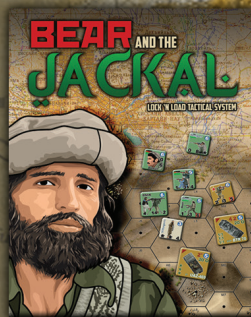
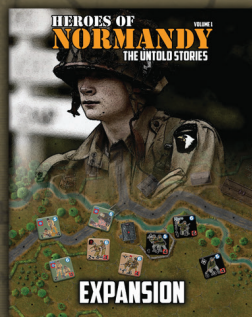
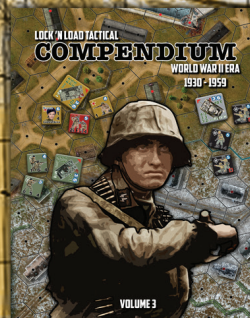
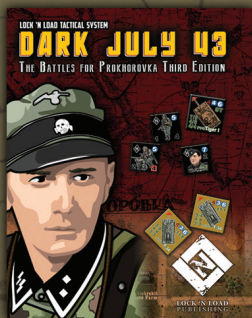
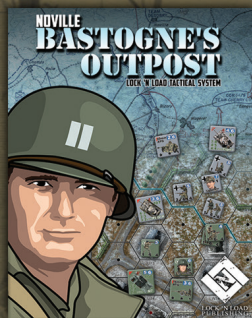
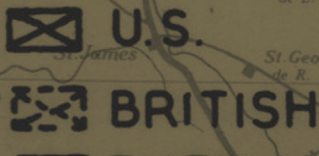


# LOCK 'N LOAD TACTICAL CLARIFICATIONS AND CORRECTIONS

## WW2 and Modern Era



Revision 9



# LOCK 'N LOAD TACTICAL SYSTEM CLARIFICATIONS AND CORRECTIONS

## Introduction

This **LNL** Clarifications and Corrections document was compiled by Stephane Tanguay from old FAQ/Errata and posts made in relevant forums on BoardGameGeek, Consimworld, Lock 'n Load Publishing and many other websites. Other clarifications and corrections from game titles that have been discontinued were included for reference purposes, and based on a quick comparison of the same scenario across various products. Typos are reported only for significant ones and only for the LNL products, so that they can be corrected in the future.

On the following page is the list of the various scenarios' sources. Where clarifications and corrections are relevant to more than one edition of the same product, a "x" is used (such as BOHx, meaning that the info is relevant for both BOH1 and BOH2). The ones in **RED** are those games currently in print. All Games marked with an "\*" are out of print. Please feel free to report any issues to the LNL forums.

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# LOCK 'N LOAD TACTICAL SYSTEM CLARIFICATIONS AND CORRECTIONS

AA1	Anzac Attack 1st edition *
AA1 PNP	Anzac Attack 1st edition Print N Play release *
AA2	Anzac Attack 2nd edition *
ADOH	A Day of Heroes *
AROH1	A Ring of Hills, 1st printing *
AROH2	A Ring of Hills, 2nd printing *
ATZ	All Things Zombie
BGG	BoardGameGeek.com
BM1	Battle Magazine 1 *
BM2	Battle Magazine 2 *
BM3	Battle Magazine 3 *
BOH1	Band of Heroes 1st edition *
BOH2	Band of Heroes 2nd edition *
BPA1	Battle Pack Alpha 1st edition *
BPA2	Battle Pack Alpha 2nd edition *
BPB1	Battle Pack Bravo 1st edition *
BPB2	Battle Pack Bravo 2nd edition *
DJ1	Dark July 1st edition *
DJ2	Dark July 2nd edition *
DJ3	<b>Dark July 3rd edition (Dark July 43)</b>
DOH3	<b>Day of Heroes 3" box</b>
DOV1	Days of Villainy 1st edition *
DOV2	Days of Villainy 2nd edition
FH1	Forgotten Heroes 1st edition *
FH1 PNP	Forgotten Heroes 1st edition Print N Play release *
FH2	Forgotten Heroes 2nd edition *
HATR S3	<b>Heroes Against the Red Star 3" box</b>
HEP	Honneur et Patrie *
HFO1	<b>Hell Frozen Over</b>
HID3	<b>Heroes in Defiance 3" box</b>
HON1	Heroes of Normandy 1" box *
HON3	<b>Heroes of Normandy 3" box</b>
HONA3	<b>Heroes of North Africa 3" box</b>
HOTB	Heroes of the Blitzkrieg *
HOTF1	Heroes of the Falklands 1" box *
HOTF3	<b>Heroes of the Falklands 3" box</b>
HOTG	Heroes of the Gap *
HOTM1	Heroes of the Motherland 1" box *
HOTM3	<b>Heroes of the Motherland 3" box</b>
HOTN1	Heroes of the Nam 1" box *
HOTN3	<b>Heroes of the Nam 3" box</b>
HOTP1	Heroes of the Pacific 1" box *
HOTP3	<b>Heroes of the Pacific 3" box</b>

IDD	In Defeat Defiance *
LNLD	LNL Demo *
LNLN	LNL newsletter *
LNLPNW	<b>Lock' N Load Publishing current website</b>
LNLTC1	<b>LnLT Compendium Volume 1</b>
LNLTC2	<b>LnLT Compendium Volume 2</b>
LNLTC3	<b>LnLT Compendium Volume 3</b>
LNLTC4	<b>LnLT Compendium Volume 4</b>
LNLTMD	Lock' N Load Tactical Modern Demo *
LNLTSK	<b>Lock' N Load Tactical Starter Kit</b>
LNLTTWW2D	Lock' N Load Tactical WW2 Demo *
LNLPOW	Lock' N Load Publishing old website *
LOF01	<b>Line of Fire Magazine #01</b>
LOF02	<b>Line of Fire Magazine #02</b>
LOF03	<b>Line of Fire Magazine #03</b>
LOF04	<b>Line of Fire Magazine #04</b>
LOF06	<b>Line of Fire Magazine #06</b>
LOF07	<b>Line of Fire Magazine #07</b>
LOF08	<b>Line of Fire Magazine #08</b>
LOF09	<b>Line of Fire Magazine #09</b>
LOF10	<b>Line of Fire Magazine #10</b>
LOF11	<b>Line of Fire Magazine #11</b>
LOF12	<b>Line of Fire Magazine #12</b>
LOF13	<b>Line of Fire Magazine #13</b>
LOF14	<b>Line of Fire Magazine #14</b>
LOF15	<b>Line of Fire Magazine #15</b>
NBO1	Noville: Bastogne's Outpost 1st edition *
NBO2	<b>Noville: Bastogne's Outpost 2nd edition</b>
NOSB1	Not One Step Back 1st edition *
NOSB2	Not One Step Back 2nd edition *
NOSBDD	Not One Step Back Digital Download *
LNLODD	LNL October Daily Dose *
SAB1	Swift and Bold 1st edition *
SAB2	Swift and Bold 2nd edition *
TBATJ	<b>The Bear and the Jackal</b>
HONTUS	Heroes of Normandy The Untold Stories
VV54	Vae Victis #54 *
VV55	Vae Victis #55 *
VV57	Vae Victis #57 *
VVHS 6	Vae Victis Hors-Sujet #6 *

