

LOCK 'N LOAD TACTICAL MODERN ERA 1960 - PRESENT



CORE RULES MANUAL v4.1

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

CONTENTS

Introduction	5	7.0 Laying Smoke	20
Community & Support	5	8.0 Melee Combat	20
1.0 General Concepts	5	8.1 Post Melee.....	21
1.1 Scale & Counters.....	5	8.2 Reinforcing a Melee.....	22
1.2 Dice	6	8.3 Zero-Firepower Units	22
1.3 Stacking	6	8.4 Ambush.....	23
1.4 Hexes.....	6	8.5 "M"-Superscripted Units.....	23
1.5 Morale	6	9.0 Administration Phase	23
1.6 Support Weapons	7	10.0 Line of Sight and Spotting	23
1.7 Weapon Teams.....	9	10.1 Spotting.....	23
1.8 Event Markers	10	10.2 Buildings and Hills	25
2.0 Outline of Play	10	10.3 Figuring Line of Sight	25
3.0 Rally Phase	10	10.4 Terrain Characteristics	31
4.0 Operations Phase	11	11.0 Single-Man Counters (SMCs) ..	31
4.1 Operations Complete Marker	13	11.1 Leaders	31
5.0 Fire Combat	14	11.2 Heroes	32
5.1 Direct Fire Table (DFT)		11.3 Medics & Corpsmen.....	33
Results.....	15	11.4 Snipers	33
5.2 Multiple Attacking Units	16	11.5 Armor Leaders.....	34
5.3 Opportunity Fire.....	16	11.6 Scouts.....	34
5.4 Extended Range.....	17	12.0 Skills	34
5.5 Maximum Target Modifier ...	17	13.0 National Characteristics	35
5.6 "A"-Superscripted Firepower		14.0 Ordnance	35
(Assaulters).....	17	14.1 Firing Ordnance.....	35
6.0 Movement	18	14.2 Special Ammunition.....	37
6.1 Assault Movement.....	19	14.3 Target Acquisition	38
6.2 Double-Time Movement.....	19	15.0 Vehicles	38
6.3 Low Crawl.....	19	15.1 Vehicle Facing and	
6.4 Stealth Movement	19	Movement	40
6.5 Coordinated Movement	20	15.2 Assault Movement and	
		Vehicles	41
		15.3 OVERRUNS.....	41

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

15.4 Vehicle Crews and Armor Leaders	42	21.2 Foxholes	57
15.5 Continuous Vehicle Movement	42	21.3 Wire	57
16.0 Passengers	42	21.4 Mines	57
16.1 Passengers Inside Vehicles	42	22.0 General Scenario Rules	58
16.2 Passengers On Top Of Vehicles	43	22.1 Control	58
16.3 Passengers of Abandoned Vehicles	43	Example of Play: Basic Infantry Combat	58
16.4 Mounting and Dismounting	44	Example of Play: Basic Armored Combat	63
17.0 Infantry and Artillery Against Vehicles	44	Example of Play: Helicopters	66
17.1 Close Assault	44		
17.2 Small-Arms vs. Armored Vehicles	46		
17.3 Small-Arms vs. Unarmored Vehicles	47		
17.4 Mortars and Artillery vs. Armored Vehicles	47		
18.0 Indirect Fire	47		
18.1 Onboard Mortars	48		
18.2 Off-Board Artillery	48		
18.3 Off-Board Fire Mission Limitations	49		
19.0 Aircraft	50		
19.1 Fixed-Wing Aircraft	50		
19.2 Helicopters	52		
20.0 Night Combat	55		
20.1 Night Rules	55		
20.2 Starshells	55		
21.0 Fortifications	56		
21.1 Bunkers	56		

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

SQUAD



FIREPOWER
RANGE

HALF SQUAD



MOVEMENT FACTOR
 (Red Square Indicates
 Assault Movement Capable)

SNIPER



SELF RALLY **MORALE**

LEADER



LEADERSHIP
MOVEMENT FACTOR

SUPPORT WEAPON



RANGE
FIREPOWER

WEAPON TEAM



RANGE
MOVEMENT FACTOR

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

INTRODUCTION

Lock 'n Load Tactical's Version 4.1 (V4.1) Modern rules is the latest set of guidelines and regulations for the game system. These rules present the core rules for the game system for modules taking place from 1960 to the present. Notable changes from previous versions of the rules (V3.1 and earlier) will be presented in **BLUE text**. Feel free to use these rules with previously published modules.

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:

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

1.0 GENERAL CONCEPTS

1.1 Scale & Counters

Each hex is 50 meters wide. Multi-Man Counters (MMCs) include Squads, Half-squads, vehicle Crews, and Weapon Teams.

A Squad represents 8-12 men and is depicted by a 5/8" counter displaying two men. A Half-squad or Crew represents 4-6 men and is depicted by a 5/8" counter with one man on it.

A Weapon Team (WT) represents 3-5 men and a heavy weapon, and is depicted by a 3/4" counter showing the weapon and two men.

A Single-Man Counter (SMC) represents a single man or woman, and is depicted by a counter displaying an individual or—in the case of Leaders—a face.

Support Weapons (SWs) are individual weapons that must be fired by a Squad, Half-squad, Crew, or eligible SMC.

Vehicles, Helicopters and Fixed-wing Aircraft are on a 7/8" counter and represent a single vehicle or aircraft.

Turns represent 2-4 minutes.

1.1.1 Squad Designations

As the **Lock 'n Load Tactical (LnLT)** system has grown, so has the number of Squads (and Half-squads) the system portrays. Thus, in a scenario's Order of Battle (OOB), Squads and Half-squads are delineated in the following manner: Firepower (FP) - Range - Movement - Morale and Shaken Morale (if different).



For example, the US Marine Squad guarding these words is a 3-6-4-5.

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

1.2 Dice

The game uses a pair of six-sided dice. 1d6 means one die is rolled. 2d6 means two die are rolled.

1.3 Stacking

Each side can have up to three Squads (or their equivalent), two vehicles, and two SMCs in a hex. Each vehicle/aircraft/helicopter Wreck marker counts as one vehicle for stacking. One Weapon Team or two Half-squads/Crews are the equivalent of a Squad. Flying/Hovering helicopters and fixed-wing aircraft do not count toward ground stacking limits; only one helicopter can occupy a hex. **Only one Wreck marker can occupy a hex.**

Some terrain types modify the stacking limit in a hex; others, such as Multi-level Buildings and Bunkers create the existence of a second hex within a hex, with its own stacking limit.

Not all vehicles can enter (attempt to Rubble) all Buildings. Consult the Terrain Effects Chart (TEC) for details. Vehicles, obviously, cannot occupy the second story of a Multi-story Building or set up in a Building.

These stacking limitations apply at ALL TIMES—unless otherwise stated in a scenario's special rules.

Example: A player cannot move units through a hex if the sum of the moving and stationary units in the hex exceeds stacking limitations.

For stacking purposes, units inside a vehicle are part of the vehicle, and cannot unload if their presence on the

ground would exceed stacking limits; and they would be eliminated in case of a required bailout (16.1.1).

You can always look at your opponent's stacks.

1.4 Hexes

Unless otherwise noted in the scenario's special rules, the half-hexes along the edge of the Map are playable and have the same stacking limitations and movement cost as full hexes. The two joined half-hexes where Maps meet are considered a full hex.

The terrain surrounding a hex's center dot defines the level (elevation) and terrain type of the hex. See the Terrain Effects Chart (TEC) for images and examples.

1.5 Morale



In **LnLT** each unit has a Morale Rating in its upper right corner. A unit's Morale represents its training and willingness to fight. There are two Morale states in **LnLT**: Good Order (GO) and Shaken. GO units are cohesive, buff, and ready to fight. They are depicted by the front of the unit's counter.



Shaken units are frightened, timid, and disorganized. The back of the counter depicts this. Many things can shake a unit's confidence, but a poor result on the Direct Fire Table (DFT) is the primary instigator.

Morale Checks (MCs) are resolved by rolling 2d6. The dice are summed and modifiers applied. The only modifiers

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

that can be applied to an infantry MC (including rallying attempt) are a Leader's Leadership Modifier (LM) and a -2 for being in a hex with a positive Target Modifier (TM). If the result is equal to or less than the unit's Morale Rating, it passes the check; flip the counter from its Shaken side back to its GO side.

1.6 Support Weapons



Support Weapons (SWs) are 5/8" counters with the illustration of a weapon such as a machine gun, Bazooka, Flamethrower or Satchel Charge. They have no Crew and must be carried and fired by a MMC or eligible SMC. A Squad can carry up to two SWs, a Half-squad or Crew can carry one, and an eligible SMC can carry one SW but forfeits two Movement Points while doing so. The unit directly above a SW possesses that weapon.

A Squad can fire one SW and retain its **Inherent Firepower (IFP)**, or fire two SWs and forfeit its **IFP**. A Half-squad or Crew can fire one SW, forfeiting its **IFP** in the process.

Eligible SMCs can fire a SW, be it captured or friendly, but do so at half the SW's FP (fractions rounded up), or with a +1 DRM on the to-hit roll if the SW uses the Ordnance Fire Table (OFT). Two eligible SMCs crewing/firing a SW fire it without penalty (at full FP, no OFT DRM); both SMCs have to be in Good Order.

Heroes firing a SW forfeit their **IFP**. Medics/Corpsmen, Armor Leaders and Snipers cannot carry or fire SWs. Leaders that fire a SW forfeit all Leadership Modifiers, even in their own attack.

If a Squad carrying two SWs is reduced to a Half-squad, it must drop one SW of its owner's choice. If a unit carrying one or more SWs is eliminated, the SWs remain in the unit's hex.

SWs can be dropped or destroyed by a GO MMC or SMC in the Rally Phase (3.0); leave a dropped SW in the hex, remove destroyed SWs from the Map. During the Operations Phase (4.0), SWs can be abandoned by GO or Shaken units that exit a hex for any reason; leave an abandoned SW in the hex, and those that were assembled on their assembled side.

During the Rally Phase, GO MMCs/SMCs not locked in Melee can swap SWs. Dropped/abandoned SWs can be picked up either during the Rally Phase—and only by GO MMCs/SMCs that are not locked in Melee—or during the Operations Phase by a moving GO MMC/SMC at a cost of an additional 2 Movement Points (MPs).

Units can capture and use enemy SWs, but the first attack with a captured SW that fails to cause a Damage Check on the DFT or score a hit, if using the OFT, removes the SWs after the attack.

SWs that use the OFT cannot be fired from Buildings or Bunkers. Anti-Tank Rifles (ATRs) are exceptions to this rule.

1.6.1 Tripod Machine Guns



Machine guns shown with a tripod are special SWs. They cannot be moved when pictured with the tripod side up.

Thus, units possessing a SW on its tripod side cannot move without abandon-

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

ing their SW.



A GO MMC or SMC can flip the counter to its tripod/assembled or bipod/dismantled side during the Rally Phase **unless the MMC or SMC is locked in Melee**. A tripod machine gun's other side depicts either the machine gun in bipod configuration or dismantled.

Either can be transported like any other SW. When units enter a scenario from off-board, their tripod weapons are either dismantled or in bipod mode. Shaken MMCs/SMCs can dismantle—but not assemble—a tripod SW during the Rally Phase.

1.6.2 Jamming



Some SWs have the potential to jam and/or be damaged when firing. These SWs have a "J" superscript above their Firepower (FP). Whenever one of these MGs is participating in an attack (not Melee) and the opposed die-rolls match (both players roll a 1, for example), the MG jams.



Flip the MG to its "Jammed" side and subtract its FP from the attack. During the next Rally Phase, if the jammed MG is in the possession of a Good Order SMC or MMC, roll 1d6: if the result is a 1 (1-2 if the scenario takes place on a Map containing Sand), the MG is jammed for the remainder of the scenario; if the result is a 2-6 (3-6 if the scenario takes place on a map containing Sand), flip the MG over to its un-jammed side. If more than one jam-potential MG is attacking, only one, determined randomly by the owning

player, jams.

1.6.3 Flamethrowers & Satchel Charges



Flamethrowers are unique SWs that have three special capabilities: they can be used in Melee (8.0), they can cause targeted units to retreat, and they can be used in Close Assault (17.1). If a Flamethrower, or a multiple-unit attack that includes one, Shakes an enemy unit when firing on the DFT, the enemy unit must retreat one hex.

The retreat must increase the distance between the retreating unit and the unit conducting the Flamethrower attack. The retreat cannot reduce the distance between the retreating unit and any other enemy unit in the retreating unit's LOS. Retreating units are marked with a Moved marker and may trigger Opportunity Fire. If the unit has no hex into which it can legally retreat, it is eliminated.



A Satchel Charge is a rucksack stuffed with TNT. It can be used in Melee (8.0), thrown into an adjacent hex, or used when Close Assaulting a vehicle (17.1). Satchel Charges are used once and then removed from the Map. Satchel Charges can be used by any unit that is eligible to use a SW. Leadership does modify Satchel Charge attacks unless the Leader himself is using the Satchel Charge. Satchel Charge attacks do not receive any other DFT attacking unit's die-roll modifications, and its FP is never halved when used by an eligible SMC. Resolve the Satchel Charge attack as you would any other SW.

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

Example: If a 2-6-4-6 Squad throws a 6-FP Satchel Charge into an adjacent hex it would attack the hex with a FP of 6. On the other hand, if the same Squad fires its IFP into the adjacent hex AND throws the Satchel Charge, it would attack the hex with 10 FP (2 for its IFP + 2 for firing its IFP at an adjacent hex + 6 for the Satchel Charge).

1.7 Weapon Teams



Weapon Teams (WTs) are MMCs that represent heavier or more specialized weapons along with their crew. They are on 3/4" counters that show the crew firing the weapon, such as a heavy machine gun, anti-tank gun or mortar. The crew manning these weapons often represent the best soldiers in the company and hence have better Morale, can Self-Rally (SR), and possess other unique advantages. Weapon Teams cannot be carried or fired by other units, but have their own Movement Factor (MF) and IFP or HE-equivalent, depending on weapon type. Non-MG Weapon Teams marked with a gun size greater than 13mm cannot set up in or enter Buildings (Huts, Stone/Heavy Construction and Wooden/Light Construction Buildings), or cross hexside terrain.

WTs cannot possess or fire SWs.

WTs cannot enter Melee. If engaged in Melee, non-MG WT's defend with a nominal FP of one (1), and cannot counter-attack. WT's depicting a MG can defend and counterattack with their full IFP. If a WT is eliminated, its weapon is considered destroyed and cannot be captured or re-crewed as SWs can.



WTs with a red arrow in the corner of their counter can only fire in the direction defined by the arrow, as explained in the section on ordnance (14.0). They need to change facing to fire at enemies outside their arc of fire. They can change facing within their hex at a cost of 1 MP per two vertices pivoted. During an impulse, all ordnance-firing WT's can rotate/pivot, up to their MF, and fire, which incurs a +1 penalty on the OFT—and is permitted when conducting Opportunity Fire (5.3) with the same +1 penalty—or they can face any direction after entering a new hex. Place a Moved marker on a WT that pivots and a Fired marker on one that fires or pivots and fires.

If a WT fires ordnance it has a boxed value next to its Morale; this is the HE-equivalent, and it's the Firepower the WT's ordnance (gun) uses to attack non-vehicle targets on which it has scored a hit. If "N x" precedes the HE-equivalent, "N" is the number of times the WT's ordnance can fire in its impulse. A WT that can fire its gun more than once can fire its gun at more than one target in the same impulse but the targets must be in the same hex or an adjacent hex.

WTs cannot Close Assault (17.1) vehicles.

WTs fire separately from other units in their hex, even when firing during the same impulse.

Some WT's (indicated in each module) cannot move. They use their Movement Factor to pivot within their hex, as described above. WT's cannot use Dou-

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

ble-Time Movement (6.2) or Low Crawl (6.3).

1.8 Event Markers



Some scenarios include Event Markers. These markers, when activated, initiate special events (such as unexpected reinforcements, story-telling elements, etc.) that bring the scenario to life. There are two types of Event Markers in **LnLT**: Occupation and Line of Sight.



Occupation markers are activated when the side indicated in the scenario occupies the marker's hex. If no side is indicated, both sides can activate the marker. Line of Sight markers are activated when the side indicated in the scenario has a Line of Sight to the marker's hex.

When an Event Marker is activated, read the indicated paragraph from the scenario card. No reading ahead—it spoils the fun!

2.0 OUTLINE OF PLAY

Each game turn consists of a Rally Phase, an Operations Phase, and an Administrative Phase.

In the Rally Phase, Shaken units can be rallied and Half-squads can be combined. Additionally, **if there are no enemy units in a hex**, eligible GO units can pick up dropped/abandoned SWs or swap SWs with other eligible GO units.

