receive the benefit of the hex's TM. If the hex contains a vehicle (not including any vehicle carried on the Glider), roll 1d6 and add the vehicle's lowest armor factor to the die-roll. If the result is 1-4, the vehicle is destroyed; replace it with a Wreck. If the result is 5-6, the vehicle survives.

C. If the final-placement hex contains Forest, Building, Water, or Marsh, the Glider's occupants, including Support Weapons, are eliminated and removed from play. The Glider Wreck remains. Gliders that land off of the Map are eliminated and removed from play with all their occupants.

D. If the final-placement hex contains surviving Good Order (GO) enemy units, they Melee GO friendly units, but friendly units in "B" (Shaken) would be automatically eliminated by GO enemies, as per Melee rules (see 8.0). If, after resolving a Glider landing, the hex contains only Shaken units from both sides, non-Glider-landed units retreat into an adjacent, and non-enemy occupied, hex.

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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.