# LOCK 'N LOAD TACTICAL SYSTEM CLARIFICATIONS AND CORRECTIONS

## Scenario Clarifications and Corrections

For all SSR references, an “eligible hex” is one that is spotted, in LOS, and is otherwise “legal” for whatever action is being directed. For example, an event that triggers a Sniper firing on a eligible hex could not target a unit in Melee.

In some cases, the counter mix includes two very similar versions of a unit, such as one which is AM-capable and the other not, while being otherwise identical stats-wise. The scenario setup will let you know if you should use the AM-capable version. By default, use the non-AM capable. Same for SW that have the same name but exist in non-tripod and tripod version. Again, the scenario setup will let you know if you should use the Tripod version. By default, use the non-tripod version.

### A DAY OF HEROES (ADOH)

- The crew that starts in P7 is worth 5 VP to the Somalis
- Technicals do not return to the counter mix (they stay eliminated)
- Ignore Choppers in flying mode when checking distance to US Units for Somali reinforcement

### A FRIEND IN NEED (BGG, LNLTM, **LNLTSK**)

- Any mention of hexes 4xx in Events' Paragraph Two and Three should be replaced by 1xx
- The counter mix is missing (2) American, (2) NVA, (2) VC heroes and (6) additional Hero skill markers

### A FRIEND IN NEED (FH1X)

- The MC required in Paragraph One is not modified in any way
- Units that enter the game under an AM marker following an Event can only fire in their next impulse
- All the buildings are in VC control at start
- Any mention of hexes 4xx in Events' Paragraph Two and Three should be replaced by 1xx

### A FRIEND IN NEED (FH2, FH1PNP)

- The MC required in Paragraph One is not modified in any way
- Any mention of hexes 4xx in Events' Paragraph Two and Three should be replaced by 1xx

### A FRIEND IN NEED (HOTNX)

- Any mention of hexes 4xx in Events' Paragraph Two and Three should be replaced by 1xx

### A FRIEND IN NEED (LNLND)

- All the buildings are in VC control at start
- The MC required in Paragraph One is not modified in any way
- Units that enter the game under an AM marker following an Event can only fire in their next impulse
- Any mention of hexes 4xx in Events' Paragraph Two and Three should be replaced by 1xx
- One 2-6-4-5 is missing from the counter mix, along with (2) American, (2) NVA, (2) VC heroes and (6) Hero skill markers

### A FRIEND IN NEED (**LNLPNW**, BGG, HOTNX)

- Any mention of hexes 4xx in Events' Paragraph Two and Three should be replaced by 1xx

### AIRAINES: THE HELL (HOTB)

- Replace the Pz III C called for in setup with Pz II C

### AIR ASSAULT (HOTG)

- SSR 1: Units failing their MC are marked Ops Complete

### AIR ASSAULT (**HATR53**)

- SSR 1: Units failing their MC are marked Ops Complete
- To win, the Soviets must control the following buildings : L17, Q13 and O15

### ALAMO (BOH2, HONX)

- The length of this scenario should be listed as five to seven turns. See SSR 6

# LOCK 'N LOAD TACTICAL SYSTEM CLARIFICATIONS AND CORRECTIONS

## AMBUSH OF COMPANY 4 (VV55)

- Viet Minh units abide by the NVA rules for target modifier and movement cost
- Viet Minh units lay smoke on a roll of 1; French units lay smoke on a roll of 2 or less
- Use the NVA sniper from the boxed game for the Viet Minh sniper
- The magazine (French) version of this scenario refers incorrectly to 2-2-4 Viet Minh squads instead of 2-4-4 squads. It also refers to 1-1-4 (squads and half-squad) instead of 1-4-4
- The Viet Minh 2-4-4 squads reduce to 1-4-4 half-squads. The 1-4-4 squads reduce to 1-3-4 half-squads

## AMGRUNTS (AA1)

- The LVPT5 with the 106 mm RR has a HE equivalent of 5 and can carry passengers just like other LVPT5

## AMGRUNTS (AA2)

- The LVPT5 with the 106 mm RR can carry passengers just like other LVPT5

## AMGRUNTS (HOTNX)

- Replace the leftmost map 2 with map 5, similarly oriented

## AS GOOD AS THEY GOT (HATR53)

- Add the following text in the Soviet setup:  
77th Motor Rifle Flank Screening forces, set up second on Board 25:
  - x 3 x 1-4-4-5/4
  - x 1x PT76
  - x 1x PKM
  - x 1x RPG16

## ASSAULT ON BEN SUC (FH1, FH1PNP)

- Activate the Huey transports like the Huey gunships, one at a time

## ASSAULT ON BINH BA (AA1PNP)

- Reduce the number of Mk V Centurions in the setup for the Australians from four to two (counters mix limit)

## ASSAULT ON VIERVILLE (HON1)

- There is no Turn Track coming along this scenario, contrary to what some copies of HON1 might say under Scenario Length
- Some copies of HON1 do not contains this scenario

## ASSAULT ON VIERVILLE (BGG, LNLWW2D)

- Substitute Hero Walker for Hero Hird when playing this version with BOHx
- Use the Tripod/Bipod counter configuration for all MG42 called for in this scenario, not the MG34/Bipod MG42

## ASSAULT ON VIERVILLE (HON1)

- There is no Turn Track along with this scenario, contrary to what some copies of HON1 might say under Scenario Length
- Some copies of HON1 do not contains this scenario