During the Operations Phase, the players alternate impulses. In an impulse,

one hex and all the units in it can be activated to fire, move, lay smoke or any other unit-eligible action. When activating a Leader, units not only in the Leader's hex but also in all hexes adjacent to the Leader's hex can be activated.

In the Administrative Phase, gamers clean the Map of irrelevant markers, including Fire for Effect, Moved, Assault Move, Low Crawl, Fired, Ops Complete, Smoke 2, Starshell, and Spotted markers. Smoke 1 markers are flipped to Smoke 2 markers.

3.0 RALLY PHASE

At the start of the Rally Phase (RP) each player rolls 1d6. The player who rolls highest has the initiative. Ties go to the player who had the initiative the previous turn.

The player with the initiative rallies any Shaken units. When he is finished with all rally attempts, the other player performs his rally attempts. Shaken Leaders rally first. Shaken units in the same hex with a Good Order Leader or Hero can attempt to rally by rolling less than or equal to their Morale with 2d6. **Eligible Shaken units locked in Melee (8.0) can attempt to rally.**

Leadership Modifiers (LMs) are subtracted from the die-roll. Armor Leaders (11.5 and 15.4) can only rally the tank they are crewing. Units in terrain with a positive Target Modifier (TM), **including hexside terrain like Walls**, subtract two from their die-roll. (TMs are listed on the Terrain Effects Chart (TEC).)

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

Units without a GO Leader in their hex cannot rally. However, units in a hex with a Hero can attempt to rally; vehicles can always attempt to rally; and units marked with a SR can Self-Rally.

Leaders and Heroes can only rally units whose counters have the same background color and **Identification Badge (IB)**, which is on the top left of counter) as the Leader or Hero (Exception: Weapon Teams).

Note: For Leader rules, consider the words “color”, “type” and “nationality” synonymous and interchangeable.

Weapon Teams and ALL SMCs, whether designated with a SR or not, can Self-Rally without a Good Order Leader or Hero. Good Order Leaders present in the hex can still apply their Leadership to the rally attempt. Each unit can only attempt to rally once per RP, but a Medic trying to flip a Shaken MMC to its GO side does not constitute a rally attempt. A just-rallied Medic can heal another unit in the same RP.

Half-squads can only be created by combat or provided in the scenario OOB.

Two GO Half-squads (not Crews) of the same type (same IB) can join to form a Squad if they are in the same hex as a GO Leader. The units cannot be locked in Melee.

Any GO MMC, excluding WTs, or eligible SMCs can pick up an unpossessed SW present in the hex if the hex contains no enemy units. Friendly GO units in the same hex can also swap SWs. Place a SW directly beneath a unit that possesses it. GO MMCs/SMCs can also flip

a tripod/assembled SW to its bipod/dismantled side and vice-versa.

SWs can be destroyed in the RP by any GO MMC (but not WTs), Leader or Hero. Remove destroyed SWs from play.

4.0 OPERATIONS PHASE

The Operations Phase consists of a number of impulses. During each impulse, the players take turns activating and controlling units or passing. The player with initiative goes first, then his opponent, and so on until the phase is complete.

Once all units have either moved, fired, been marked with an Ops Complete marker, or after three consecutive passes (i.e., Player One passes, Player Two passes, Player One passes again), the Operations Phase ends and the Administrative Phase begins.

During an impulse, the active player can activate all or some of the units in a hex. If the activated hex contains a GO Leader (see 11.1), the player can also activate any units in adjacent hexes, with the following caveats.

If the adjacent hex includes a Bunker or Cave, the adjacent Leader can only activate the units outside the Bunker or Cave.

If the adjacent hex is a Multi-story Building, the Leader can only activate the units on the same level as himself, unless the Leader is in the Building and chooses to activate the hex above or below himself.

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

In hexes containing a Bunker or Cave, Leaders outside the Bunker or Cave can activate their hex, the six surrounding hexes, and the units inside the Bunker or Cave. Leaders inside the Bunker or Cave can only activate the units inside the Bunker or Cave and in the hex containing it (i.e., outside the Bunker or Cave).

Leaders cannot activate vehicles that are in an adjacent hex; and Armor Leaders (11.5) cannot activate MMCs/SMCs in adjacent hexes.

Each activated unit in a hex can either move or shoot (not both, except in the special case of Assault Move or Stealth Movement) or perform any other unit-eligible action. Not all units in a hex need to perform the same function, but all firing units within a hex that are activated in the same impulse must engage the same target.

There is, however, an exception. SWs with to-hit tables on the back of their counters (such as RPG-2s, Bazookas, LAWs, etc., must either fire separately (i.e., not adding their Firepower in with any other units targeting the same hex, but rather by making an entirely separate roll) or fire at another target altogether. They still must fire during the same impulse as the unit possessing them.

Support Weapons cannot activate separately from the unit that possesses them.

Example: A Squad might activate to fire its SW, a machine-gun with a FP of 2, at an enemy out of the range of the Squad's IFP. Even though the Squad

does not fire separately from the SW during this activation, it cannot subsequently activate again until the next turn.

All moving units that begin their move in the same hex and are activated in the same impulse must move together. Note that when units in a hex are activated together, some may move and some may fire, but those that fire must do so together (following the special rules for SWs noted above) and those that move must also do so together. All units in a hex, however, are NOT required to activate in the same impulse.

Example: A player activates a hex with three Squads, but only moves one Squad, hoping to draw fire from the enemy unit at the end of the street. Because he neither moved nor fired the remaining two Squads, he can activate them in another impulse.

Moving through a hex occupied by other units does not force them to accompany units passing through; in fact they cannot accompany the units in this situation. This rule only applies to units that start in the same hex during the impulse in which they are activated.

Mark units that move with a Moved, Low Crawl, Assault Move, or Stealth marker (see Movement, 6.0), and those that fire with a Fired marker. Those units cannot be used again that turn except to defend in Melee. (See 6.1, Assault Move, and 6.4, Stealth Movement, for the sole exception to this.)

Units/hexes activated in the same impulse can act in any order desired as long as all units that fire or move from

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

a hex do so together, as per the rules under 4.0. Thus, in a situation where many hexes are activated at once (by a Leader's ability), unit A could fire from the first hex, then unit B could fire from a second hex and, finally, unit C, in the first hex with A, could move out of it.

Chain activation is possible (a Leader can activate an adjacent Leader who then activates adjacent hexes and so on). A Leader activating adjacent units is marked with an Ops Complete marker if he does nothing else in this impulse.

You must declare which hexes will be activated in the current impulse before you do anything with the units they contain. You don't have to specify what the units will do though, and all units do not need to perform an action.

4.1 Operations Complete Marker



Units that spot, attempt to lay smoke, or perform other actions described in the subsequent rules as rendering them Ops Complete are marked with an Ops Complete marker.

Except for the instances described below, units beneath Ops Complete markers cannot perform any actions, including Leaders using their Leadership Modifier (LM).

MMCs under an Ops Complete marker can Opportunity Fire, but subtract one (-1) from their IFP. The FP is modified BEFORE considering any other attacking unit's Die-Roll Modifications (DRMs), and is applied per firing unit. A unit's FP can be a negative number.

Examples: A 2-6-4 Squad under an Ops

Complete marker Opportunity Fires (OFs) at an enemy Squad in Clear terrain that entered its LOS two hexes away. The 2-6-4 Squad would have a FP of 2 (2 IFP - 1 = 1 FP + 1 for firing at a unit marked with a Moved or Assault Move marker). A 0-2-4 Half-squad would engage an enemy Squad with 0 FP (0 IFP - 1 = -1 FP + 1 for firing at unit marked with a Moved or Assault Move marker = 0 FP).

A SW possessed by an eligible MMC that is marked with an Ops Complete marker can also fire with the MMC. Machine guns or Flamethrowers are halved (**fractions rounded up**), while SWs that use the OFT suffer a +2 DRM to-hit penalty.

Vehicles under an Ops Complete marker can Opportunity Fire, but their machine guns do so with one-half FP (**fractions rounded up**), and ordnance that uses the OFT suffers a +2 DRM to-hit penalty. See section 5.3 for more details on Opportunity Fire.

A unit under an Ops Complete marker can fire at FULL FP at a hex it has spotted during the SAME impulse. By the same token, Leaders under an Ops Complete marker can add their LM to this fire's 1d6 roll, but only if directed against a hex that the Leader spotted during the current impulse, i.e., a unit can immediately fire upon any hex it has successfully spotted.

Note: *The intent is to allow a unit to fire at an enemy hex that it spotted. It only makes sense that if a unit was focusing on a specific area, it would have time to fire its weapons at it.*

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

All units in the same hex as a successful spotting unit can fire with their full FP at the just-spotted hex, along with the spotting unit. Note that in the case of multiple attacking units, 5.2 applies as well.

5.0 FIRE COMBAT

To fire at enemy units, they must be within the range of the firing weapon(s), within the firing unit's Line of Sight (LOS) and spotted (10.0).

You can fire through friendly or enemy units, but cannot fire into a hex that contains both friendly and enemy units—it's just unethical. Nor can you fire into a hex marked with a Melee marker. That's a turn-based time-continuum thing.

To determine range, count the hexes from the firing hex to the target hex. Include the target hex but not the attacker's hex. See the section on LOS (10.0) to determine LOS and spotting procedures.

If range, LOS, and spotting requirements are met, the attacker adds its total Firepower (FP) to 1d6, adds any applicable Leadership Modifiers (11.1), and then modifies the results with any target movement, degrading-terrain (see section 10.3) or other DFT die-roll modifiers. The defender rolls 1d6, adds the Target Modifier (TM) of the hex terrain occupied by the targeted unit(s) and compares it to the attacker's die-roll.

If the attacker's modified die-roll is less than or equal to the defender's modified

die-roll, the fire has no effect.

If the attacker's modified die-roll is greater than the defender's modified die roll, each of the defending units must take a Damage Check (DC) by rolling 1d6, adding the difference between the attacker's modified die-roll and the defender's modified die-roll, and then consulting the Direct Fire Table (DFT) on the Player-Aid Card (PAC).

If a Good Order Leader (11.1) of the same nationality/color/IB is present, his Leadership Modifier (LM) is subtracted from the DC roll of the other units in the hex (not himself). The Leader must survive his own DC first, and be in Good Order, before aiding the other units in his or her hex.

5.0.1 Leaders' Influence on Combat

Leaders not under a Moved, Low Crawl, Fired, or Ops Complete marker can aid ALL attacks conducted by same nationality/force units in their hex during their impulse.

Specifically, their Leadership Modifier (LM) is added to a unit's FP that is using the DFT and/or subtracted from the to-hit dice-roll for Support Weapons (SWs) and Weapon Teams (WTs) using the Ordnance Fire Table (OFT). A Leader firing a SW does not add his LM to attacks by other units in his hex.

Note: *The Leader can aid both Squads using their IFF/SWs AND SWs or WT's using the OFT that are activated in the Leader's hex in the same impulse. Leaders that aid such fire are placed under a Fired marker. **Armor Leaders can only affect the fire of their tank/vehicle.***

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

5.1 Direct Fire Table (DFT) Results



Shaken: A Shaken unit is flipped to its Shaken side. A Shaken unit returns to Good Order (GO) by passing a rally attempt during a later Rally Phase. Shaken units cannot use either their IFP or any SWs they possess.

Shaken units cannot advance (including changing a level in a Building) toward an enemy unit in their Line of Sight (LOS). Shaken units cannot spot, and adjacent enemy units are not considered spotted by adjacency. Shaken units can still spawn Heroes. If engaged in Melee and no other friendly, GO, Melee-eligible units are with them, they surrender and are removed from the Map.

Shaken Leaders cannot rally units, but can attempt to rally themselves. Shaken Leaders cannot use their LM for any function. Shaken Medics/Corpsmen cannot heal soldiers (or themselves) and Shaken Snipers cannot snipe, but both can attempt to Self-Rally (SR). ALL SMCs can attempt to Self-Rally whether they have SR printed on the back of their counter or not.

Shaken vehicles must Button (see section 15.0), their Movement Factor (MF) is halved (fractions rounded up), and they cannot fire.

Heroes never Shake—just ask Daryl Dixon.



Moving units that are Shaken by Opportunity Fire (5.3) must end their movement. This includes units Shaken due to Casualties or Wounding. If not all

of the moving units in a stack are Shaken, the remaining GO units can continue moving.



Casualties: Replace a Squad with a Shaken Half-squad. Eliminate a Half-squad, Crew, or WT.

Wounded: Only SMCs can be wounded. If the unit is moving, it must stop immediately. Flip the SMC to its Shaken side (Hero excepted; they flip to their wounded side) and mark with a Wounded marker.

A just-wounded SMC that has yet to be activated in a turn can still do so in a later impulse, including for movement. SMCs under a Wounded marker, or wounded Heroes who are wounded again are eliminated.



Wounded Leaders have their Morale, LM and Leadership Range (11.1) decreased by one (LM cannot be less than zero). Their rally range too, if they possess the Charismatic Skill, can be reduced by one but never less than zero. Wounded Leaders can still call indirect fire (Mortar and Artillery) and move their full MF. Wounded Snipers can still fire with no reduction in effectiveness. All wounded SMCs (except Heroes) decrease their Morale by one.

Hero Creation: There is a chance that a Hero is created during play whenever a Squad or Half-squad (even if Shaken) rolls a 1 during a Damage Check (DC) caused by enemy fire. Roll 1d6: if the result is even, a Hero is created in the hex. Randomly pick a Hero and a Skill (see sections 11.2 and 12.0). The Hero

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

assumes the activation state of the MMC that spawned it.

Example: *If the Squad spawning the Hero is marked with a Fired marker, so is the Hero. If a Squad spawns a Hero due to a Shaken result that ends the Squad's movement, the Hero cannot move any farther.*

Crews and WTs do not spawn Heroes.

5.2 Multiple Attacking Units

Only units in the same hex can fire simultaneously, and then only at the same target. One unit leads the fire and fires at its full IFP. Each additional MMC adds 1/2 of its IFP to the attack. Heroes add their full FP. Zero (0)-IFP units add nothing (unless they are firing a SW). SWs that use the DFT add their entire FP (SWs that use the OFT fire separately). The total FP is summed; remaining fractions are rounded up and the combat is resolved as in the section on Fire Combat (5.1).

Remember that, for the most part, all units firing from the same hex, in the same impulse, must target the same hex. There are, however, exceptions. SWs with to-hit tables (OFT) on the back of their counters (e.g., LAWs), WTs, and vehicles must fire separately even when firing in the same impulse. Although WTs and vehicles CAN fire in a different impulse, SWs must fire during the same impulse as the Squad that possesses them.

5.3 Opportunity Fire

Units that are not marked with a Moved, Low Crawl or Fired marker, and that have a clear (not blocked) Line of Sight

(LOS) to a hex in which an enemy unit expends at least one Movement Point (MP) by any kind of movement other than Low Crawl or Stealth Movement can fire on the movers. This is called Opportunity Fire (OF); it occurs during the opposing player's impulse, and is not considered an impulse. Low Crawling (6.3) and Stealth Movement (6.4) units can only be the target of OF if they are spotted (10.0) in the hex they enter.

A unit expending MPs (either entering a new hex, pivoting within a hex or unloading/loading) can be subjected to OF attacks equaling the MP-cost of the movement (thus two OF attacks can be made on a unit entering a Light Jungle hex), even if the first attack Shakes the unit, forcing it to stop moving. Moving unit(s) cannot be attacked more than once per MP expended in the hex unless attacked by SWs with a to-hit table on the back of their counter, WTs, or vehicles that are stacked with the units that first fired.

Note: *To be clear, this exception is consistent with the rule that states the above units fire separately from the other units in the hex. Accordingly, if they OF when the other units OF, it would allow an additional attack.*

Place a Fired marker on units that OF. OF must be declared before the target units leave the hex, and the player currently moving must give sufficient time for his opponent to declare the OF.

Conduct OF attacks like any other, with the exception that the attacker receives a +1 bonus (unless firing at Low Crawling/Stealth units) to their die-roll for firing at moving units, unless the mov-

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

ing units are in terrain that negates that modifier, e.g., Low Crops.

If the target hex contains both moving and non-moving units, both are affected by the same OF attack die-roll, but only the moving units suffer the +1 modification to the attacker's die-roll.

Example: A 1-6-4 Squad fires at an enemy 2-3-4 Squad moving through a Light Woods-terrain hex that also contains a non-moving 1-5-4 Half-squad. The player performing the OF rolls 1d6 and adds 2 (its IFP of 1 + 1 for firing on a moving unit) against the moving Squad but only 1 against the stationary Half-squad. Both the moving Squad and the stationary Half-squad receive the +1 Target Modifier for being in a Light Woods hex, and roll 1d6 + 1.