## ASSAULT ON VIERVILLE (LNLPNW)

- Substitute Hero Walker for Hero Hird when playing this version with BOHx

## ASSAULT ON VIERVILLE (LNLTSK)

- There is no Turn Track coming with this scenario, contrary to what is indicated under Scenario Length
- Use the Tripod/Bipod counter configuration for all MG42 called for in this scenario, not the MG34/Bipod MG42

## ASSAULT ON VIERVILLE (LNLW)

- • Substitute Hero Hird for Hero Walker when playing this version with HONx

## BACK TO BASICS (HATR53)

- Hex I22 does not exist. Replace it with hex L21 for American setup
- The 69th Airborne units can setup in buildings D19 and/or within one hex of D15

# LOCK 'N LOAD TACTICAL SYSTEM CLARIFICATIONS AND CORRECTIONS

## BACK TO BASICS (HOTG)

- Hex L22 does not exist. Replace it with hex L21 for American setup
- The 69th Airborne units can setup in buildings D19 and/or within one hex of D15

## BATTLE FOR THE ISTHMUS (HOTB)

- The counter mix is missing one rubber boat or one FM24/29 for this scenario's setup

## BATTLE OF CHIN DHUC/DUC HANH (HOTNX)

- The Lt Luck called for in 11/12 Platoon should be replaced by Cpt Sullivan, as in the original (AAx) scenario

## BATTLES OF FIREBASE CORAL AND

### BALMORAL: SCENARIO 1 (LOFO3)

- The Event Marker A should be in hex 1K4

## BATTLES OF FIREBASE CORAL AND

### BALMORAL: SCENARIO 2 (LOFO3)

- Add the following text in the Australian Setup :  
A Squadron, 1st Armored Regiment; enter via hex 4H8, on turn 2:  
x 2x MkV Centurions (see SSR2)

## BIG CATS AT TWILIGHT (NOSB)

- The "mud" check should be made every time a tank enters a Clear-Terrain (not Road) hex. It is a "per hex" check
- Map alignment in picture is wrong; the identification number on board 16 should be on the north side and abutting board 21

## BIG CATS AT TWILIGHT (HOTM1)

- The last sentence under Playable area should read: the hexrow formed by 47xx8-21xx8 is the north Edge
- Map alignment in picture is wrong; the identification number on board 47 should be on the north side and abutting board 21
- Germans units setup on or west of hexrow 47I (and not 16I)
- Units called for in Paragraph One enter between 47E8 and 21K8

## BIG CATS AT TWILIGHT (HOTM3)

- Map alignment in picture is wrong; the identification number on board 47 should be on the north side and abutting board 21
- Germans units setup on or west of hexrow 47I (and not 16I)
- Units called for in Paragraph One enter between 47E8 and 21K8

## BIRDS OF PREY (BOH2)

- The US OOB should include 1x Sgt. Hill and 1x Lt Michael, not 2 x Sgt. Hill
- The M1919A6 is really a M1919A4

## BRIDGE OVER THE RIVER DNEPR (NOSB)

- The German 1-4-4 mentioned in setup are 1-4-4-4

## BROTHERS IN ARMS (BOHX)

- All mention of 101st should be changed for 82nd

## CARENTAN (BOH1)

- Add nine fate points to be used by the Americans

## CASSINO ROYALE (BPB1, LNLTC3)

- The HONx countermix is short of (1) Fallschirmjäger PzF30 and (1). You can use Wehrmacht or SS ones.

## CHASSE CROISE (VVH56)

- The front of the PZIJB counter provided with the magazine was replaced by the front of a PZIIC. A replacement counter was provided by the author, with the following stats: Hull armor is 1/1/\*, turret armor is 1/1/\*, transport capacity is PO, HE equivalent is 2, MA is 8T and morale is 6. Look very similar (same vehicle picture and rear stats) as the PzJäger I in HOTB/HID3, so it could be used as a replacement.
- When the event is activated, roll 1d6 (instead of choosing). Odd result is event A, even result is event B. Add 2 turns (instead of 1) to the game if event A is chosen

# LOCK 'N LOAD TACTICAL SYSTEM CLARIFICATIONS AND CORRECTIONS

## CLOSING THE SACK (NBOX)

- As long as a unit meets the requirement for SSR5, it can attempt to blow up the ammo dump in the hex. So if you have three MMC in the hex, and each meets the requirements, each can make an attempt.

## COLLEVILLE (BOH2)

- Replace the 1-4-4-5/5 called for in setup by a 1-4-4-6/6

## CONVOY TO HELL (ADOH)

- The convoy may bypass (per the SSR) Somali units alone in hexes marked "Melee".
- The convoy movement charts should read "1" & "2-3", instead of "1-2" and "2-3"
- Each impulse, the Somali player get to draw a counters then conduct an impulse, either with units already on the maps or those drawn from the container

## CORAL SCENARIO 1 (LOFO3)

- Substitute LT Ryan for Lt O'Grady when playing this version with HOTNx

## CORAL SCENARIO 1 (LNLTC2)

- There is no "optional rules from the Introduction", as called for in the SSR 4. Here's is the relevant text:
  - a. By this stage in the war, the Australians had validated the Jungle-fighting concepts learned in Malaya and Borneo in previous years. Aggressive patrolling of the Jungle, to catch 'Charlie' in his own back yard, was a feature of Australian operations during this period. Lacking the Firepower of their US counterparts, and preferring a more stealthy approach to patrolling, the Australians developed an ability to move through the Jungle as quickly and quietly as their Viet Cong opponents. Treat all Australian infantry units like VC units for Movement Point costs and defensive-fire modifiers.
- a. The 7.62 mm round fired by the Australian L1A1 Self-loading Rifle, and the M-60 GPMG, possessed excellent penetrating power compared to the lighter US 5.56 mm round used in M16s. Quite often an enemy would hide behind a thick log, thinking he was safe from fire, only to be hit by a 7.62

mm round that penetrated through the cover. Any fire attack in which an AUS MMC or M-60 SW participates reduces the defender's hex's TM by -1.

- Replace map 4 with map 9 (identification number on the left)
- The 2 x RPG called for in setup are RPG-2
- Substitute Lt O'Grady for LT Ryan when playing this version with AAX & FHx

## CORAL SCENARIO 2 (LOFO3)

- Substitute Lt Ryan for Lt O'Grady when playing this version with HOTNx

## CORAL SCENARIO 2 (LNLTC2)

- There is no "optional rules from the Introduction", as called for in the SSR 3. Here's is the relevant text:
    - a. By this stage in the war, the Australians had validated the Jungle-fighting concepts learned in Malaya and Borneo in previous years. Aggressive patrolling of the Jungle, to catch 'Charlie' in his own back yard, was a feature of Australian operations during this period. Lacking the Firepower of their US counterparts, and preferring a more stealthy approach to patrolling, the Australians developed an ability to move through the Jungle as quickly and quietly as their Viet Cong opponents. Treat all Australian infantry units like VC units for Movement Point costs and defensive-fire modifiers.
  - a. The 7.62 mm round fired by the Australian L1A1 Self-loading Rifle, and the M-60 GPMG, possessed excellent penetrating power compared to the lighter US 5.56 mm round used in M16s. Quite often an enemy would hide behind a thick log, thinking he was safe from fire, only to be hit by a 7.62 mm round that penetrated through the cover. Any fire attack in which an AUS MMC or M-60 SW participates reduces the defender's hex's TM by -1.
- Replace map 5 with map 8 (identification number on the left)
  - Setup for the first group of Elements of the 7th NVA Division, with Nu Dat, should be hex 4H3
  - Substitute Lt O'Grady for LT Ryan when playing this version with AAX & FHx

# LOCK 'N LOAD TACTICAL SYSTEM CLARIFICATIONS AND CORRECTIONS

## COUNTERATTACK AT SAINTE-MERE-ÉGLISE (BOHX, HONX)

- The German have 5 Fate points for the whole game, not per turn

## CROSSING THE MYSHKOVA (BGG)

- The MG43 called for in setup should be reads as MG34

## DARK DAYS (LOFO1)

- Substitute Hero Hird for Hero Walker when playing this version with HONx

## DARK DAYS (LNLTC1)

- Substitute Hero Walker for Hero Hird when playing this version with BOHx

## DAY OF THE ZED (LNLTC2)

- Wrongly identified as The Dead Awake in the table of contents
- Some copies of LNLTC2 gives this scenario the same location and date as A Very Long Night scenario

## DOGGIN' DOWN THE ROAD (BOH1)

- Cut M5's movement in half for 1st turn

## ENTER THE GUARDS (HOTM1)

- Replace the 1-3-4-5/4 called for in setup by 1-3-4-4/4

## FALLSCHIRMJAGER BRIDGEHEAD (IDD)

- Overlay is incorrectly placed in the image. It should be turned around 1800 so that, for example, Overlay,s hex H1 is placed over map's Hex H1 and so on.

## FIERY BAPTISM (LOFO8)

- Replace Adc Decote by Cne n'Tchorere
- Date should be November 1942

## FIGHTING THE HEDGEHOGS (HOTB, HID3)

- There is no SS medic in the counter mix. Use the Wermacht medic
- The fact that a WT start with a skill (card) is NOT an error

## FIRST PROBE (HATR53)

- Playable Area should be hexrow Yxx and East, inclusive.
- Lt Petrov should read Maj Petrov
- The SSRs were left out. They are:
  - ✕ Sniper placed as per 11.4 but not adjacent to an American unit and it must be within two hexes of a Good Order Soviet Squad.
  - ✕ **Smoke:** During set-up, the Soviet player must place 2 x Smoke2 markers anywhere in the playable area. These represent artillery-fired Smoke; they affect the hex it is in plus the 6 adjacent. Remove them during Turn 1's Admin Phase.

## FIRST PROBE (HOTG)

- Lt Petrov should read Maj Petrov
- The Smoke markers called for in SSR2 are Smoke 2 markers and are removed during Turn 1' Admin Phase

## FLASH...THUNDER! (BOHX, HONX)

- The fact that a hero start with the Decisive skill card (a leader-only skill card) is NOT an error

## FORTRESS BRESLAU (BPA2)

- The Victory Conditions should be "The Russian player must control two of the three multi-hex Buildings on Map 13 by the end of the game"

## GIFU (HOTP1)

- North is board 29, while South is board 30
- 1 x 1 x Sniper (as per 11.4 and 13.1.5) should read 1 x Sniper (as per 11.4 and 13.1.2)

## GRAND CANYON (TBATJ)

- Add the following text in the Soviet setup:

Elements of the 177th Motor Rifle Regiment of the 108th Motor Rifle Division Recon Platoon (Group 2), enter on turn 2 via hexes a6-A8, inclusive:

  - ✕ 2x 2-5-4
  - ✕ 1x RPK
  - ✕ 1x Lt Ilvanich
  - ✕ 1x BMP-1

# LOCK 'N LOAD TACTICAL SYSTEM CLARIFICATIONS AND CORRECTIONS

## HILL 823 (BPA)

- Substitute Lt Nightingale for Lt Walker when playing this version with HOTNx

## HILL 823 (LNLT4)

- Substitute Lt Nightingale for Lt Walker when playing this version with HOTNx

## HOLDING HELL'S HIGHWAY (HON1)

- Some copies of HON1 are missing the second page of this scenario

## HOLD OR DIE (BGG, DOVX)

- The Loyalist barrage does not need a spotter

## HOT POCKET (HOTG)

- Lt Petrov should read Maj Petrov
- The 3 PKM called for at setup are of the bipod type

## HOT POCKET (HATR53)

- Lt Petrov should read Maj Petrov
- The 3 PKM called for at setup are of the bipod type
- Event marker A should be placed in AI3, not A13

## INTO THE DRAGON'S LAIR (HOTB, **HID3**)

- The North arrow is actually pointing West

## JUST ANOTHER DAY IN PARADISE (AA1, AA1PNP)

- The 73 mm RR WT entering on Turn 3 is really a 75 mm RR WT
- The RPD-2 called for Reinforcing Elements of the D445 Mobile Battalion entering on turn 2 should really be a RPG-2

## JUST ANOTHER DAY IN PARADISE (HOTNX)

- The RPD-2 called for Reinforcing Elements of the D445 Mobile Battalion entering on turn 2 should really be a RPG-2

## KEEPING THE DOOR OPEN (NOSB)

- The "mud" check should be made every time a tank enters a Clear-Terrain (not Road) hex. It is a "per hex" check

## MEDAL OF HONOR (BOHX, HONX)

- The SSR1 applies only to units present in building at scenario start and not yet activated by it.
- Clueless units that have yet to be activated cannot OP fire