Note that the moving Squad caused the stationary Half-squad in the Light Woods hex to be automatically spotted; however, if the moving unit survives the OF, continues moving and leaves the hex, the stationary Half-squad in the hex retains the unspotted status that it had prior to the attack. In other words, if the stationary Half-squad wasn't spotted before the OF attack, it remains unspotted after the moving Squad departs the hex. Further, if there were two moving units and one was Shaken and left behind in the Light Woods hex, under a Moved marker, the previously stationary Half-squad would also remain spotted.

Units in the same hex as the moving unit in the example but in a Bunker, Cave or the second floor of a Multi-story Building would not be subject to the OF unless the moving unit entered the

Bunker, etc.

Any moving units not Shaken by OF can continue their movement, leaving Shaken units behind, if they have MPs remaining.

5.4 Extended Range



MMCs/SMCs with a black box surrounding their range can fire at up to twice their printed range; however, any fire at greater than the printed range is halved (round fractions up). The IFP is halved before any other modifiers are applied.

5.5 Maximum Target Modifier

The maximum Target Modifier (TM) for any hex is +4. This means that cumulative TM from the result of setup and/or game play (Smoke, Wreck, Foxholes) cannot exceed +4 in one hex. Thus, a Forest hex (+2 TM) with a Wreck in it (+2) and a Smoke marker (+1) would still only have a +4 TM, not +5.

As per 11.4, Snipers still double their hex's TM; thus, Snipers can have a maximum TM of +8.

5.6 "A"-Superscripted Firepower (Assaulters)



The "A" superscript next to a MMC or SMC's Inherent Firepower (IFP) designates the unit as Assaulters. Such units are adept at focusing FP at close range. Accordingly, such units add 3 instead of 2 to their die-roll when firing at an adjacent unit. This is per firing stack, not per unit, if multiple "A"-rated units are in a stack.

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

6.0 MOVEMENT



Units move from hex to hex, paying the Movement Point (MP) cost of each hex as it is entered. These costs are summarized on the Terrain Effects Chart (TEC).

All units that move from the SAME hex, in the SAME impulse, must move together (exception, if some units in the moving stack are Shaken during movement they must stop movement while the other units may continue—see 5.3).

Example: *If three 1-5-4 Squads in a hex are activated, some may move and some may fire, but those that move IN THE SAME IMPULSE must move together, and those that fire IN THE SAME IMPULSE must fire at the same target (exception: Ordnance 14.0, can fire at separate targets). If one of the Squads is Shaken by OF, the other two can continue moving if they have MPs remaining.*

An unshaken, unwounded, unactivated Leader can activate both the units in his hex and adjacent hexes; this is a Leader's Leadership Range (11.1), which is always one hex unless the Leader is wounded or altered by a Special Scenario Rule (SSR). Units starting in hexes adjacent to the Leader's are free to move or fire separately from the Leader. The units in each hex, however, must move or fire together if they do either.

The number of Movement Points (MPs) a unit can spend each turn is called its Movement Factor (MF) and is marked

on the counter. As noted above, moving MMCs, WTs, and SMCs (not Low Crawl or Stealth)—or those under a Moved or Assault Move marker—that are fired upon suffer a modifier of +1 added to the attacker's DFT die-roll.

Unless such a move would bring a Shaken unit closer to an enemy unit in their LOS, units with a MF equal to or greater than one can always move one hex, no matter the cost, or enter/exit a Bunker or Cave or change one level of a Multi-story Building within the hex they currently occupy. If a unit must expend ALL of its MPs to move one hex (or within one hex) it cannot Low Crawl or Assault Move into the new hex.

Units can move through hexes containing friendly units (subject to stacking restrictions), but must stop upon entering an enemy-occupied hex and Melee (see section 8.0).

Here is the sequence when moving units trigger an Event, are subjected to OF, or move adjacent to enemy units and such:

1. Unit(s) enters a hex.
2. Resolve any Fire for Effect or Mines attacks.
3. Possible Event(s) is triggered.
4. All possible OF is conducted.
5. If unit(s) is still in Good Order, proceed with its next action (auto-spotting adjacent unit(s), moving, firing if AM, etc.).

Thus, a unit that moves adjacent to an enemy unit but is Shaken by OF (from this enemy unit or another) does not auto-spot the adjacent enemy unit.

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

6.1 Assault Movement



Units whose MF is boxed in red—e.g., Heroes—can Assault Move (AM). These units' intentions are declared at the beginning of their impulse, and they are marked with an AM marker. Leaders can also AM if they start their impulse with AM-eligible units.



Units that AM can spend up to one-half of their printed MF, modified by Double-Time (DT) movement (see 6.2) if applicable (fractions rounded up), and subsequently fire **in the same or in a later impulse, including to OF**. The DT bonus (if any) is added to the printed unit's MF before being halved for AM.

Subtract two from the total attacking FP of units using AM.

Example: *Two 2-6-4 Squads using AM would fire with a FP of 1 (2 for lead Squad + 1 for second Squad - 2 for AM = 1).*

Once the units fire they are also (in addition to the Assault Move marker) marked with a Fired marker.

Support Weapon ordnance, such as RPGs, suffer a +1 penalty on the Ordnance Fire Table (OFT).

Neither the Assault Move nor the Fired marker is removed until the Admin Phase. The units need not fire in the same impulse that they originally moved but can be activated again later to fire or engage in OF if the appropriate situation arises. They must, however, move when they are first activated.

6.2 Double-Time Movement

Units that begin their impulse—and move the entire impulse—with a GO Leader can increase their MF by 2. The units cannot move farther than the Leader's printed MF. WTs cannot Double-Time (DT). Shaken units can use DT.

6.3 Low Crawl



A unit or stack of units can spend its entire impulse to move one hex. This is a Low Crawl. Units Low Crawling are not automatically spotted unless they are in open terrain or adjacent to an enemy unit. Enemies targeting Low Crawling units do not receive the +1 bonus to their FP. **Low Crawling units can change levels within a Multi-story Building or enter/exit a Bunker or Cave, but cannot do so AND move to a different hex.**

Weapon Teams cannot Low Crawl.

6.4 Stealth Movement



Units designated with a bright-yellow square outline surrounding their MF are Stealth-Movement (SM) capable and can move without being automatically spotted—even if adjacent to an enemy unit. The enemy unit must either perform a successful spotting attempt (10.0), the SM-capable unit must fire, or move into open terrain in the LOS of a Good Order enemy unit. Units CANNOT use SM while Double-Timing (6.2), but can use SM to enter Melee. Heroes and Leaders cannot use SM unless specifically designated. **Units using SM are not subject to the +1 DFT penalty for moving.**

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES



SM-capable units can also move up to half their MF (fractions rounded up) and subsequently fire in the same or in a later impulse, including to OF. Such fire is modified like AM fire—subtract two from the total attacking FP of units using SM fire (Scouts excepted) and add one (+1) to to-hit rolls for SW ordnance.

6.5 Coordinated Movement

MMCs, SMCs, and vehicles can move together provided they start and finish their impulse together. They can Assault Move if the MMC/SMC is AM-capable. Units executing a Coordinated Move pay MPs for hexes entered and hexsides crossed as per their own movement type.

Example: A Squad (Leg-movement type) and a tank (T-movement type) would spend 2 and 4 MPs respectively when entering a Light Woods hex. This rule is an exception (obviously) to 15.1.

7.0 LAYING SMOKE



Good Order MMC counters not marked by a Moved, Low Crawl, AM, Stealth, Fired or Ops Complete marker can attempt to lay smoke in their own or an adjacent hex.

Select the hex and roll 1d6. If the die-roll is equal to or less than the unit's smoke-laying capability (delineated in module-specific rules), place a Smoke 1 marker on the hex. Regardless of whether the attempt was successful, place an Ops Complete marker on the unit that attempted to lay smoke.

Smoke is blocking terrain with a TM of +1. The TM is added to the hex's existing TM. Hence a smoked Forest hex has a TM of +3. Units firing from a smoked hex subtract one (-1) from their DFT die-roll and add one (+1) to their OFT to-hit roll.



In the Administrative Phase after the Smoke 1 is laid, replace the marker with a Smoke 2 marker. In the next Admin Phase, remove the Smoke 2 marker.

8.0 MELEE COMBAT

When units enter a hex containing enemy units, they must Melee. Units cannot use AM to enter Melee. Non-Melee-eligible (NME) units cannot enter a hex containing only enemy units, even if the enemy units are also NME units. Melee combat is simultaneous, but Nationality characteristics, Events and Skills (12.0) might alter the sequence, and losses aren't taken until the round of Melee combat is concluded.

There can only be one Melee round/turn/hex. All units that participate in a Melee round are considered activated at the same time. Melee takes place as soon as enemy units enter a hex containing friendly units. Thus, there is no OF against the enemy unit as it enters the Melee hex.

The IFP of all the attacking units (the units that entered the hex) and Melee-eligible SWs (MGs, Satchel Charges, Molotov Cocktails and Flamethrowers) is compared to the FP of any defending units the attacker chooses and their

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

Melee-eligible SWs, and an odds ratio is determined, **rounding up fractions**.

Example: *4 FP attacking 2 FP is 2:1, whereas 5 FP attacking 2 FP is not 2.5:1 but 3:1. Not all defending units must be attacked, but at least one must be attacked. Unmodified attacks at less than 1:3 are treated as 1:3, but cannot be conducted against multiple units. Roll 2d6 and consult the Melee Table (MT) on the Player-Aid Card.*

Leadership Modifiers (LMs) apply for the attacking units and are added to their die-roll. If the attacker rolls equal to or greater than the Kill Number (KN) under the odds ratio on the MT, the defending units are eliminated.

Eliminated units are NOT yet removed. The defender then follows the same procedure against any of the attacker's units he chooses. After assessing damage, remove eliminated units from both sides, and mark the hex with a Melee marker.

If the Melee combatants include Heroes, they shift the odds one column in favor of their side when attacking. **Even if the odds are greater than 1:3 against the Hero, the odds still shift to 1:2, but the odds can never be better than 5:1.** Multiple Heroes do not grant multiple shifts.

Attacking, in the context of this section, means that your unit is making a Melee attack—it has nothing to do with whether you entered the hex. Defending means your unit(s) is the target of a Melee attack. A unit that can only defend cannot make Melee attacks but is not automatically eliminated either.

Unless modified for Ambush (8.4) or Skills (12.0), Melee combatants use their unmodified **IFP**.

Example: *Two 2-6-4 Squads equal 4 FP factors in Melee combat and three 1-5-4 Squads and a 1-FP MG SW also equals 4 FP factors.*

MMCs must still abide by the SW-usage restrictions delineated in the section on SWs (1.6). In other words, a Squad can fire one SW and its **IFP** or two SWs and forfeit its **IFP**. A Half-squad/Crew can fire one SW and forfeit its **IFP**.

Leaders/Heroes carrying a Melee-eligible SW attack and defend with half the SW's FP (**fractions rounded up**). Always remove single-use SWs such as Satchel Charges and Molotov Cocktails **after the first round of Melee (attack and defense)**. Heroes defend with their **IFP** unless they are crewing/using a SW. Note that Skill special rules supersede these rules. **If a captured SW is used and the enemy is not eliminated, the captured SW is removed from the game in the Admin Phase.**

Example: *A 6-0-6 Leader possessing a captured 1-FP MG SW and a 1-6-4 Squad enter Melee against an enemy 1-5-4 Squad. Neither side eliminates the other. Remove the captured 1-FP MG SW from the Leader in the Admin Phase.*

8.1 Post Melee



Units remaining after the round of Melee are locked in Melee. Place a Melee marker on the units. Locked units cannot move (unless withdrawing) or fire, but can use an impulse in the fol-

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

lowing turn to either Melee or attempt to withdraw.

Melee markers cannot be removed as long as units from both sides inhabit the hex. Once one side's units have been eliminated, the Melee marker is removed in the ensuing Admin Phase.

Units that wish to withdraw must announce their intention at the beginning of their next impulse (before they are once again engaged in Melee by the opposing player) and pass a Morale Check (LMs apply). Failure to pass incurs no penalty but they must immediately fight a Melee round. Units that pass the Morale Check can exit the hex, paying appropriate MP costs.

If a player withdraws all friendly units from the hex, the Melee marker is removed and the remaining enemy units are eligible to OF on the withdrawing units. Note that a player can leave a unit behind as a rearguard to prevent this from occurring.

Leaders not carrying a Melee-eligible SW, Snipers, Chaplains, Medics, Corpsmen, Nurses and Shaken units do not attack, nor can they be targeted, in Melee. They are considered non-Melee-eligible (NME) units. WTs can be individually targeted in Melee.

If all Melee-eligible units are eliminated, NME units are removed. Any non-Hero SMC left at the end of a Melee round without a possessed Melee-eligible SW or stacked with a friendly Melee-eligible unit is removed too, even if no enemy Melee-eligible units are present; it is assumed that the SMC went down with his troops. If a unit enters a

hex containing only NME enemy units, all the enemy units are eliminated, the unit that moved in must halt; and a Melee marker is placed on the hex.

8.2 Reinforcing a Melee

Units from either side can reinforce a Melee. Any unit entering a hex marked with a Melee marker is considered reinforcing it, even though it's possible that no friendly units are left in the hex after the previous Melee round.

If a unit reinforces a Melee before a Melee round is fought in that turn, the Melee round is conducted immediately. If they reinforce the hex after the Melee has been fought, they cannot participate in the Melee until the following turn.

If the reinforcing units have the Ambush capability (8.4), their tripled FP is added to the other friendly unit's normal FP, but the Melee combat round is considered simultaneous.

8.3 Zero-Firepower Units



In Melee, MMCs with an IFP of 0 attack and defend with a FP of 1, unless such units possess a Melee-eligible SW, in which case they use the SW's FP.

For each zero-IFP MMC participating in an attack, 1 is subtracted from the die-roll. For each zero-IFP unit participating in defense, 1 is added to the attacker's die-roll.

Example: *Two 0-2-3 Half-squads attack a 2-6-4 Squad in Melee. The odds are 2 vs. 2 or 1:1 (each 0-IFP Half-squad counts as 1 FP for the attack). At these*

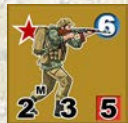
LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

odds the Kill Number is 8. The player with the pair of 0-IFP Half-squads, however, subtracts 2 from his 2d6 roll. Hence, he needs to roll 10 or better ($10 - 2 = 8$, which is the minimum needed to kill the opposition in a 1:1 attack) to eliminate the 2-6-4. Conversely, the 2-6-4 Squad attacks the two Half-squads at 2 vs. 2 or 1:1, but adds two (+2) to its 2d6 roll. Accordingly, it eliminates the two Half-squads on a roll of 6 or better ($6 + 2 = 8$).

8.4 Ambush

Some nationalities, units, or circumstances (Skill, 12.0, or Module-specific or scenario-specific rules) allow the initial round of Melee to be resolved as an Ambush. When an Ambush-capable unit (or stack of units) enters Melee with a unit that did not have LOS to it (the Ambusher) at the beginning of its impulse, the unit's/unit's **total FP (IFP + SW)** is tripled for the first round of Melee. **A zero-FP MMC's FP is still 1, and tripled to 3, and 1 is subtracted from the die-roll.** Additionally, this first round is non-simultaneous, and eliminated opponents are immediately removed from play, before they counterattack.

8.5 "M"-Superscripted Units



Units and SWs with an "M"-superscript add 1 to their FP when attacking or defending in Melee.

9.0 ADMINISTRATION PHASE

Once all units have either moved or fired, or after three consecutive passes (i.e., Player One passes, Player Two passes, Player One passes again), the Operations Phase ends.

In the Admin Phase, players remove all Moved, Assault Move, Stealth Move, Low Crawl, Fired, Ops Complete, Starshells, and Spotted markers. FFE markers are removed. Smoke 1 markers are turned over to become Smoke 2 markers and Smoke 2 markers are removed from the Map.

Once all markers have been removed, advance the Turn marker one turn and begin the Rally Phase.

10.0 LINE OF SIGHT AND SPOTTING

A unit has a Line of Sight (LOS) to another unit if, in the real world, it could see that unit. Units cannot fire at targets to which they do not have a LOS, or at units in hexes that are not spotted.

There are two types of terrain that affect LOS and spotting: blocking and degrading (see TEC for list of specific terrain types).

10.1 Spotting

Even if a unit has a LOS to its target, the attacker might not see the enemy.

Example: *A Squad is hidden in a Building two hexes distant. There may not be anything blocking your Squad's view of the Building, but that does not mean they see the enemy.*

To be able to fire on an enemy-occupied hex, it must be spotted. **Hexes, rather than units, are spotted, so if one unit in a hex is spotted, all units in the hex are spotted (exception: units in a Bunker, Cave or another level of a Multi-story Building are in the equivalent of a second hex within the hex, and must be**

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

spotted separately).