## MEN OF FRANCE, YOU MAY FIRE FIRST (SAB, HONX)

- Change victory conditions to "No Good Order German MMC". This prevents the German Sniper from being placed during the last turn for an automatic victory

## MINES AND MEN (LNLT4)

- The American unit involved is 1st platoon, Delta company, 1st battalion, 9th Marine Regiment, not Local Viet Cong Forces
- The opponents are Vietnamese Local Viet Cong Forces, not NVA Elements of the 66th regiment
- The Americans setup first, the Vietnamese setup second south of hexrows 5F and 4J
- Setup location for the American 1-5-4 and M-60 should be 5E6, not 5EB
- Maps 4a and 5a are not from Heroes of the Nam. They come with LNLT4

## NISHI (HOTP1)

- The "From the Masses" skill is bestowed upon Lt Kusanagi

## NISHI (HOTP3)

- The From the Masses skill is bestowed upon Lt Kusanagi
- The duration of the scenario is seven turn

## NO TIME FOR A SPOT OF TEA (SAB)

- The German Player automatically suffers a defeat if six or more unshaken British squads exit the North edge of the mapboard.

## ONE LAST BLITZ FOR OLD TIME'S SAKE (BPA2, **LNLT3**)

- The 1-4-4-5 called for in Soviet setup are really 1-4-4-5/5

# LOCK 'N LOAD TACTICAL SYSTEM CLARIFICATIONS AND CORRECTIONS

## ON PATROL (LNLTC4)

- The location and date should read **A Shau Valley, South Vietnam; October, 1967**

## ON THE ROAD TO RABAT (LNLTC1)

- The setup for the 2 x 6-inch NGFS in On the Road to Rabat incorrectly refers to SSR 5 (it should be SSR4)

## OPERATION MATILDA (AA1PNP)

- The 2 x RPD-2 called for at setup should really be 2 x RPG-2

## OVERLORD BEGINS (SAB, HONX)

- Hex 17I4 is to be considered as a regular bridge hex, with no building in it.

## PAVLOV'S HOUSE (HOTM1)

- Hexrow 40x1 is the north edge

## PAVLOV'S HOUSE (NOSB)

- The 45mm ATG referenced in the SSR is missing from the Russian OOB in some copies of NOSB

## POKER TRICK IN MARTELANGE (HID)

- The countermix is short of 1 x SdkFz231

## PRELUDE AND BATTLE (LNLPOW)

- Substitute Hero Felice for Hero Hudson

## PRELUDE TO LANG VEI (FH1)

- The victory conditions mention a VC victory while it should be a NVA victory
- The counter mix in the game box has only 2 LAW counters while the scenario may call for up to four. Use 3.5 bazooka counters as replacements

## PRELUDE TO LANG VEI (FH2)

- The counter mix has only 2 LAW counters while the scenario may call for up to four. Use 3.5 bazooka counters as replacements

## RATTENKRIEG (HOTMX)

- The counter mix is short of 1 trench markers. Use one from DJ or any other suitable counters
- The valid hexes for setup must respect both conditions. For example, Russians can only setup in A1, A2, B1, B2, C1, C2, D1 and D2, as these are on or west of hexrow 46Dxx and on or south of any hexes numbered xx2. Same goes for the Germans

## RATTENKRIEG (NOSB)

- The counter mix is short of 4 trench markers. Use the ones in DJ or any other suitable counters
- The valid hexes for setup must respect both conditions. For example, Russians can only setup in A1, A2, B1, B2, C1, C2, D1 and D2, as these are on or west of hexrow 15Dxx and on or south of any hexes numbered xx2. Same goes for the Germans

## REBECCA, CAN YOU SEE ME? (BOHX, HONX)

- For this scenario, consider the little white protuberance in the southern part of the building silhouette in 13J7 as non existent

## RED BACKER ONE (HOTG, HATR53)

- The fact that a Hero is assigned the Charismatic Skill card, a Leader only card, is not an errata

## RED BEACH RED (HOTP1)

- The Shermans enter on hexrow 31xx4, not on board 14

## REJOINING THE REGIMENT (LNLSTK)

- There is no Turn Track coming along this scenario, contrary to what is indicated under Scenario Length

## RETRIBUTION (ADOH)

- The Somali Technical is worth 2 VP to the Rangers as a casualty
- The 12.5 mm WT called for in setup is really a 12.7 mm WT

# LOCK 'N LOAD TACTICAL SYSTEM CLARIFICATIONS AND CORRECTIONS

## ROOSEVELT'S BUTCHERS (BOH1)

- Replace the 2-4-4 Fallschirmjäger squad called for in the setup by a 2-3-4 Fallschirmjäger squad
- Use the Wehrmacht 75 mm ATG WT, as there is no Fallschirmjäger 75 mm ATG WT
- Add 1 x M10 and 1 x M4 105 to CCA

## ROOSEVELT'S BUTCHERS (BOH2, HONX)

- Replace the 2-4-4 Fallschirmjäger squad called for in the setup by a 2-3-4 Fallschirmjäger squad
- Use the Wehrmacht 75 mm ATG WT, as there is no Fallschirmjäger 75 mm ATG WT

## SEARCH AND DESTROY (AA2)

- Replace Sgt Ash (Marine Leader) with Lt Jensen (Army Leader)

## SEARCH AND DESTROY (HOTN1)

- Replace Leader-Hero Skill with Veteran Skill
- Lt Jensen should read Lt Jensen

## SEARCH AND DESTROY (HOTN3)

- Lt Jensen should read Lt Jensen

## SERIOUS FIREPOWER (FH1)

- The stone building on Board 2 is located 2D3, 2D2 and 2E2, not 1D3, 1D2 and 1E2 (obviously!)