Spotting is status driven. A hex (and all units within it) is spotted if any of the following apply: the hex is marked with a Spotted marker, a Good Order friendly unit is adjacent to the hex, a friendly unit is currently moving or Assault Moving through the hex, a unit in the hex is marked with a Moved, Assault Move, Fired, or Melee marker or if the hex is open terrain.

Units in any open-type terrain are automatically spotted, even if the LOS is degraded by intervening terrain. **Units in open-type terrain containing a vehicle do not have to be spotted, but they do get the defensive TM; if two vehicles are in open-type terrain, neither has to be spotted, but they, too, get the defensive TM.**

Note that the status of a hex can change over a turn.

Example: *If a hex is spotted because it is adjacent to a Good Order friendly (to the potential firer) unit and that unit is either Shaken or moves away, the hex will no longer be spotted.*

Low Crawling units and units using Stealth Movement are not spotted during their movement provided they don't find themselves in a hex otherwise spotted (such as any open terrain).

Once a hex is spotted, it is spotted for all friendly units during the turn, even for those without LOS to the spotted hex at that time. But if all units leave a hex (or are eliminated), any Spotted marker on it is removed.

Units (including open vehicles) can attempt to spot unspotted units to which they have a LOS. Units in blocking-terrain hexes are spotted with a 1d6 roll of two or less. Those in degrading-terrain hexes are spotted on a 1d6 roll of three or less.

Example: *If a unit is attempting to spot an enemy in degrading-terrain hex, it must roll a three or less to succeed.*

One is added to the unit's die-roll for every hex of degrading terrain its LOS passes through en route to the target unit's hex.

Note that the LOS must actually pass through a piece of the degrading terrain in the degrading-terrain hex. One is also added if it passes through the silhouette of degrading terrain that is in part of an otherwise open hex.

If the LOS passes through more than two hexes of degrading terrain, or silhouettes of degrading terrain within two open hexes, it is blocked. LOS is NOT BLOCKED or degraded by small pieces of terrain that extend from the firing unit or target's hex into an adjacent hex. Leadership Modifiers apply and are subtracted from the die-roll.

Once a unit is spotted, the entire hex is spotted and a Spotted marker is placed there. Spotted markers are removed during each Administrative Phase or if all units leave the hex.

Spotting attempts do not constitute an impulse, but only one attempt can be made per friendly impulse, and a unit attempting to spot is marked with an Ops Complete marker regardless of the

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

result of the attempt. **If the only action a side does during an impulse is perform a spotting attempt, it is considered a pass.**

Units marked with Fired, Moved, Low Crawl, Ops Complete, Stealth or Assault Move markers cannot spot for yet unspotted units, but they do automatically spot adjacent units, moving units, units marked with a Moved/Assault Move/Fired/Melee marker or units in open terrain. Shaken units and buttoned vehicles don't automatically spot adjacent enemy units.

10.2 Buildings and Hills

Most of the terrain in **LnLT** is ground level (Level-0). There are, however, Hills that are Level-1, -2, and -3. Differing shades of brown represent taller Hills. Each level above ground level (or Level-0) denotes a rise of about 3-6 meters (10-20 feet) **Units in adjacent hexes but on different level Hills ARE considered adjacent.**

By the same token there are one- and two-story Buildings. All three-hex or larger Stone/Heavy Construction (HC) Buildings are considered two-story (Multi-story) Buildings. Staircases are in each Building hex. Units can move from the ground floor to the upper level of their hex, and vice-versa, by paying two MPs. Units in a single-story Building occupy ground level (Level-0) or the level of terrain on which the Building rests. **Units on the upper level of a two-story Building are one level above the terrain on which the Building rests, thus at Level-1 if the Building itself is at Level-0.**

Example: *Units on the upper level of a*

Building at Level-0 are at Level-1, or the same height as a unit on a Level-1 Hill.

Example: *Units on the upper level of a Building on a Level-1 Hill are at Level-2.*

Units in adjacent hexes but on different levels of a Multi-story Building(s) ARE NOT considered adjacent and don't have LOS to each other. **Units in a hex adjacent to a hex containing a Bunker or Cave ARE considered adjacent to the units both inside and outside of the Bunker or Cave for spotting and fire combat.**

10.3 Figuring Line of Sight

LOS is traced from the center of the firing unit's hex to the center of the target hex. There are two types of LOS-affecting terrain: blocking and degrading (see TEC). Any silhouette of blocking terrain crossed by a LOS blocks it (except as otherwise noted). Degrading-terrain silhouettes don't block LOS, they degrade it. Subtract one from an attacker's DFT die-roll or add one to an OFT to-hit roll for every hex the LOS crosses a silhouette of degrading terrain. If the LOS passes through more than two such hexes it is blocked and no attack or spotting attempt can be made. LOS can be degraded (modified) by only one factor/hex. Thus, a LOS traced across a Light Woods silhouette in a hex containing a Wreck is modified by 1, not 2.

Blocking/degrading terrain in the attacker's or target's hex never blocks/degrades LOS.

LOS is NOT BLOCKED or degraded by small pieces of terrain that extend from the firing unit's or target's hex into an adjacent hex.

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

LOS can be checked at any time. LOS is reciprocal. If unit A can see unit B, then unit B can see unit A.

Terrain can be located at a level (elevation) or be of a certain height as an obstacle (expressed in terms of levels on the TEC).

Example: *Forest terrain (Level-2 Height as Obstacle) on a Level-1 Hill hex presents an obstacle to LOS up to a height of Level-3.*

Example: *A one-hex Light-Construction (LC) Building (Level-1 Height as Obstacle) on a Level-2 Hill hex presents an obstacle to LOS up to a height of Level-3.*

Example: *A three-hex Heavy-Construction (HC) Building (Level-2 Height as Obstacle) on Level-1 Hill hexes presents an obstacle to LOS up to a height of Level-3.*

Example: *Light Woods terrain (Level-1 Height as Obstacle) on a Level-1 Hill hex presents an obstacle to LOS up to a height of Level-2.*

Blocking/degrading terrain obstacles that rise to the same hex level (and/or are as per terrain height on the TEC) as both the attacker's and target's hex blocks/degrades LOS.



Example: *In the image above, the Brush in hex J3 degrades LOS between the NVA Squad in J2 and the Marine Squad in J4 (all hexes at Level-0).*

LOS traced through blocking/degrading terrain obstacles that rise to a higher total hex level than both the attacker's and target's hex level is blocked/degraded.



Example: *In the image above, the US Hero in hex K3, at Level-0, does not have LOS to the VC Half-squad in hex M2, also at Level-0, because it is blocked by the LC Building in hex L3, which is a Level-1 obstacle at Level-0, for a total obstacle height of Level-1.*

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

LOS traced over blocking/degrading terrain obstacles that rise to an equal to or lower total hex level than both the attacker's and the target's hex level is not blocked/degraded.



Example: In the image above, LOS traced from the Soviet Squad in the second floor of the HC Building in hex AF4 (Level-1) to the US Squad in the second floor of the HC Building in hex AC4 (also Level-1) is NOT degraded by the Light Woods in hex AE4, a Level-1 obstacle in a Level-0 hex.

Units in a hex at a level EQUAL TO the total obstacle height of a blocking/degrading-terrain hex can see and fire over it into hexes at a LOWER level than the total obstacle height of said blocking/degrading terrain hex; but, Level-1, -2 and -3 blocking/degrading terrain obstacles cast a one-hex shadow that blocks/degrades LOS to units located directly behind them.

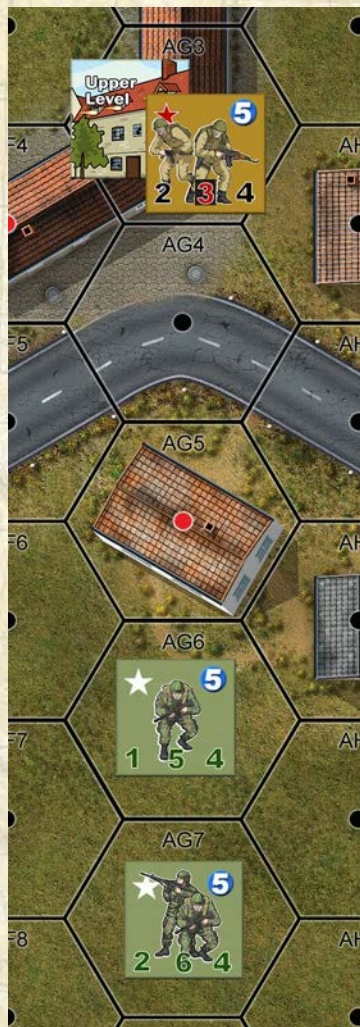


Example: In the image above, LOS from the Australian Scout in hex C5, a Level-1 Hill hex, to the VC Squad in hex C3, a Level-0 hex, is degraded by the Light Jungle terrain in hex C4, which is an Level-1 obstacle in a Level-0 hex, for a total height of Level-1. If the Light Jungle was a one-hex Building, LOS to the VC Squad would be blocked, but it would be clear to hex C2.

In addition, the number of hexes in between the firer's hex and the hex containing the obstacle (not counting each) is added to the length of the cast shadow.



LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES



Example: In the image above, LOS traced from the Soviet Squad in the second floor of the HC Building in hex AG3, at Level-1, is blocked to the US Half Squad in hex AG6 and the US Squad in hex AG7 because it is in the two-hex shadow of the one-hex, Level-1 HC Building in hex AG5 and the additional distance of hex AG4. LOS is clear to hex AG8 (not pictured).

Units in a hex at a level HIGHER than the total obstacle height of a blocking/degrading-terrain hex can see and fire over it into hexes at a lower level than the total obstacle height of said blocking/degrading terrain. Since the LOS in

this situation is traced OVER the blocking/degrading terrain obstacle, it is not blocked/degraded in any way; but Level-1, -2 and -3 blocking/degrading-terrain obstacles cast a one-hex shadow that blocks/degrades LOS to units located directly behind them.



Example: In the image above, the NVA Squad in hex I4 (Level-2 Hill) has LOS to the American Hero in hex I7 (Clear Level-0), but it's degraded by the Light Jungle in I6, a Level-1 obstacle in a Level-0 hex. The NVA Squad has a clear LOS to the adjacent Level-1 Hill (I5), to I6 (see 10.3.1) and to the Clear Level-0 hex in I8; the LOS to I8 is unobstructed by the Light Jungle in I6.

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

10.3.1 Hills and Slopes

There is one exception to the preceding paragraph: when LOS is traced from a Hill hex to a lower-level hex through only Clear Hill hexes of constantly diminishing level, like a staircase. This is considered to be a clear slope and LOS is not blocked along such a slope.

In the previous example image, the NVA Squad in I4 (Level-2 Hill) has LOS to hex I6 (Level-0 Light Jungle) because I5 is a Clear Level-1 Hill.

Here's another example.

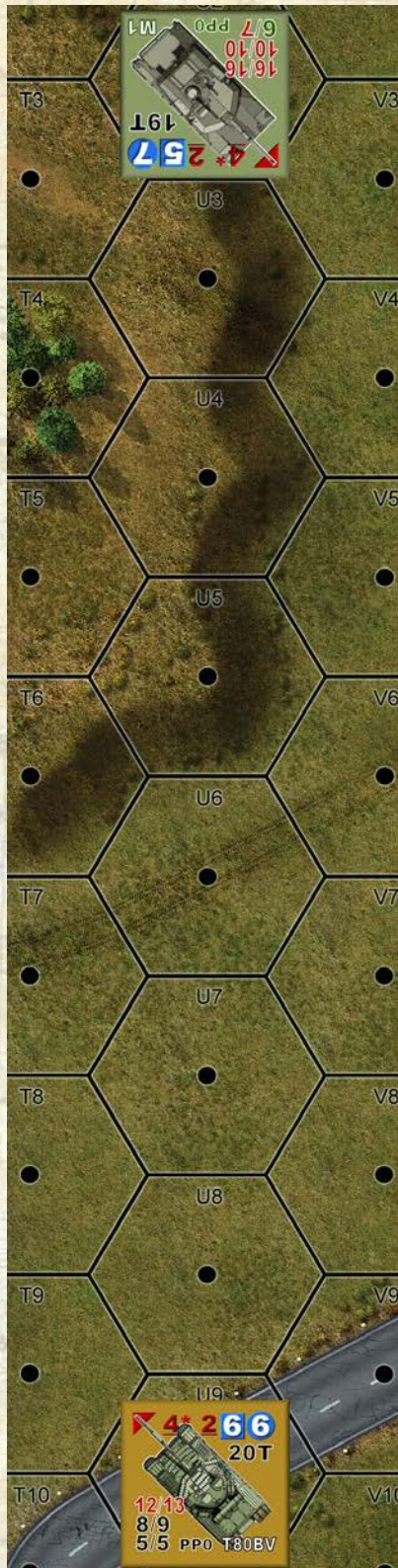
Example: In the image below, the French Squad in hex I5 (Level-2 Hill) has LOS to the Soviet Squad in hex I3 at the foot of the slope formed by I4 and to the Half-squad in I2 (both Soviet MMCs in Level-0 Road hexes). However, if hex I3 was a Clear Level-1 Hill hex, the French Squad would NOT have LOS to the Soviet Half-squad in hex I2.

Consecutive Hill hexes at the same level block LOS to a lower level up to as many intervening hexes are in between the firer's hex and the drop in hex level.

Example: In the long image on page 30, the M1 Abrams in hex U2 (Level-1 Clear Hill) has LOS to the three consecutive Clear Level-1 Hill hexes in front of it (U3 - U5), but it does not have LOS to the first three hexes after the level drops to Level-0: hexes U6 - U8. Its LOS resumes in hex U9, which contains the Soviet T-80BV.

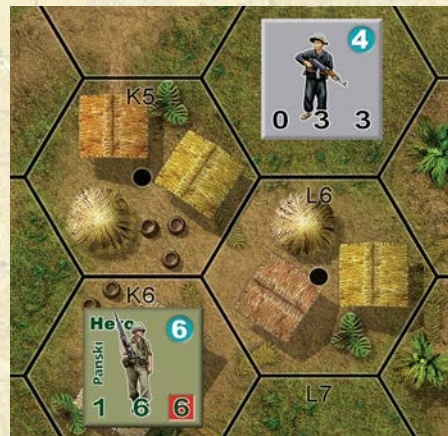


LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES



10.3.2 LOS Along Hexsides

When tracing LOS down hexsides, the adjacent hex terrain is considered whole-hex. LOS that is traced along a hexside with blocking/degrading terrain on one side is not blocked/degraded. LOS traced along a hexside with blocking/degrading terrain on both sides is blocked/degraded. LOS traced along a hexside that has blocking terrain on one side and degrading terrain on the other side is degraded.



Example: In the image above, LOS from the American Hero in hex K6 to the VC Half-squad in L5 is blocked by the Bamboo Huts in hexes K5 and L6, both blocking terrain hexes that share a hexside.

LOS traced along a Wall or Hedge hexside from the firer's hex to the target's hex is not blocked.

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES



Example: In the image above, LOS from the NVA Squad in hex F3 to the US Marine Squad in G4 is not blocked (thus clear) by the hexside Wall between hexes F4 and G3.

For more on LOS traced down hexside terrain, consult the Terrain Effects Chart (TEC).

10.4 Terrain Characteristics

Each piece of terrain has distinct advantages for units seeking shelter in it, and varying movement costs for units attempting to move through it.

These advantages and movement costs, along with other information, are delineated on the TEC.

The terrain surrounding a hex's center dot defines the its level and the type of terrain in the hex. The TM from a Wreck, Foxholes and Smoke (and any other counter-placed features or fortifications) are cumulative with the other terrain in a hex. Remember, the maximum TM for any terrain is +4 (5.5) (exception, Snipers 11.4).

11.0 SINGLE-MAN COUNTERS (SMCS)

Single-Man Counters (SMCs) represent significant individuals that have the power to affect the course of the battle. These counters include Leaders, Heroes, Snipers and Medics, to name a few.

11.1 Leaders



Leaders are individuals with exceptional skills. They are usually officers or outstanding NCOs.

Leaders have no IFP and cannot (unless crewing a SW) individually fire at enemy units or voluntarily enter Melee alone. If enemy units move into the hex of a solitary Leader who is not carrying a Melee-eligible SW, the Leader is eliminated.

A Leader's Leadership Modifier (LM) can be used to aid Direct Fire attacks, modify Damage Checks, rally units, and lead troops in Melee, as well as for the other functions mentioned in these rules. Only one Leader per hex per impulse or Rally Phase can use his LM to activate units, modify fire attacks, make rally attempts, and influence Damage Checks.

Each Leader has an inherent Leadership Range (LR) of one (1). LR is used for the purpose of activation; a Leader can activate units in adjacent hexes. LR is decreased by one if the Leader is wounded (the Leader can only activate units in its own hex).

A Leader can only rally units in its own hex. Leaders cannot activate vehicles

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

that are in an adjacent hex; and Armor Leaders (11.5) cannot activate MMCs/SMCs in adjacent hexes.

11.1.1 Leaders and Combat

Leaders not under a Moved, Low Crawl, Fired, or Ops Complete marker can aid ALL attacks conducted by units whose counters have the same background color and Identification Badge (IB; top left of counter) as the Leader.

Their LM is added to a unit's IFP that is using the DFT and/or subtracted from the to-hit roll for SWs and WTs using the OFT. The LM is applied to every attack (not attacking units) that occurs from the Leader's hex in its activation impulse.

Note that the Leader can aid both units using their IFP/SWs AND SWs or WTs using the OFT that are activated in the Leader's hex in the same impulse. Leaders that aid such fire are placed under a Fired marker. Leaders **cannot** call on-board Mortar fire or off-board Artillery and add their LM to a direct-fire attack in the same turn.

11.1.2 Leaders and Skills

A scenario's Order of Battle (OOB) might assign a Skill (12.0) to a Leader. These Skills grant special abilities such as enhanced Morale or sighting.

11.2 Heroes



Heroes are ordinary soldiers who perform extraordinary feats of courage. Heroes may be part of a scenario's starting forces or created during play.

There is a chance that a Hero is created whenever a 1 is rolled on a Squad or

Half-squad's Damage Check. Roll 1d6 again. If the number is even, a Hero has been created. Randomly pick a Hero and a Skill counter (12.0) from the cup—and the Skill must be usable by the Hero; if not, pick again. Newly created Heroes assume the activation status of the unit that spawned them.

Example: *If the Squad that spawns a Hero is already marked with a Moved marker, the Hero also receives a Moved marker.*

If spawned by a moving MMC, the Hero is assumed to have spent the same number of MPs as the Squad had before it spawned the Hero.

If creation of a Hero violates stacking limitations, the owner must place the Hero in any adjacent, non-enemy-occupied hex (it's a free move, no Moved marker is placed).

Heroes can Assault Move (6.1). Heroes can Close Assault vehicles (17.1). Heroes always add their FULL IFP to multiple-unit attacks.

Units in the same hex (and on the same level in a Building) as a Hero can attempt to rally even if there is no Leader present.

Heroes shift Melee (8.0) odds one column in their side's favor (in addition to adding their own IFP) when attacking (not defending). Remember, in Melee attacking has nothing to do with whether you moved into the hex, only that you are currently conducting a Melee attack.

If a Hero who begins the game on the

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

Map is not assigned a Skill he does not draw one.

There can be only two Heroes per nation on the Map at any time. Heroes are always spawned at full strength (never wounded). Heroes created by a moving unit that is Shaken must stop their movement also. Heroes are created even if the Damage Check result eliminates its parent unit.

11.3 Medics & Corpsmen



Medics represent exceptional medical personnel. They cannot carry or fire weapons, or spot enemy units. They can, however, use their medical kits to heal units.

Medics (and all SMCs) can Self-Rally regardless of whether they have SR on the back of their counter.



During each Rally Phase, a GO Medic/Corpsman can either attempt to remove the Wounded marker from one SMC (including himself) or flip a Shaken MMC/SMC to its GO side. In either case, the subject of a Medic/Corpsman's attentions must be located in the same hex (and level) as the Medic/Corpsman. To perform either function, the Medic/Corpsman must pass a Morale Check rolled with 2d6. Two is subtracted from the roll if the Medic/Corpsman is in terrain with a positive TM. **If the Medic/Corpsman passes the MC, one SMC is healed or one MMC/SMC is rallied. Only one roll is conducted. A Shaken Medic/Corpsman that Self-Rallies can, in the same Rally Phase, attempt to heal another SMC (including himself) or rally one MMC/SMC; in which case two rolls**

are performed.

There is no penalty for failing the MC, but the Medic/Corpsman cannot perform any function in that Rally Phase if he fails the MC. A wounded Medic/Corpsman can heal other units (and himself) as long as he is in GO.

Medics/Corpsmen are NME units. If all friendly MMCs and Melee-eligible SMCs in the same hex as a Medic/Corpsman are eliminated, the Medic/Corpsman is removed from play.

11.4 Snipers



Snipers have no Movement Factor and are not initially placed on the Map. Once the scenario starts, the Sniper's owner can place the Sniper at any time in any hex whose terrain has a positive TM, as long as enemy units do not currently occupy that hex.

Once placed, the Sniper cannot move. The Sniper can immediately attack any spotted enemy hex within its LOS utilizing the Direct Fire Combat routine. The Sniper, however, rolls 2d6 for its attack instead of 1d6.

If there are multiple units in the target hex, randomly determine which target the Sniper attacks. The Sniper's attack only affects one unit.

Example: *If the Sniper declares an attack against a hex containing an enemy Squad and a Leader, the players randomly determine which unit the Sniper attacks.*

Snipers can be fired on like any other unit, but double their hex's TM (limit

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

of +8) when rolling against incoming attacks from all units except Artillery/Mortar barrages and enemy Snipers. Snipers can stack with MMCs and other SMCs, but forfeit their special TM when doing so. When stacked with MMCs or other SMCs they can attack in the same impulse as them, but fire separately within the impulse.

Snipers are NME units. If during Melee all friendly MMCs and Melee-eligible SMCs in the same hex as a Sniper are eliminated, the Sniper is removed from play.

11.5 Armor Leaders



Armor Leaders are like regular Leaders, with a Morale and Leadership Modifier, but they have no Movement Factor.

Armor Leaders are unique in that they share the fate of the tank they command. They cannot be wounded, but rather are Shaken, which represents the Shaking of the tank's Crew. **Their LM only affects their tank/vehicle's attacks.**

If an Armor Leader is forced to abandon his vehicle, he is removed from the Map.

Armor Leaders can only rally the tank they are commanding. Tanks with an Armor Leader assume the Leader's Morale for all purposes and subtract the Leader's LM from the die-roll when rallying or performing Damage Checks.

Vehicles with Leaders check DFT results under the appropriate column on the DFT—armored Vehicles or Unarmored Vehicles—NOT the Good Order

SMC column.

The Armor Leader's LM rating can be subtracted from to-hit rolls and added to machine-gun attack die rolls (but not HE-equivalent attack die-rolls). He can affect both in the same turn.

Armor Leaders can activate vehicles (but not MMCs/SMCs) in adjacent hexes.

11.6 Scouts



Scouts are SMCs that have a few special abilities. They can use Stealth Movement (see 6.4). They subtract two (-2)

from their spotting die-rolls. After using half of their MF they can fire without subtracting two from their FP or adding +1 to an OFT SW's to-hit roll. They can assist in crewing a SW, but lose all Scout abilities listed above when doing so. In Melee, Scouts fight as a 0-FP MMC (8.3).

Units moving with a Scout (i.e., stacked with and during the same impulse) pay only 1 MP per Heavy/Light Jungle, Forest, Light Woods, Wheatfield, or Tall/Kunai Grass hex entered.

Scouts can call-in off-board Artillery fire and onboard Mortar fire, including Starshells (20.2).

12.0 SKILLS



Skills bestow unique characteristics on the SMC or MMC that possesses it. **Place the Skill counter under the unit that possesses it.** Some Skills bestow traits or advantages that can only be

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

used once. Others give benefits that last for the entire scenario, and still others equip the owner with unique weapons or items. Each Skill's trait and when/how it can be used are explained on the Skills Player Aid.

In most scenarios, Skills are pre-assigned in the Order of Battle (OOB) to the Leaders, Heroes or MMCs. If a unit is not assigned a Skill or does not draw one during creation (Heroes, 11.2) it does not possess a Skill.

Place all Skill counters that are not assigned in a scenario's OOB in an opaque cup, to be picked during Hero Creation (11.2). Used Skills (those that are single-use only or from a deceased SMC/MMC) go back into the cup.

13.0 NATIONAL CHARACTERISTICS

The National Characteristics of each side are listed in the module-specific rules.

14.0 ORDNANCE



(H)	2	4	6
	9	6	2
	5	5	5

Ordnance weapons have a to-hit table on the back of the counter. Ordnance weapons cannot be used in Melee. They include SWs such as the Bazooka or RPG-2; WT's such as 75mm Recoilless Rifles; and vehicle-mounted weapons such as the M-48 Patton tank's 90mm cannon.

Whether mounted on a tank, a separate SW, or a WT, ordnance is fired separately from other units in the hex. It does not have to engage the same target as

other units firing from the same hex.

14.1 Firing Ordnance

Ordnance firing on a hex that contains both vehicle and non-vehicle units must either target a specific vehicle or all non-vehicular targets in the hex.



WT's and vehicle-mounted ordnance must fire through a covered arc defined by either a red triangle in the corner of the counter or, in the case of a turreted weapon not firing through its vehicle's hull covered arc, a covered arc defined by the gun barrel. This covered arc is displayed in the covered-arc diagram.



Range	8	24	40
To Hit	10	7	5
Penetration	8	7	6

Each piece of ordnance has three ranges, separated in to columns, printed on the back of the counter. (Vehicles or WT's with more than one piece of ordnance have slashes (/) separating

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

the #s in their to-hit tables, delineating each weapon; others, such as AA units, have both black and blue #s (19.1) separated by a /.) Below each of these ranges is a printed to-hit number, and below each to-hit number is a penetration value. The attacker uses the left-most column whose range is greater than or equal to the target's range. To determine if a target is hit by a piece of ordnance, roll 2d6 and cross-reference the result with the to-hit number below the proper range/column on the ordnance counter.

The die-roll is modified by adding the TM of the terrain the target occupies, adding 1 for each hex of degrading terrain (or silhouette of degrading terrain that is in part of an otherwise open hex) through which the fire's Line of Sight passes, and other factors listed on the Ordnance Fire Table (OFT).

If the number, modified by applicable modifiers, is less than or equal to the to-hit number, the target has been hit. A 2d6 roll of 2 is always a hit; a roll of 12 is always a miss.

If the target isn't a vehicle, it is immediately attacked with the ordnance's HE-equivalent plus 1d6; if the HE-equivalent is an asterisk (*), the ordnance cannot attack the non-vehicle target. The TM of the target's hex DOES NOT modify this HE-equivalent, nor do LMs. The defender rolls 1d6 and compares it to the attacker's die roll. If the attacker's modified die-roll is less than or equal to the defender's die-roll, the fire has no effect. If the attacker's modified die-roll is greater than the defender's die-roll, each of the defending units must take a Damage Check by rolling 1d6, adding

the difference between the attacker's modified die-roll and the defender's die-roll, and then consulting the Direct Fire Table (DFT).

If the target is a vehicle, compare the penetration value at the appropriate range plus 1d6 (modified penetration value, MPV) against the vehicle's armor thickness at the point of impact (14.1.3) plus 1d6 (modified armor value, MAV).

If the MPV exceeds the MAV, the target is destroyed (place a Wreck marker in the hex). If the attacker rolls a 1 and the target rolls a 6, the round is a dud and the target is not affected. If the attacker rolls a 6 and the target a 1, the round is a catastrophic hit and the target is destroyed.

Whenever the target is destroyed, roll 1d6. If the result is 1, place a GO Crew under a Moved marker in the hex with the Wreck; with any other result, eliminate the Crew along with their vehicle.

14.1.1 Non-Penetrating Hits

If the attacker's MPV EQUALS the vehicle's MAV, the vehicle takes a Morale Check (2d6). If it fails the MC, the Crew abandons the vehicle; place a Shaken Crew counter in the vehicle's hex under a Moved marker. Abandoned vehicles remain on the Map under an Abandoned marker, and they cannot be used by either side. If the vehicle passes the MC, the vehicle is Shaken. This is the ONLY instance where PASSING a MC results in a Shaken unit.

If the attacking weapon is being fired as a MMC's SW, the MMC, if eligible, can also attack the vehicle as described in

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

17.2.

If the attacker's MPV is less than the target's MAV, the vehicle takes a Morale Check (2d6). When making this roll, take the difference between the firing ordnance's MPV and the target's MAV and subtract it from the MC die-roll. Thus, if the MPV is 4 and the MAV at the point of impact is 10, 6 is subtracted from the MC roll. If it fails the MC, the vehicle is Shaken. If it passes the MC, there is no effect. An unmodified MC die-roll of 12 results in a Shaken vehicle, regardless of the unit's Morale or modifiers to the die-roll. An already Shaken vehicle that receives another Shaken result is Abandoned.

14.1.2 Ordnance Hits on Unarmored Vehicles

Any ordnance hit on an unarmored vehicle or an unarmored facing of an otherwise armored vehicle destroys the vehicle.

14.1.3 Angle and Point of Impact

The thickness of a vehicle's armor varies. The front armor is normally the thickest, flank armor less so, and rear armor is the weakest. Accordingly, it is not only important to know that a shot hit its target, but where it hits (front, flank, or rear). Consult the diagram to determine the angle of impact.



The firing weapon's MPV is compared to the MAV at the point of impact to determine the results of the impact. If the incoming shot is traced exactly down the line between hit locations (e.g., Side and Rear) the shot is considered to hit the location most favorable to the shooter.

If the to-hit roll is both greater than 2 and an even number, the shell has impacted the target's turret, assuming it has one. If the to-hit roll result is a 2 or an odd number, the shell impacts the target's hull.

If the target is turreted, use the turret armor at the point of impact to determine whether the target has been penetrated. If the target has no turret this can be ignored; resolve the penetration using the hull armor.

14.2 Special Ammunition

Ordnance marked with an H within a red circle on the back of the counter fires HEAT (High Explosive Anti-Tank) as its main ammunition.

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

14.2.1 HEAT Effect on Infantry

H	SR	6
6	12	16
8	6	3
6	6	6

Ordnance that fires HEAT ammunition (denoted by an H within a red circle on the back of the counter) was not as effective against infantry

in the open or taking cover behind trees/rocks. This rule addresses that situation.

Ordnance that primarily fires HEAT ammunition subtracts 1 from their HE-equivalent when attacking infantry NOT located in Buildings, Huts, Bunkers, or Caves. Note that one is subtracted from the HE-equivalent NOT the to-hit roll.

14.3 Target Acquisition



When ordnance—including SW ordnance such as RPGs and LAWS—fires and fails to destroy its target, place a -1 Acquisition marker on the target and an Acquiring marker of the same letter on the firing unit. Note, as per 14.1, ordnance fires either on a specific vehicle or all non-vehicular targets in a hex.

If the target doesn't move and the ordnance fires on it during its next impulse, subtract one from the ordnance to-hit roll. If the ordnance again fails to destroy its target, place a -2 Acquisition marker on the target.

If the target doesn't move and the ordnance fires on it during its next impulse, two is subtracted from the ordnance to-hit roll. Remove the Acquisition and Acquiring markers if the target moves or the attacker switches targets. All non-vehicular units (if they were the

targets) have to leave the hex in order to remove the Acquisition marker.

Shaken vehicles lose their Acquiring and Target Acquisition markers.

A firing unit under an Acquiring marker does NOT need to spot (10.1) a target with the same-lettered Acquisition marker.

15.0 VEHICLES

Vehicles play an important role in LnLT. Vehicle counters are 7/8", and the counter contains all the information needed to play. A with its values explained is illustrated here.



Vehicles can be either open or buttoned. This status is shown with the Open and Buttoned markers.

Open vehicles have some/all of their crew hatches open and some crew members are riding with their heads and shoulders exposed to enemy fire. Buttoned vehicles have all their hatches closed. Open vehicles can see the enemy better, but risk injury to crew members from enemy small-arms fire. Buttoned vehicles are invulnerable (if

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

armored) to small-arms fire, but cannot fight as well as an opened vehicle.

Buttoned vehicles cannot spot, not even adjacent hexes. Vehicles can switch from open to buttoned or vice-versa at the beginning of their impulse. By default, vehicles are considered open; this status need not be shown with an Open marker.

- **Vehicle Name:** Provides the vehicle's designation.
- **Movement:** The vehicle's Movement Factor (MF) and type. There are three vehicle-movement types: Tracked (T), Off-road (O), and Road (R). Tracked are fully tracked. Off-road vehicles are either half-tracked or off-road capable multi-wheeled vehicles. Road vehicles perform best on Roads. See the Terrain Effects Chart (TEC) for further explanation.
- **Morale:** Is the unit's Morale. Shaken vehicles must button up (close all hatches), they cannot fire their weapons, their MF is halved (rounded up), and they cannot spot. Vehicles can Self-Rally, and if an Armor Leader is onboard, the vehicle uses the Leader's Morale rating to rally. The Leader can also subtract his LM from the rally dice-roll. Vehicles DO subtract 2 from their rallying-attempt die-roll for being in terrain with positive TM.
- **HE-Equivalent:** This boxed value is the Firepower the vehicle's main ordnance (gun) uses to attack non-vehicle targets on which it has scored a hit. If "N x" precedes the HE-equivalent, "N" is the number of

times the vehicle's main ordnance can fire in its impulse. A vehicle that can fire its main gun more than once can fire its gun at more than one target in the same impulse but the targets must be in the same hex or an adjacent hex.