## SKULLS AND CROSSBONES (BGG, BM1)

- Replace any roadblock by a barricade

## SKY SOLDIER (FH1)

- Yes, American troops in 4G2 at setup are violating stacking limits in Heavy Jungle. No further movement that would violate stacking limits in or out of this hex is allowed henceforth
- NVA set up first.
- The 5 x 2-5-4, with Lt Thien and an RPD, must setup in hex rows B to F, as A is unplayable by SSR
- The units constituting the third NVA group in Setup (with Lt Van Du) can be distributed amongst the hexes occupied by MMC of the previous two groups

## SKY SOLDIER (FH1NP)

- Yes, American troops in 4G2 at setup are violating stacking limits in Heavy Jungle. No further movement that would violate stacking limits in or out of this hex is allowed henceforth
- NVA set up first
- The 5 x 2-5-4, with Lt Thien and an RPD, must setup in hex rows B to F, as A is unplayable by SSR
- The units constituting the third NVA group in Setup (with Lt Van Du) can be distributed amongst the hexes occupied by MMC of the previous two groups
- Lt Thien should read Lt Thien

## SKY SOLDIER (FH2, HOTNX)

- Yes, American troops in 4G2 at setup are violating stacking limits in Heavy Jungle. No further movement that would violate stacking limits in or out of this hex is allowed henceforth
- The units constituting the third NVA group in Setup (with Lt Van Du) can be distributed amongst the hexes occupied by MMC of the previous two groups
- Lt Thien should read Lt Thien

## SNAKES IN THE GARDEN (LNLTC4)

- Date and location should read **Binh Long province, South Vietnam; April 4th, 1972**
- Playable area should read: Use Maps 8, 9, 4, and 5 from Heroes of the Nam. Hex rows xx01 on Maps 8 and 9 are north.

## SNAKES IN THE GARDEN (LOF2)

- Delete the O-5-4 called for in the NVA setup, as there is no such unit

## SNATCH AND GRAB (LNLTC4)

- Map 42 is from LNLTC Compendium vol.4, Heroes of North Africa or Line of Fire 1, not from Day of Heroes, as indicated in Scenario Essentials section

# LOCK 'N LOAD TACTICAL SYSTEM CLARIFICATIONS AND CORRECTIONS

- Some copies of LNLTC4 have incorrect Location and Date. They should read: West of Mogadishu, Somalia, November 9, 1993,
- Some copies of LNLTC4 incorrectly states that this scenario uses components from HOTNx, while it is actually from DOH3

## SNATCH AND GRAB (LOFO1)

- Change 4 x 2-3-6 to 4 x 2-3-5 (Delta).

## SNIPERS DEN (SAB)

- The German sniper must setup in hex 15I5 (in the church steeple), not 16I5

## SPOILING ATTACK (VV54)

- Viet Minh units abide by the NVA rules for terrain modifier and movement cost.
- Viet Minh units lay smoke on a roll of 1; French units lay smoke on a roll of 2 or less
- Use the NVA sniper from the boxed game for the Viet Minh sniper
- The values on the front of one French squad counter (in the magazine counter mix) are 2-3-4 instead of 1-5-4. The counter mix is thus short of one 1-5-4 for this scenario (replacement was provided in VV55)
- The counter mix in the magazine is short of two Bren counters (provided in VV55)

## STALINGRAD OF THE WEST (SAB, HONX)

- The German player must record his objective building BEFORE British set-up

## STATE FARMS IS HERE (NOSB)

- The Pz IVh represents a model Pz IV F2. No changes are necessary for the counter.

## STAY BEHIND (LNLTC4)

- Date and location should read: West of Tan An, South Vietnam; September, 1968

## STEEL AGAINST STEEL (HOTB, **HID3**)

- Because they can't carry Foxholes and barricades, the correct text for the French setup is: Elements of the 16th Chasseurs Portés Battalion and the 41st and 42nd BCC-set up first west of the 23I-24G hexrow

- SSR1: Roll only once per turn (can enter a maximum of one tank per turn)

## STREETS OF SORROW (FHX, **HOTN1**)

- The correct date should be February 4th, 1968

## SUNRISE AT YPENBURG (IDD, **HID3**)

- SSR1: the +1 for firing at Fallschirmjäger marked Moved as the result of the paradrop is in addition of the +1 for being marked Moved
- SSR2: Craters can be placed on any board/map that is considered playable area

## TAMEVILLE BREAKOUT (BOH1)

- The 2 x 1-4-4 German units called for in the setup should be replaced by 2 x 1-2-4
- The fact that a half-squad has the Rocket man skill is NOT an error. The RpzB54 provided by said skill is in addition to the others in the German OOB

## TAMEVILLE BREAKOUT (BOH2)

- The 2 x 1-4-4 German units called for in the setup should be replaced by 2 x 1-2-4
- The information mentioning that the jeep is equipped with a .50 caliber has no effect; all jeeps in BOH2 have the same stats
- The fact that a half-squad has the Rocket man skill is NOT an error. The RpzB54 provided by said skill is in addition to the others in the German OOB

## TAMEVILLE BREAKOUT (HONX)

- The 2 x 1-4-4 German units called for in the setup should be replaced by 2 x 1-2-4
- The fact that a half-squad has the Rocket man skill is NOT an error. The RpzB54 provided by said skill is in addition to the others in the German OOB, although you'll have to use one from the SS or the Wehrmacht as there is only two Fallschirmjäger RpzB54 in the counter mix

## TECHNICAL DIFFICULTY (ADOH)

- Americans set-up first
- Shooting the AH-6 is worth 6 VP.
- Can't overrun in wreck hex
- Destroyed technicals don't generate crew

# LOCK 'N LOAD TACTICAL SYSTEM CLARIFICATIONS AND CORRECTIONS

## THE BATTLE OF LONG TAN (HOTN1)

- Maps depicted should be maps 5 & 4 side by side (both with identification number on the lower left corner), not map 2 above 1

## THE BATTLE OF LONG TAN (LNLPNW)

- Substitute Lt O'Grady for Lt Ryan when playing this version with AAx & FHx

## THE BRIDGE AT CHEF DU PONT (BOH1)

- The German 37mm WT called for in the setup should be replaced by the 75mm LeIG18 WT

## THE CANAL (IDD, **HID3**)

- **SSR1:** On a roll of 1-4, the tank can still fire in the same impulse as the die roll. Same for a roll of 6, except that, in latter turns, you don't get to roll, as the tank is immobile for the rest of the scenario. On a roll of 5, the tank can move up to 4 hexes or AM two hexes and fire in the same impulse or a latter one.