Note: *The main gun's to-hit and penetration values are located on the back of the vehicle counter.*

- **Machine-gun Firepower:** These underlined values are abstract factors that depict the vehicle's machine-gun (MG) Firepower. A FP of 2 has a range of 10. A FP of 4 has a range of 14. An asterisk after the number indicates a 360° (i.e., all around) field of fire, but the MG can only be fired when the vehicle is open; **and these MGs can also fire at helicopters.**

Machine guns without the asterisk must fire in the turret's covered-arc or, in the case of non-turreted vehicles, in the covered-arc of the front hull. The advantage of these MGs is that they can be fired regardless of whether the vehicle is open or buttoned.

Unless otherwise noted, a vehicle equipped with a MG(s) must fire its MG(s) and its main gun, **in any order**, in the same impulse, and they must fire at the same **hex; they can fire at different targets.**

Vehicles with multiple MGs must fire each separately; they cannot combine their FP.

- **Rear-facing Machine Guns:** Units

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

with a MG Firepower followed by an "R" can use the FP in the turret's rear arc, which is defined as a covered-arc directionally opposite that of the turret's front arc (see 14.0). This MG must fire in the same impulse as the remainder of the vehicle's weapons, but need not engage the same target.

- **Machine-gun Firepower (Optional):** Non-asterisk Firepower-4 MGs fire their entire FP up to a range of 14 hexes when both the turret and vehicle's covered-arc are aligned. If the turret's covered-arc is different from the vehicle's covered-arc the owner must split the FP, firing 2 FP in the turret's covered-arc, and 2 FP in the vehicle's covered-arc—both to a maximum range of 10 hexes. Obviously, the MGs must engage different targets, but all the vehicle's weapons must still fire in the same impulse.
- **Armor (Hull/Turret):** The three numbers to the left of the vehicle represent the vehicle's front, flank, and rear armor (listed top to bottom). The number before the slash is the hull armor; the number after the slash is the turret armor. If there is only one number, the vehicle has no turret.

15.1 Vehicle Facing and Movement

Vehicles move similarly to foot soldiers, but much faster. There are several terrain types that vehicles cannot enter, and some Buildings that vehicles can enter and turn to Rubble. The TEC has complete details. Vehicles can continue

moving after rubbing a hex, provided they have MPs left.

There are, however, significant differences in vehicle movement. Vehicles **MUST** move individually (exception, Coordinated Movement, 6.5), and simultaneously activated vehicles need not move through, or end movement in, the same hexes.

However, infantry on foot and vehicles can move together, provided they start and finish their impulse together. Vehicles cannot Low Crawl or Double-Time. All vehicles can Assault Move.

Vehicles must always face a vertex (the corner between two sides of a hexagon). The red corner/arrow on a vehicle counter indicates the vehicle's facing. When moving, vehicles enter one of the two hexes on either side of the vertex to which the red arrow points. Vehicles can, however, pivot within their hex. The cost is one MP per vertex turned.

Vehicles cannot enter a hex containing an enemy vehicle.

Vehicles can also move in reverse, by entering one of the two hexes to the rear of the vehicle. Such movement costs two times the normal MP cost.

Example: *Reversing into a Clear hex costs two MPs.*

The turret faces the vertex to which the barrel points. It costs no MPs for turreted vehicles to change the facing of their turret. There is, however, an associated penalty on the Ordnance Firing Table (OFT).

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

The turret automatically pivots to face the attacker's target, unless the attacker chooses to pivot the entire vehicle and incur the corresponding penalty on the OFT. No Turret marker is necessary to designate an open turret that is facing the front of the vehicle.

The separate Turret markers are used to show turret orientation when the turret has rotated to face another direction from the front.

15.2 Assault Movement and Vehicles

Unless otherwise noted, all vehicles can Assault Move (AM). Vehicles using AM can spend up to one-half of their MF (round fractions up) and still fire eligible MGs (subtract 2 from their FP as per AM rules). Vehicles using AM can also fire their main gun, but add 2 to their to-hit roll, as indicated on the OFT. Vehicles cannot use AM to conduct an Overrun (15.3). Vehicles can use AM to load or unload passengers, which takes the place of the vehicle's movement, and then fire.

15.3 Overruns

Vehicles with machine guns or other main armament can Overrun infantry (MMCs and SMCs) in Clear (or other non-water, open-type terrain), Brush, Low Crops, Road, or any pertinent module-specific-terrain hexes. **The vehicle performing the Overrun cannot have outside passengers riding on it.** Units subject to an Overrun can't Opportunity Fire against the vehicle in the Overrun hex nor can any other units.

To do so, the vehicle must have sufficient MPs to enter the hex, and an ad-

ditional 4 MPs for the Overrun. After the vehicle enters the hex, it sums its HE-equivalent and MG FP (MGs with a "*" can only be used if the vehicle is open), adds 2, rolls 1d6, and adds the LM of any Armor Leader present. The defender rolls 1d6 and compares it to the attacker's die-roll.

Clarification: *A vehicle capable of firing its main gun multiple times (Denoted by $N \times$ HE-equivalent, where "N" equals the number of times the main gun can fire) multiplies its HE-equivalent by the number of times it can fire when calculating their Overrun Firepower.*

If the attacker's modified die-roll is less than or equal to the defender's die-roll, the Overrun has no effect. If the attacker's modified die-roll is greater than the defender's die-roll, each of the defending units must take a Damage Check by rolling 1d6 and adding the difference between the attacker's modified die-roll and the defender's modified die-roll, and then consulting the Direct Fire Table (DFT).

If a GO Leader is present, LMs apply, but Leaders must check for damage first.

Following an Overrun attempt, any surviving GO MMCs/Heroes can Close Assault the vehicle as described in section 17.1. Ignore any reference to moving into the vehicle's hex, as the counter-attackers are already there. MMCs/Heroes that wish to Close Assault must, however, still pass a Morale Check prior to Close Assaulting.

If the vehicle survives the Close Assault, it can remain in the hex or, if it has sufficient MPs, continue moving—

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

even conducting subsequent Overruns if it has sufficient MPs. If the vehicle chooses to remain in the hex, all enemy infantry units left in the hex, except Shaken WTs, must retreat to an adjacent hex of their owning player's choice; mark them with a Moved marker. Shaken WTs are eliminated.

If the Close Assault destroys the vehicle, no further action is required from the surviving (both GO and Shaken) infantry in the hex.

15.4 Vehicle Crews and Armor Leaders

Each vehicle has an inherent Crew. If the vehicle is destroyed (except through Close Assault, 17.1), the Crew must make a Bailout Check. Roll 1d6: if the result is 1, place a GO Crew under the Wreck and mark it with a Moved marker; with any other result, eliminate the Crew along with their vehicle. Automatically eliminate Crews from vehicles destroyed by Close Assault. **If a vehicle is abandoned, place a Shaken Crew in the hex under a Moved marker.** Armor Leaders (11.5) belonging to destroyed or abandoned vehicles are removed from play.

15.5 Continuous Vehicle Movement

Good Order vehicles marked with a Moved or Assault Move (AM) marker have the option of continuing their movement during the next Operations Phase. If desired, leave the marker on the vehicle in the Admin Phase, but turn it 180 degrees. During the next Ops Phase a vehicle marked as such must continue its movement, but can

switch to AM or vice-versa. This allows a targeted moving vehicle to retain the +1 to-hit modifier on the OFT and -1 DFT modifier from one turn to another.

15.6 Optional Vehicle Size & Speed OFT DRMs

When targeted, large vehicles are easier to hit and small vehicles are more difficult to hit. Other vehicles, because of their speed when moving, are more difficult to hit, too. Check the Player-Aid Card for tables containing these DRMs. The +2 speed modifier INCLUDES the +1 already granted to moving vehicles on the OFT.

16.0 PASSENGERS

Passengers, whether riding inside or outside of the vehicle, are placed on top of the vehicle's counter.

16.1 Passengers Inside Vehicles

Vehicles marked with "P" can carry up to one-Half-squad, one SW, and one SMC. Those marked with "PP" can carry up to one Squad (or its stacking equivalent), two SWs, and two SMCs. In either case, these passengers are considered to be riding inside the vehicle. Shaken passengers of PP or P vehicles are not required to debark (they are riding inside the vehicle). They can, however, debark when eligible at the owning player's option.

Weapon Teams with a gun or tube caliber greater than 20 mm cannot be transported except when allowed by scenario- or module-specific rule.



LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

16.1.1 Bailout Checks

If the vehicle is destroyed (except through Close Assault 17.1), the passengers perform a Bailout Check by rolling 1d6 for each transported counter's survival. On an even die-roll, flip MMCs and SMCs to their Shaken side, place them in the Wreck's hex, and mark them with a Moved marker. An odd die-roll eliminates the MMC/SMC. Support Weapons also survive on an even die-roll and are eliminated on an odd roll; obviously, SWs cannot be Shaken.

Passengers are automatically eliminated in vehicles destroyed by Close Assault.

16.2 Passengers On Top Of Vehicles



Vehicles marked with "PO" can also carry up to one Half-squad, one SW and one SMC. Likewise, those marked with "PPO"

can carry up to one Squad (or its stacking equivalent), two SWs, and two SMCs. In this case, however, the passengers are considered to be riding OUTSIDE (on top of) the vehicle.

If the vehicle fires ordnance (not machine guns), the passengers immediately disembark, are marked with a Moved marker, and must pass a Morale Check to avoid becoming Shaken.

Any passengers dismounting (voluntarily or not) from a vehicle are subject to OF. Any attack the passenger-carrying vehicle initiated is resolved before any OF against dismounting infantry.

Passengers riding on the outside of a

vehicle that is hit by Ordnance that does not destroy the vehicle or cause its abandonment must immediately disembark. They are marked with a Moved marker and must pass a Morale Check to avoid becoming Shaken. If the vehicle on which they are riding is destroyed, the passengers must make a Bailout Check, as explained in 16.1.1.

Passengers riding on top of vehicles can be attacked by small-arms as described in 17.2. The vehicle need not be open. Shaken passengers on top of vehicles (external) must immediately disembark, but unshaken passengers can choose to disembark with them or not. Place a Moved marker on the disembarked units.

Passengers riding on top of a vehicle can attack eligible targets with their IFP (no SWs). Subtract 1 from the unit's IFP if the vehicle hasn't moved, or subtract 2 from the unit's IFP if the vehicle is moving or marked with a Moved or Assault Move marker. Units can fire at any time during a vehicle's movement. Units that do so are marked with a Fired marker.

Example: A 2-6-4 Squad riding outside a moving tank fires at 0 FP ($2 - 2 = 0$).

The unit on top of a vehicle can fire in a separate impulse from the vehicle's movement or AM.

16.3 Passengers of Abandoned Vehicles

Passengers of Abandoned vehicles disembark and take a Morale Check. Failure means the unit(s) becomes Shaken. Mark disembarking units with a Moved marker.

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

16.4 Mounting and Dismounting

It takes one-half (rounded up) of both the vehicle and Squad's Movement Factors to load into (i.e., mount) or dismount from a vehicle.

Units do not need to begin the Operations Phase in the same hex as the vehicle into which they are loading. Loading/mounting the vehicle activates the vehicle for that impulse.

They can unload at any time in the vehicle hex during the carrying unit's impulse, as long as the vehicle still has at least half of its MPs remaining.

Passengers can be fired at in the hex in which they have been unloaded. Note that when vehicles Assault Move, their partial movement is consumed by such boarding and exiting procedures.

Units that unload can move separately from their carrier.

Example: A 1-6-4 Squad unloads from a tank and then moves two hexes over open terrain in the same impulse. The tank (MF of 10) then spends 5 MPs to travel in any direction.

The example is an exception to the rule that states units moving from the same hex in the same impulse must move together. A Moved marker is placed atop the infantry at the moment of disembarking. The infantry finishes its movement, and then the vehicle can continue its move.

Assault Move-capable units can use AM to unload and subsequently fire, but doing so prohibits them from leaving the hex in which they disembarked until

the following turn.

Infantry can disembark from Shaken vehicles, but the Shaken vehicle cannot move in the turn the infantry disembarks. Infantry cannot disembark from Shaken vehicles that have already moved in the current turn, unless debarking with Shaken infantry as required by 16.2.

17.0 INFANTRY AND ARTILLERY AGAINST VEHICLES

Infantry are not helpless against armored fighting vehicles. Since late in the First World War, they have carried a variety of man-portable anti-tank weapons.

Yet even without these weapons, infantry can effectively eliminate armored fighting vehicles.

17.1 Close Assault

A MMC (but not a WT), Hero or SW-armed Leader can Close Assault an enemy vehicle by moving into the vehicle's hex. Shaken vehicles are not automatically destroyed in Close Assault nor do they suffer any additional penalty.

Vehicles can always defend in Close Assault, regardless of their activation status, just as infantry units can always defend in Melee, regardless of their activation status.

No Melee-eligible enemy units can be present in the target vehicle's hex. If they are, you cannot Close Assault the vehicle, except as noted below.

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

Passengers inside a vehicle do not prevent Close Assault, but GO passengers riding outside the vehicle do. Shaken units in the same hex as a friendly tank are not automatically eliminated by GO enemy units entering said hex to Close Assault the vehicle, but the Shaken units are eliminated if the vehicle is destroyed.

Units can move adjacent to a vehicle before Close Assault; they don't have to begin their impulse adjacent to it. Close Assault is a form of movement in regards to unit activation in a hex, meaning that, from this hex, only the Close Assaulting units can move in this impulse.

Before entering the vehicle's hex, MMCs, Heroes, and any accompanying Leaders must pass a pre-assault Morale Check. Two is subtracted from the dice-roll if the units are entering the vehicle's hex via a hex with a positive TM.

The Leader checks first; if he passes, he can use his LM to assist other MMCs (not Heroes) making the MC. Units that fail the check remain in the hex they occupied prior to the MC. If these units moved, place a Moved marker on them. If not, place them under an Ops Complete marker. They do not become Shaken; they merely do not participate in the Close Assault. **If only a Leader without an anti-tank SW (see below) passes, he remains in the hex with the other units under an Ops Complete marker. If only a Leader with an anti-tank SW passes, he can carry out the Close Assault by himself.**

Next, move the assaulting MMCs/Heroes into the vehicle's hex. Now, each

MMC/Hero individually assaults the tank.

The assaulting MMC/Hero rolls 1d6, adding its IFP, the LM of any accompanying Leader and the HE-equivalent of any ONE possessed anti-tank weapon (LAW, RPG-2, etc.), Flamethrower or Satchel Charge.

Units without any anti-tank weapons can still Close Assault the vehicle. The Leader's LM can only assist ONE unit's assault. The defending vehicle rolls 1d6 and adds the LOWEST armor factor on the vehicle's counter (usually rear hull). If the attacker's die-roll is greater than the vehicle's die roll, the vehicle is destroyed. Place a Wreck marker in the hex and a Melee marker on the attacking Squad.

Example: *A 2-6-4 Squad is assaulting a tank with a lowest armor factor of 0. The Squad adds 2 (2 IFP) to his die-roll. The owner of the tank adds 0 to his die-roll. If the Squad's modified die-roll is greater than the tank's die-roll, the tank is destroyed. Place a Wreck marker in the hex and a Melee marker on the attacking Squad.*

Repeat this process for each attacking MMC, Hero or SW-armed Leader, but remember that a Leader's LM can only assist ONE MMC's assault, unless, of course, there is more than one Leader in the attacking stack.

If the vehicle is destroyed, its Crew and passengers are also eliminated, the assaulting MMCs/SMCs remaining in the vehicle's hex, are marked with a Melee marker, and any other non-Melee-eligible enemy units present in the hex

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

are eliminated. If the vehicle isn't destroyed, the assaulting MMCs/Heroes are returned to the (adjacent) hex from which they initiated the assault and are marked with a Moved marker.

In the case of an unsuccessful Close Assault following an Overrun, they must retreat to an adjacent hex of their owning player's choice.

Units that Close Assault a hex with two vehicles must go through the Close Assault procedure twice, thus requiring them to make a second MC if they successfully Close Assault the first vehicle. Any unit that fails the second MC returns to the hex from which it initiated the original Close Assault.

During your opponent's impulse, you can't opportunity Close Assault a vehicle that moves past your units.

17.2 Small-Arms vs. Armored Vehicles

Small-arms are weapons that do not have to-hit numbers on the back of their counters and do not use the Ordnance Fire Table. Examples are machine guns, Flamethrowers, Satchel Charges (yeah it's not a small-arm, but when used in this context it's grouped with them) and a Squad's **IFP**.

These units can attack unarmored vehicles, open-topped vehicles, and open armored vehicles with their **IFP** and **SWs**. Armored vehicles are vehicles that have armor factors printed on their counters. By contrast, unarmored vehicles have an asterisk in place of the armor factors.