## THE CAVALRY (AA1)

- The entry hex for the New Zealand units is 808, not 8Q8

## THE DEFENSE OF MENGHAUSEN (**HATRS3**)

- In the scenario's victory conditions, the hexes designating the buildings should read (B4, C1, D4, F3) instead of (B4, C1, O4, FJ)
- The Fanning Head Mob (LOF10)
- The length of the scenario is 7 turns

## THE LAST CHARGE OF THE SPAHIS (HOTB, **HID3**)

- Add the following text in the French Setup :  
In the Building at hex 22E4/D5:
  - 1x 25 mm ATG WT (see SSR 2)
  - 1x Mle 1914 WT
  - Adc Beaujolais with "Ace Gunner" Skill

## THE RELIEF OF PLEI MEI (FHX, HOTNX)

- The correct date should be October, 1965

## THE ROAD TO ASTRACHAN (BPA1, **LNLTC3**)

- NOSB1 included 1-3-4-5-4. If you do not own it, substitute 1-3-4-4-4

## THE ROAD TO FOUCARVILLE (BOH1)

- The German 81mm Mortar WT called for in the setup should be replaced by the 50mm Mortar WT

## THE STOVE PIPE BLUFF (HONTUS)

- The Event Marker A should be placed on hex 64B5
- Map 63 should have Hex Collumn Oxx North.

(These corrections have been corrected in any order after October 2018)

## THE WEAPONS CACHE (**LNLTSK**)

- The counter mix is missing (2) American, (2) NVA, (2) VC heroes and (6) additional Hero skill markers

## THRUST AND PARRY (LNLPOW, LNLODD, LNLW)

- Use Overlay 23 on Map 23 (seems obvious...). Maps pictured do not show it.

## THUNDERING HOOVES (LNLTC4)

- The 4 x 2-4-6 called for in NATO's setup should be 4 x 2-6-4

## TIP OF THE SPEIRS (BPA1)

- The Americans are instructed to setup within four hexes of the North or West edge. Should be North or East edge

## TOP MALO HOUSE (HOTF1)

- The British sniper setup in 6I6, not 7I6

## TOUGH AS NAILS (HOTMX)

- Soviet sniper must be setup at start to get the low crawl ability

## TOUGH AS NAILS (NOSB)

- The 2 x 1-6-5-6 should be 2 x 1-6-4-6 instead
- Soviet sniper must be setup at start to get the low crawl ability
- Image show map 13. It should be map 15

# LOCK 'N LOAD TACTICAL SYSTEM CLARIFICATIONS AND CORRECTIONS

## UNDENIABLE COURAGE (LNLW)

- Lt Kiet should be read as Lt Thien

## UNEXPECTED VISITORS (FH1)

- U.S. player also receives one point for each VC SMC or MMC eliminated
- One of the events gives the NVA/VC player an immediate impulse upon triggering.

This ends the American player's impulse in which said event was triggered.

- If the NVA capture the US crew (appearing per one of the events markers), it must then move at the crew speed
- The stone building is a one-story building
- Even though the ambush resulting from one of the events allows some VC troops to melee American units as defined under the VC national characteristics (i.e. their FP is tripled for that attack and no counterattack), the usual no-LOS requirement for conducting an ambush is not forfeited.

## UNEXPECTED VISITORS (FH1PNP)

- One of the events gives the NVA/VC player an immediate impulse upon triggering. This ends the American player's impulse in which said event was triggered.
- If the NVA capture the US crew (appearing per one of the events markers), it must then move at the crew speed
- Even though the ambush resulting from one of the events allows some VC troops to melee American units as defined under the VC national characteristics (i.e. their FP is tripled for that attack and no counterattack), the usual no-LOS requirement for conducting an ambush is not forfeited.

## UNEXPECTED VISITORS (FH2, HOTNX)

- Even though the ambush resulting from one of the events allows some VC troops to melee American units as defined under the VC national characteristics (i.e. their FP is tripled for that attack and no counterattack), the usual no-LOS requirement for conducting an ambush is not forfeited.

## VILLAGE OF THE DAMNED, ACT II: THE LAST

## DAY OF THE 57TH (BGG)

- Replace Lt Wurtz and Lt Hermann (Wermacht leaders) by Sgt Kubler and Lt. Schultz (SS leaders) respectively

## WELCOME TO THE JUNGLE (HOTP1)

- The From the Masses Skill is bestowed on Sgt Hiro

## WHITE BEACH ONE (HOTPX)

- Abandoned LVT4 of Group B are removed from the board after passengers bailed out

## YANKEE HAMMER (LNLTC4)

- Some copies of LNLTC4 give Fulder Gap as the location, others indicate Fulda Gap. It should really be Niederjossa Gap
- The three introduction paragraphs are from the Thundering Hooves scenario. You should read the following instead:

Elements of the Soviet 33rd Motor Rifle and 1st Tank were tasked to create a breakout through the American's defense and then capture the strategic town of Starklos. Soviet intel reports no American units in the area, but standing between the Soviet units and their objective is not only a river but Team Yankee, lying in wait.

- Add the following text in the Soviet setup:

Elements of 1st Battalion, 1st Tank Regiment, enter on turn 1 (see SSR1):

✕ 10x 72-A

✕ 1x Maj Bezarin

- Territorialheer should setup in Starklos, not Bergengipfel (unless you play this version with HOTG)
- Some copies of LNLTC4 incorrectly mention Bergengipfel in the Victory conditions, others indicate Niederjossa.

It should really be Starklos.

- When playing this version with HOTG, Hill 135, Niederjossa and Starklos should respectively be considered as being Hill 330, Eisenbach and Bergengipfel

# LOCK 'N LOAD TACTICAL SYSTEM CLARIFICATIONS AND CORRECTIONS

## Replacement Counters

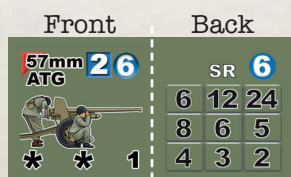
The following counters were misprinted and can be replaced by printing the images on this page, and pasting the front and back images on to chipboard. You may also wish to apply the provided images directly to the counters in question in the same manner.

### HEROES OF NORMANDY (HON3)

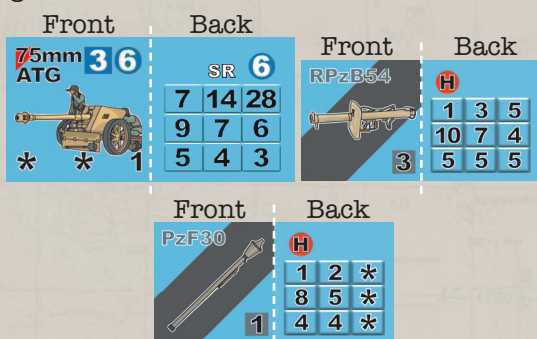
- The American Jeep has 20R printed on its Shaken side, as well as 4\*. This is in error. It should read 10R on its shaken side.



- The American 57mm ATG Weapon Team has a Good Order Morale of 7. This is in Error. It should read as 6.



- Heroes of Normandy does not include additional counters for the Fallschirmjäger. They are not necessary to play the game as they have the same values as other weapons of the same type. We have provided them below as an optional addition to your base game.



- Heroes of Normandy does not include an additional counter for the JU-52 Wreck used in one scenario. It is not necessary to play the scenarios as the standard wreck marker serves the same purpose. We have provided it below as an optional addition to your base game.



### HEROES OF NORTH AFRICA (HONA3)

- The armor values of the Italian Sem. 75/18 is listed as 2/1/1. This is in error. It should read 2/2/2.



### HEROES IN DEFIANCE (HID3)

- One SdKfz231 is missing.



- The shaken side of the British Medic shows an MA of \*. This is in error. It should read "3".



- One scenario requires an SS medic not included in the base game. It has been provided below.



# LOCK 'N LOAD TACTICAL SYSTEM CLARIFICATIONS AND CORRECTIONS

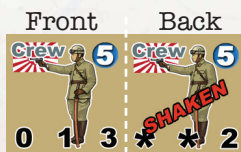
## HEROES OF THE MOTHERLAND (HOTM3)

- The counter mix for Heroes of the Motherland is short 1 additional trench counter. It has been provided below.



## HEROES OF THE PACIFIC (HOTP3)

- The Japanese crew counters do not have a shaken image on their reverse side. They have been provided below.



## NOVILLE: BASTOGNES OUTPOST (NBO2)

- 5 of the American 1-5-4-5 half-squads should read as 1-5-4-4. They have been provided below.



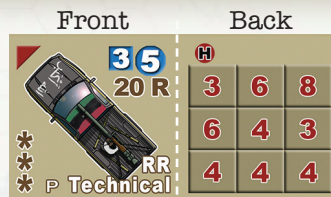
## DAY OF HEROES (DOH)

- The Pakistani M3 was not included in the original counter mix. It has been included below.



## DAYS OF VILLAINY (DOV)

- In the original counter mix for Days of Villainy, the back of the RR Technical was swapped with the back of the 4FP-MG Technical. This was in error. The corrected counters have been provided below.



## HEROES AGAINST THE RED STAR (HATR53)

- American Leader Sgt York was printed with a Shaken MF of 6. This is in error. It should read 3.



- American Hero Felice should have a red square behind his MF.



- American Hero Hobbs should have a red square behind his MF.



- Soviet Hero Yuri should have a red square behind his MF.



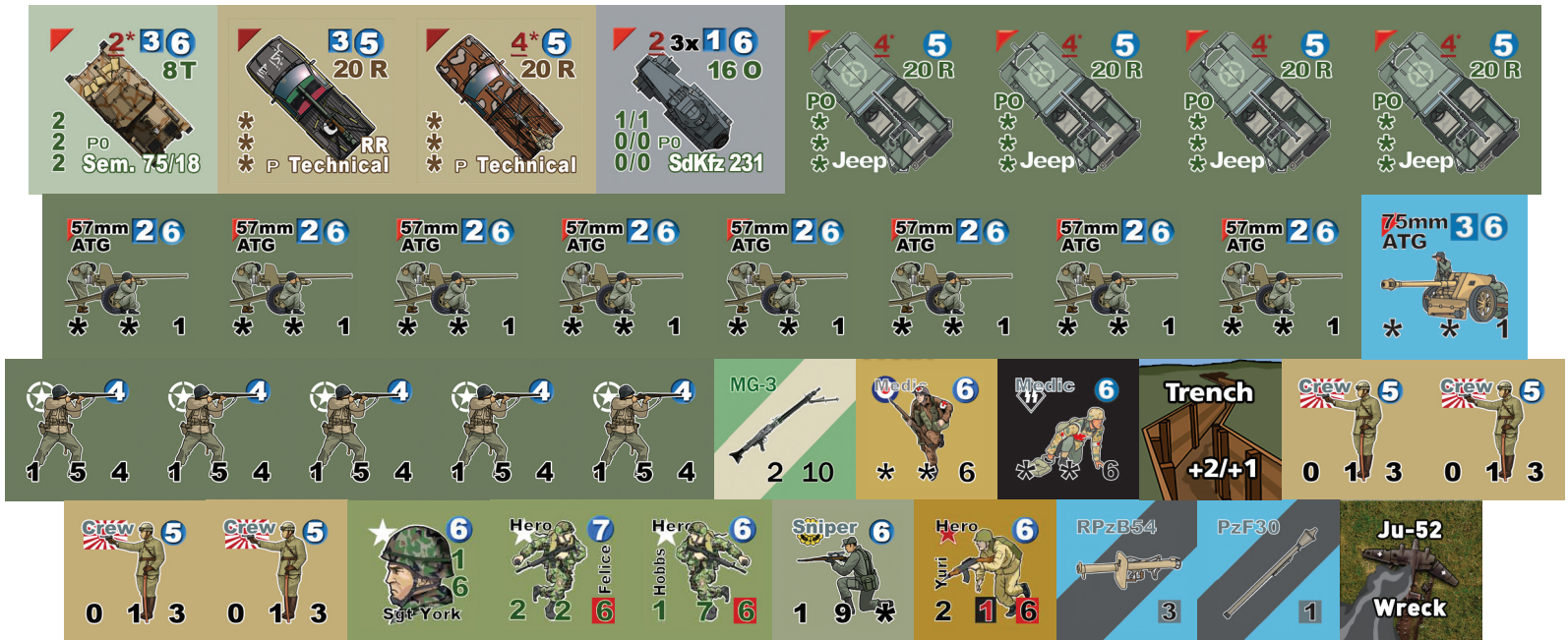
## HEROES OF THE FALKLANDS (HOTF3)

- The Argentinian Sniper was printed with a shaken Morale of 5. This is in error. It should read 6.



## LOCK 'N LOAD TACTICAL SYSTEM CLARIFICATIONS AND CORRECTIONS

## Lock n' Load Tactical Replacement Counters Sheet 01/01 Front



**Lock n' Load Tactical Replacement Counters Sheet 01/01 Back**