Small-arms firing on a hex that contains both vehicle and non-vehicle units must either target a specific vehicle or all non-vehicular targets in the hex.

Passengers are considered part of the vehicle in/on which they are riding.

Combat resolution (5.0) is nearly identical to that discussed under Fire Combat. Attacking units must meet range and LOS requirements. The attacking unit's FP is summed and added to 1d6. The attacker's FP is modified as indicated on the DFT's die-roll modifications. The target vehicle rolls 1d6. The vehicle adds the TM of the terrain in its hex and the LOWEST armor factor on the vehicle's counter (usually rear hull) to its die-roll. If the attacker's modified die-roll is less than or equal to the defender's modified die-roll, the fire has no effect. If the attacker's modified die-roll is greater than the defender's modified die-roll, the target vehicle and all passengers riding on top of the vehicle must take a Damage Check. If the vehicle is buttoned, only external passengers take the DC. Roll 1d6, add the difference between the attacker's modified die-roll and the defender's modified die-roll, and consult the Direct Fire Table (DFT). If a GO Armor Leader is present, use his Morale instead of the target vehicle's Morale.

Infantry Leaders who are passengers can subtract their LM from the passengers' Damage Checks, but must pass their own DC first.

Shaken EXTERNAL passengers must immediately disembark, and unshaken passengers can choose to disembark with them or not. Place a Moved mark-

LOCK 'N LOAD TACTICAL v4.1 1960-PRESENT EDITION CREDITS

er on the disembarked units.

Shaken passengers of PP or P vehicles are not required to debark. They can, however, debark when eligible at the owning player's option.

17.3 Small-Arms vs. Unarmored Vehicles

Unarmored vehicles have an asterisk in place of the armor factors. With two exceptions, the procedure for attacking unarmored vehicles is identical to that used for attacking armored vehicles (17.2).

Exception One: Small-arms can always fire against unarmored vehicles; the vehicles need not be open.

Exception Two: The results on the DFT include Destroyed results. The attacking unit's FP is summed and added to 1d6.

The attacker's FP is modified as indicated on the DFT's die-roll modifications. The target vehicle rolls 1d6 and adds the TM of the terrain in its hex. If the attacker's modified die-roll is less than or equal to the defender's modified die-roll, the fire has no effect. If the attacker's modified die-roll is greater than the defender's modified die-roll, the target vehicle AND any passengers that it is carrying must take Damage Checks.

Both target vehicle and all passengers (vehicle first) roll 1d6, adding the difference between the attacker's modified die-roll and the defender's modified die-roll, and consulting the Direct Fire Table (DFT).

If a GO Armor Leader is present, use his Morale instead of the target vehicle's Morale. Passengers riding on top of the vehicle perform DCs as described in 17.2. Remember, Shaken external passengers are required to dismount, but Shaken internal (passengers of PP or P vehicles) are not.

In some instances, one of the vehicle's facings (usually the rear) may be unarmored, but the others are armored. In this case, use the procedure appropriate to the side of the vehicle that the fire is traced through. In other words, if the infantry fires through the unarmored facing, use the Small-Arms vs. Unarmored Vehicles section of the rules.

If the infantry fires through the armored facing, use the Small-Arms vs. Armored Vehicles section of the rules.

17.4 Mortars and Artillery vs. Armored Vehicles

Onboard Mortars and off-board indirect fire (18.0) affect vehicles the same as small-arms fire; however, BOTH OPEN AND BUTTONED armored vehicles compare their lowest armor factor and terrain TM plus 1d6 to the attacker's FP plus 1d6.

A vehicle with an unarmored facing is attacked as if it were unarmored.

18.0 INDIRECT FIRE

Unlike direct-fire ordnance, described above, indirect-fire weapons may or may not see their target, and instead lob their shells through an arcing trajectory. Indirect-fire attacks use the DFT.

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

Indirect fire and Mortar attacks always attack all levels of a Building and, in hexes containing a Bunker or Cave, units inside and outside of the Bunker or Cave; roll once and adjust the TM accordingly. Indirect fire and Mortar targets in a Hill hex (any level) or in a hex with a Wall hexside do not receive a positive TM. A Sniper's TM is not doubled against indirect fire or Mortar attacks.

LnLT includes both onboard and off-board indirect-fire weapons. Counters on the Map represent onboard weapons, such as light Mortars. Off-board weapons are anything from larger-caliber Mortars to field guns.

18.1 Onboard Mortars

Mortars cannot fire from Buildings, Bunkers, Forest, Heavy Jungle and any other pertinent module-specific hexes.



Onboard Mortars can fire directly at targets in spotted hexes within their range and LOS as per 5.0. Roll 2d6, choose the higher of the die, add it to the Mortar's Firepower, and resolve the attack (all DFT modifiers—except as noted above—apply).

Mortars can also fire indirectly at **spotted hexes** to which a Leader/Scout has a LOS. Leaders/Scouts can call onboard Mortar fire against a hex they spotted during the current impulse. Leaders cannot, however, call onboard-Mortar fire and add their LM to a direct-fire attack in the same turn.

When a Leader/Scout calls in Mortar fire, the firing Mortar need NOT have a LOS to the target hex, but must be with-

in range of it. Declare the target hex, mark the Leader/Scout that called in the Mortar fire Ops Complete, and roll 2d6. Choose the higher of the die, add it to the Mortar's FP, and resolve the attack. A Leader's LM does NOT affect the Mortar's FP when firing indirectly, nor does degrading terrain reduce it, but other DFT modifiers—except the TM for Walls and Hills—(including the TM of the target hex) apply. After the attack, place a Fire for Effect (FFE) marker on the target hex; the FFE marker stays on the Map until the Admin Phase and attacks any unit that enters its hex.

Mortars cannot Opportunity Fire.



The hex under an onboard Mortar FFE marker is considered degrading terrain for LOS purposes only (**apply DFT and OFT modifiers**) up to all levels. Thus LOS traced through more than two such hexes is blocked.

18.2 Off-Board Artillery



The availability of off-board Artillery (OBA) is indicated in the scenario or within Event Paragraphs. To call OBA, a friendly Leader/Scout uses an impulse to place a Spotting Round marker on any one hex within his LOS.

The hex need not be spotted. The Leader/Scout's LOS to a hex is blocked if it passes through MORE than two hexes of degrading terrain or silhouettes of degrading terrain within two open hexes. After placing the marker, roll 2d6.

Add the number of degrading-terrain hexes the Leader/Scout's LOS passes through to the white die, subtract the

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

Leader's LM, and divide the remaining modified white-die total (white-die number + degrading terrain - LM) by 2 (rounding up fractions).

This is how far the spotting round impacts from the desired hex. The colored die is the direction the round drifts. One is north, two is northeast, etc., adjusting to the right if due north is a vertex not a hexside.

Place the Spotting Round marker in the hex indicated by the drift die-roll. If this hex is not in the Leader/Scout's LOS, remove the Spotting Round marker and put an Ops Complete marker on the Leader.

Otherwise the Leader/Scout can shift the marker one hex in any direction that is within his LOS or abort the Fire Mission. If the Leader/Scout chooses to continue with the fire mission, shift the Spotting Round marker in the desired direction and then replace it with the Fire for Effect (FFE) marker. A Fire Mission is only considered used-up when the FFE marker is placed on the Map.

The FFE marker immediately attacks ALL units (enemy and friendly) in the impact hex AND ALL SIX ADJACENT HEXES with the Firepower indicated in the scenario or Event Paragraph. Roll for each hex. Leadership does NOT affect the FP, but other DFT modifiers, including the TM of the target hex (except Walls/Hills), apply.

The FFE marker stays on the Map until the Admin Phase and attacks any units that enter its hex or any of the six adjacent hexes, including hexes under a Melee marker. If a previously attacked

unit moves into a new FFE hex, it is attacked again. If a unit(s) enters an FFE hex containing enemy units, perform the FFE attack against the entering unit(s) first, and then, if it (they) survives, perform the Melee. If the entering unit(s) is rendered NME by the FFE, the Melee proceeds as per 8.0 and the unit(s) is eliminated. Note this all happens in ONE impulse.

If the Leader decides to abort the mission, remove the Spotting Round marker; this does not eliminate the Fire Mission; it can be attempted again on a later turn or by another Leader in another impulse. The Leader/Scout's impulse is over. Only Leaders/Scouts can call for indirect fire. Leaders cannot call OBA and add their LM to a direct-fire attack in the same turn.

The hexes under or adjacent to an OBA FFE marker are considered degrading terrain for LOS purposes only (apply DFT and OFT modifiers). Thus LOS traced through more than two such hexes is blocked. These seven hexes present a height as obstacle to ALL levels.

18.3 Off-Board Fire Mission Limitations

Unless noted otherwise in a scenario's special rules, Off-board Fire Missions are called in sequentially. In other words, if a player receives two Fire Missions in a scenario, he cannot call them simultaneously—even if he has two Leaders or a Leader and a Scout. One Fire Mission must be resolved before placing the Spotting Round marker for the next. If, however, two different formations are both given Off-board Fire

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

Missions (A and B Companies of the same battalion, for example) they can simultaneously call their Fire Missions.

Leaders cannot add their LM to fire-combat attacks (5.0.1) in the same impulse in which they direct an Off-board Artillery Fire Mission.

19.0 AIRCRAFT

Modern **LnLT** modules include rules for both fixed-wing aircraft and helicopters.

19.1 Fixed-Wing Aircraft



A player might receive fixed-wing air support in a scenario. Such air support will be designated in a scenario's Order of Battle.

The air-support's time of arrival is randomly determined as follows. The air support enters on the NEXT impulse after either player rolls doubles for ANY game-related function.

Note: The term *air support*, *plane*, and *aircraft* are interchangeable within these rules.

Example: The British player has a Harrier air-support mission. It is his impulse and he decides to take a shot at an Argentine AML-90 with a Scorpion. The to-hit roll produces doubles. The British player resolves the attack normally and concludes his impulse. The next impulse (yes, before the Argentine player gets another impulse) the British Harrier air support arrives.

If in the Rally Phase either player rolls doubles while attempting to rally a unit,

the air support arrives in the first impulse of the following Operations Phase, regardless of who holds the initiative. Roll 1d6 to determine from what direction the air support enters the Map. A roll of 1 signifies north, 2 east, etc. If the roll comes up 5 or 6, the air support enters from a direction of the owning player's choosing.

The air support has an unlimited MF. It must, however, enter, move across, and exit the Map in the same impulse.

The air support can only move in a straight line from its point of entry to the point of exit.

Example: If the air support enters via hex H1, it can either follow the H hex-row (H1, H2, H3, etc.) until it exits the opposite Map edge, or follow either diagonal line H1, I1, J2, K2, etc., or H1, G1, F2, E2, etc. The air support **CAN NOT** move H1, G1, and then shift to G2, G3.



20	45	70
7	6	5
9	9	9

At any time during the air support's flight across the Map, eligible enemy

anti-aircraft (AA) units or weapons (those with blue to-hit numbers on their to-hit table) can fire on the plane, as per 14.1, treating the plane as an armored vehicle; its Armor Factor is in the lower left corner of its counter. There is no adjacency bonus for firing at fixed-wing aircraft. The plane is considered to be two (2) levels above the highest terrain height as obstacle in its flight path. AA units in the one-hex shadow of adjacent blocking terrain that is between the AA unit and the plane does not have LOS to the plane. Adjacent degrading terrain

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

provides its normal OFT penalty. Add two (+2) to all OFT to-hit rolls against aircraft.

If the air support is “Abandoned” or Shaken, it aborts and is removed from the Map. If the aircraft is destroyed roll 1d6: move the burning plane the number of hexes indicated along its flight path, where it crashes. The crash attacks ALL units in the hex with a 6 Firepower (FP). AFVs are attacked as if they were open. Place a Wreck marker in the hex, or, if it’s a Building hex, a Rubble marker.

Each air-support mission only enters play one time, and is then removed from play, whether it completes its attack and exits the Map, or gets Shaken and aborts.

19.1.1 Cannon/MGs and Bombs

Air support cannot spot but can attack any hex in the LOS of a friendly Leader (it doesn’t need to be spotted) or any hex that is spotted. If none exist, that’s just bad luck.

Cannon and MG: The high-velocity cannons or heavy-caliber MGs carried by ground-attack aircraft are considered one and the same in **LnLT**. The term cannon applies to both. **Their FP is NOT underlined, and this indicates that it can fire at both open and buttoned vehicles.**



Air-support units are marked with a series of numbers, such as YxZ, where Y and Z are numbers. This represents the air support’s cannon FP. Air support can attack a number of adjacent hexes

along its flight path indicated by the number before the x (2 for the Argentine Pucara). The air-support unit attacks the hex it currently occupies and the next adjacent hex in its flight path with its cannons. **Air support do not receive the adjacency bonus for their attacks.**

Example: A Pucara can attack two (2) adjacent hexes along its flight path with the FP indicated after the x: 4 FP. This FP represents FP factors (5.0) or penetration value (14.1), and represents different methods of attack to different targeted units within the same hex.

The Pucara can attack a hex containing two British Squads and a Scimitar as follows:

The Pucara rolls 1d6 and adds 4 (its FP) when attacking the Squads. The British Squads make a normal opposed die-roll as described in 5.0, TMs apply.

The Pucara then attacks the Scimitar using a penetration value of 4. The Pucara does not make a to-hit roll; instead it goes straight to the opposed penetration roll as described in 14.1. **The target uses its lowest armor value (turret or hull) + 1d6 when making the opposed roll.** Resolve results.

Bombs: An air-support unit’s HE-equivalent (located next to its cannon FP) represents the damage the air unit’s bombs inflict on any hex in its flight path. This hex need not be adjacent to the hexes attacked with the unit’s cannon. The hex chosen is attacked with the HE-equivalent FP in exactly the same way as the cannon attacked the previous hexes. Thus a Pucara can at-

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

tack units in two hexes with its cannon and drop its bombs on one of those two hexes (resolve separate attacks) or drop its bombs in any other hex before it fires its cannon or any hex after it has fired its cannon, as long as the bomb-drop hex is in its hexrow flight path.

Cannon/MGs and Bombs attack all levels in a Multi-story Building hex; in hexes containing a Bunker or Cave, units occupying the Bunker or Cave and outside the Bunker or Cave are attacked. Roll once per hex and adjust TMs accordingly.

19.2 Helicopters

Helicopters were first used as effective weapons of war in Vietnam. Although they can have immense Firepower and almost limitless mobility, they are vulnerable to ground fire.



19.2.1 Helicopter Modes

Helicopters are either in flying or hovering mode. Flying denotes moving across the terrain just above the trees; hovering indicates the helicopter is nearly motionless, hovering just above the tallest terrain feature in the hex. Flying is a helicopter's default mode.

Helicopters in flying mode have unlim-

ited movement. Those in hover mode cannot leave their current hex. Helicopters can change modes ONCE any time during their impulse. Only one flying or hovering helicopter can occupy a hex, although a helicopter can occupy a hex with a wrecked helicopter. A helicopter can enter a hex that contains enemy units; it doesn't Melee, and if the combatants trade shots they are considered adjacent.

19.2.2 Helicopter Movement Costs

Helicopters spend one MP for each hex they enter. Changing modes (from flying to hovering, and vice versa) also costs one MP. This is important stuff to know when conducting Opportunity Fire against choppers.

19.2.3 Helicopters, Terrain, and Spotting

Important: Helicopters are always spotted.

In game terms, helicopters are always considered one level above the tallest terrain obstacle in their hex. A helicopter's height is the same whether flying or hovering.

Example: A helicopter hovering over open terrain on a Level-1 Hill is considered at Level-2. A helicopter hovering over a Forest hex on a Level-1 Hill is at Level-4.

All other LOS rules apply.

Helicopters can attempt to spot enemy units and still move and fire in their impulse (i.e., the spotting attempt does not place an Ops Complete marker on the helicopter). Remember, however, a side can attempt to spot only once per

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

impulse (see section 10.1 for more on Spotting.). Flying helicopters cannot spot enemy units, even units in the same or adjacent hex. They must first shift to hovering mode, but hovering helicopters spot units without penalty.

19.2.4 Helicopter Passengers

Some helicopters are marked with a “P” or a “PP” to indicate passenger capacity, just like vehicles. Squads are always considered to be riding inside the helicopter. If the helicopter is destroyed, the passengers must make a Bailout Check, as previously described in 16.1.1.

A helicopter must be hovering to disembark or embark passengers, and can only disembark/embark passengers in Open-type terrain (see the Type column on the Terrain Effects Chart). To embark passengers, helicopters must begin their impulse in the embarking unit’s hex.

Loading/unloading costs the passengers one-half of their Movement Factor (round fractions up). Since helicopters have an infinite movement allowance, it costs them nothing. Unloading passengers are immediately marked with a Moved marker, and can be Op Fired on in the hex that they unload. **Assault Movement-capable units can use AM to disembark but enemy Op Fire is resolved before they fire with the AM penalty.**

19.2.5 Helicopters in Combat

Helicopters are always spotted. Flying helicopters (i.e., ones in flying mode) cannot be targeted by unguided weapons that use the OFT. Anti-aircraft guided weapons, which are designated

with blue range, to-hit, and penetration numbers on their counter, can target flying helicopters. Non-guided weapons that use the OFT can target hovering helicopters. Normal degrading TMs apply, but helicopters receive no TM for the hex they occupy.

Helicopters firing from an adjacent hex are indeed considered adjacent for firing modifiers, even if they are presumably higher than the target at the same time.

19.2.6 Ordnance vs. Helicopters

If ordnance using the OFT hits the helicopter, compare the penetration value at the appropriate range plus 1d6 (MPV) against the helicopter’s armor thickness plus 1d6 (MAV). If the MPV exceeds the MAV, the helicopter is destroyed. If the attacker rolls a 1 and the target rolls a 6, the round is a dud and has no effect on the helicopter. If the attacker rolls a 6 and the target a 1, the round is a catastrophic hit and the helicopter is destroyed.



When a helicopter is destroyed, it crashes. Roll 2d6 to determine the direction that the chopper went as it crashed. The colored die is used alone to determine direction. A roll of 1 is due north, 2 is northeast, etc.; if due north is a vertex, 1 is the hexside to the right of the vertex. Roll the white die and halve the result (rounding fractions up). This is the number of hexes from the hex in which it was hit that the bird crashes. **If an intervening hex is at a higher Level than the helicopter was when it was hit/destroyed, the helicopter crashes into that hex instead of the full white-die**

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

distance. Place a Crash, Wreck or Helicopter Wreck marker in this hex. All units present on the ground in the crash hex are attacked by a 6-FP attack. This attack is resolved using an opposed roll as described in section 5.0. Passengers and Crew in the destroyed helicopter must make a Bailout Check, as previously described in the section on vehicles (see 15.4 (Crew) and 16.1.1 (passengers)).

If the MPV of the ordnance that hit the chopper EQUALS the chopper's MAV, the target is damaged. Damaged helicopters are immediately removed from the Map. They cannot unload passengers or fire.

If the MPV of the ordnance that hit the chopper is less than the chopper's MAV, there is no effect.

19.2.7 Small-Arms vs. Helicopters

Small-arms can fire on helicopters using the procedure outlined in Small-Arms vs. Armored Vehicles (17.2) and enumerated below. Helicopters are neither open nor buttoned, but they can always be attacked by eligible small-arms.

Small-arms, but not ordnance or indirect-fire weapons, have their range halved when attacking helicopters (round fractions up).

Example: *A 2-7-4 American Squad has a range of 4 ($7/2 = 3.5$, rounded up to 4) when attacking helicopters, and an M-60 has a range of 5. Conversely, an RPG-16, which uses the OFT to target enemies, can fire up to its max range of 9 against helicopters.*

Attacking units must meet range and LOS requirements, but helicopters are ALWAYS spotted. The attacking unit's FP is summed and added to 1d6. The attacker's FP is modified as indicated on the DFT's die-roll modifications. Remember, helicopters receive no TM for the terrain they occupy. The targeted helicopter rolls 1d6 and adds its armor factor. If the attacker's modified die-roll is less than or equal to the helicopter's modified die-roll, the fire has no effect.

If the attacker's modified die-roll is greater than the helicopter's modified die-roll, the helicopter AND any passengers that it is carrying must take Damage Checks. Both helicopter and all passengers (helicopter first) roll 1d6, adding the difference between the attacker's modified die-roll and the defender's modified die-roll, and consulting the DFT. Shaken passengers are not required to dismount.

19.2.8 Helicopter Movement & Fire

Helicopters can move and fire without restriction during their impulse.

Example: *A helicopter can fly across the Map, fire its rockets (incorporating the +2 OFT penalty for firing in the flying mode), and then fly anywhere else that it wishes.*

A helicopter can also fly across the Map, enter hovering mode, fire its machine guns at a nearby enemy, and then unload passengers. After it is marked with a Fired marker, a helicopter cannot fire again in that turn. A helicopter must fire all its weapons in the same impulse. Helicopters with both machine guns and ordnance can fire these weapons at targets in different hexes only when

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

they are in flying mode; when hovering a chopper must fire all of its weapons at targets in the same hex.

Mark helicopters that move to a new hex, change modes or unload passengers, with an Ops Complete marker. Place a Fired marker on those that fire, replacing the Ops Complete marker, if applicable.

19.2.9 Helicopters and Opportunity Fire

Helicopters can Opportunity Fire like other units. Helicopters under an Ops Complete marker fire their machine guns at 1/2 Firepower (in addition to any other applicable modifiers). Ops Complete helicopters firing ordnance add 2 to their to-hit rolls.

20.0 NIGHT COMBAT

The setting of the sun has never signaled the end of combat. Adversaries maneuver; brief, brutal firefights break out; men die.

20.1 Night Rules

At night, units can spot, fire, and see anything within two hexes of their position (count the target's hex but not the firer's). A unit can fire on units farther than two hexes ONLY if the target is marked with a Fired marker. Such attacks subtract 3 from the total Firepower of the attackers (not each unit) in addition to any other modifier.

For example, a stack of units conducting Assault Movement fire at a target located greater than three hexes distant subtracts a total of 5 (-2 for AM and -3 for firing at a unit greater than

two hexes distant).

On the other hand, stationary units firing at an adjacent target still add 2 to their FP. For example, a 2-IFP unit firing on an adjacent target at night would have a total of 4 FP (2 IFP + 2 additional FP for adjacency).

20.1.1 Ordnance Attacks at Night

Units using the OFT (i.e., ordnance) can fire at any target within two hexes (count the target's hex but not the firer's).

A unit can fire on units farther than two hexes ONLY if the target is marked with a Fired Marker. Add 3 to the to-hit roll unless the target is within two hexes.

20.1.2 Melee at Night

During night scenarios, Melee is resolved normally, as per 8.0.

20.1.3 Shaken Unit Movement at Night

Shaken units can move toward enemy units in its LOS that are not under a Fired marker, illuminated by a Starshell, or within two hexes of the Shaken unit.

20.1.4 Spotting for Artillery

Spotting for artillery (18.2) at night remains the same with the following exception: one (+1) is added to the scatter roll.

20.2 Starshells



Leaders or Heroes that are not marked by a Moved, AM, Low Crawl, Fired, Stealth or Ops Complete marker can attempt to fire a Starshell into any hex within three hexes of their position.

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

Select the hex and roll 1d6: if the result is equal to or less than the nationality's Starshell capability, modified by the Leader's LM, place a Starshell marker in the hex. Starshell capabilities are listed in module-specific rules.

Regardless of whether he succeeds, the Leader or Hero is marked with an Ops Complete marker.

Starshell markers illuminate their hex and the six adjacent hexes as if it were day. Units in these hexes can be spotted and fired on without the penalties described in 20.1. Starshell markers are removed during the following Administrative Phase.

Onboard Mortars can also place Starshells, but a GO Leader or Scout must call-in the fire. This counts as an activation and the Leader is marked Ops Complete. He can place a Starshell marker in any hex within two hexes of his hex or in any hex in his LOS under a Fired marker. Place a Fired marker on the Mortar.

21.0 FORTIFICATIONS

Given time, soldiers will always improve their positions. After all, even a shallow hole provides some protection. **LnLT** reflects this with a range of man-made fortifications.

21.1 Bunkers



Bunkers provide excellent protection. They are placed at setup or as part of an Event; and they can have different TMs—usually +2 or +3. Bunkers cannot be placed in Buildings, Huts or

water hexes.

Units in the Bunker hex can be in or on top of the Bunker. Units inside the Bunker are considered to be in a separate hex from the hex it is in. In other words, a Bunker is like a hex within a hex.

Place units in the Bunker under the Bunker marker; those occupying the surrounding hex are placed on top of the Bunker marker. Again, these are two distinct and separate hexes. It costs 2 MPs to move from one to the other. To be clear, units entering a hex containing a Bunker pay the MP cost of the hex terrain; to enter the Bunker they must spend an additional 2 MPs. When exiting a Bunker, it costs 2 MPs, regardless of the hex terrain.

The units in the Bunker can only direct fire along a LOS traced through the Bunker's front three hexes. A red arrow indicates the Bunker's front. Units on top of a Bunker cannot engage units in a Bunker in Melee combat, and vice-versa. Units on top of a Bunker can fire at units in a Bunker as if they were in an adjacent hex. Units in a Bunker CAN fire on units on top of (in the same hex as) a Bunker as if they were adjacent.

If a unit is in a Bunker, the Bunker's TM is added to the TM of their hex. Even if the Bunker is in open terrain, the units DO get the +2 bonus for rallying in terrain with a positive TM.

Vehicles cannot enter Bunkers or attempt to Rubble them, but they can enter hexes containing Bunkers and Overrun units outside of the Bunker.

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

21.1.1 Bunkers and Spotting

As a terrain feature, Bunkers do not block LOS, but for spotting purposes, a Bunker is considered blocking terrain.

A Bunker must be spotted separately from the hex in which it resides.

A GO friendly unit adjacent to a hex containing a Bunker spots both the Bunker and the hex containing it.

21.1.2 Attacking Bunkers from the Rear

Firing units that use the DFT cannot fire on units in the Bunker from outside the Bunker's front three hexes unless (as stated previously) they are on top of (in the same hex as) the Bunker **or using a Satchel Charge**. Conversely, firing units that use the OFT can target the Bunker from any direction as long as range and LOS requirements are met. **These projectiles are exploding against the face of the Bunker.**

Artillery and Mortars attack units both inside the Bunker and in the hex outside of it; roll once and adjust the TM accordingly.

21.2 Foxholes

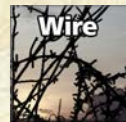


Units in a hex with a Foxholes marker are considered in the Foxholes. Unless otherwise limited, units in Foxholes have an unrestricted field of fire. **Foxholes can be placed in Buildings or Huts; they represent prepared/improved fortifications, like sandbags, and add their TM to other terrain in the hex (up to +4). Vehicles and WTs only gain the benefit of Foxholes if they set up in the hex containing the Foxholes.**

Foxholes' TM of +1 is added to the TM of its hex. Even if the Foxholes are located in open terrain, the units **DO** get the +2 bonus for rallying in terrain with a positive TM.

Foxholes (I wish it went without saying) cannot be placed in Pond, Stream, River, Surf or Ocean hexes.

21.3 Wire



Wire is used to impede and channel the enemy's attack. It costs Leg units 4 MPs to enter a Wire hex. This is total, **NOT** in addition to other terrain in the hex. Hence Wire placed in Light Woods costs 4 MPs, as does Wire placed on Clear terrain.

Vehicular-movement costs to enter Wire hexes are listed on the TEC. Remember, units can always use all their MPs to move one hex.

21.3.1 Wire Destruction

T-movement class vehicles that move through a Wire hex **remove the Wire**. Other vehicles do not. The Wire is removed when the vehicle exits the hex.

21.4 Mines



Mines markers attack enemy units that move into their hex with the FP printed on the marker (usually 1). **Up to two Mines markers can be stacked in a hex, but each attacks the enemy unit(s) separately.** Resolve Mines' attacks against armored vehicles, open or buttoned, using the Small-Arms vs. Vehicles procedure outlined in 17.2.

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

In other words, the Mines' FP + 1d6 is compared to the vehicle's lowest armor rating + 1d6. Mines' attacks against unarmored or partially unarmored vehicles use the procedure outlined in 17.3. The Mines are considered to attack the unarmored portion of the vehicle. Units that bailout or unload in a Mines hex are attacked by the Mines, too.

Mines cannot be placed in Buildings. Friendly units are not attacked when entering the hex, but must pay an additional MP to enter the hex.

22.0 GENERAL SCENARIO RULES

When units enter the Map, they must expend MPs for all hexes entered, including the first one. Only one unit (or stack of units) can enter the Map per impulse. Units can enter in any mode (LC, Moving, AM and such) a player wishes as long as they are capable of that type of movement.

If, following an Event, units are due to appear in an enemy-occupied hex, they appear in any adjacent hexes of the owner's choice. Unless otherwise specified, reinforcements must enter on a specific turn; they can't be held in reserve and deployed later.

Unless otherwise stated in a scenario's Victory Conditions, Half-squads are worth half the Victory Points of a Squad.

Unless otherwise specified, a scenario must run the full number of turns before Victory Conditions are checked; i.e., no sudden victory.

22.1 Control

Often, the Victory Conditions of a scenario are contingent upon the control of a hex or a number of hexes. Control of a hex is defined as the side that occupies a hex with a GO MMC or Hero or the side that last passed a GO MMC or Hero through the hex. **Different levels of a Multi-story Building, Bunkers and Caves are all considered to be a separate hex within a hex.**

If a scenario ends with a Melee persisting in a Victory Point (VP) hex, the side that controlled the hex prior to the Melee gains the VPs for the scenario.

EXAMPLE OF PLAY: BASIC INFANTRY COMBAT

The following is an example of play of infantry combat in the **Lock 'n Load Tactical System**. It details the basics of all three phases of a turn. In this situation, a group of units from the US Marine Corps (USMC) is attempting to take a Viet Cong (VC)-held position. Two VC Squads, commanded by Dobie San, are holding a cluster of Bamboo Huts in hex K4; they have a supporting Squad with an RPD MG Support Weapon, and a 60mm Mortar Weapon Team in the Light Jungle hexes near the Huts. The Americans, commanded by Sgt. Ash, have four Squads, two armed with a M-60 MG Support Weapon, and a Corpsman (see Figure 1; next page).

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

Figure 1



Turn 1 Rally Phase

Almost all scenarios begin with a side designated as having the initiative, but here we will roll for it. The players each roll 1d6; the higher result wins the initiative. The VC player rolls a 3 and the USMC player rolls a 5; USMC initiative. The USMC player goes first, but neither side has anyone to rally and no unit is in a position to swap or pick up a Support Weapon (SW).

Turn 1 Operations Phase

The USMC player has the first impulse. Although he can see the VC units on the Map, none of them are spotted yet, so they cannot be fired on. The USMC player activates Sgt. Ash's hex, J3. Sgt. Ash makes a spotting attempt against hex J5, a Light Jungle hex containing a VC Squad armed with a RPD. The intervening hex is a Road, and thus open terrain, and the Light Jungle the VC Squad occupies is degrading terrain, so the American player needs to roll 1-3

to spot the hex; and Sgt. Ash's Leadership Modifier (LM) of 1 is subtracted from the 1d6 roll. The American player rolls a 3 ($3 - 1 = 2$), and thus hex J5 is Spotted (with a marker) and Sgt. Ash is marked Ops Complete, but he can still add his LM to fire against the just-spotted hex, and he can activate units in adjacent hexes during this same impulse.

The pair of Marine Squads in J3 open fire on the VC Squad in the just-spotted hex, J5. It's two hexes away, well within their range of 6. One Squad leads the fire, with its full Inherent Firepower (IFP) of 2, and the second Squad adds half of its IFP (half of $2 = 1$); Sgt. Ash's LM (1) is also added to the attack, for a total FP of 4 ($2 + 1 + 1$). No other Die-Roll Modifications (DRMs) on the Direct Fire Table (DFT) affect the fire. The USMC player rolls 1d6 + 4. The VC player rolls 1d6 + the Target Modifier (TM) of the hex, which is +1 for the Light Jungle, but for the VC it's +2 (special rule); thus $1d6 + 2$.

The USMC player rolls a $5 + 4 = 9$
The VC player rolls a $1 + 2 = 3$

The VC player now performs a Damage Check (DC) by rolling 1d6 and adding the difference between the USMC player's modified die-roll (9) and his modified die-roll (3)—thus, 6—and checking the DFT under the appropriate column; in this case, under the Good Order MMC column. (If more than one unit was in the hex, a DC 6 would have to be rolled for each unit.) The VC player rolls $3 + 6$, for a total of 8. The Squad's Morale is 4. Since 9 is greater than or equal to twice the Morale of 4, the Squad suffers Casualties; it is replaced with a Shaken 0-3-3 Half-squad. All three American units in

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

Sgt. Ash's hex, J3, are now marked as Fired, and the Ops Complete marker is removed from Sgt. Ash (see Figure 2).

Figure 2



The Fired marker on Sgt. Ash and his two Squads means his hex, J3, a Light Jungle hex, degrading terrain, is now spotted. Since Sgt. Ash, and all Good Order, non-Wounded Leaders, can activate units in adjacent hexes, the USMC impulse continues. Knowing there are still plenty of Good Order VC units out there, the USMC player chooses to pass instead, saving the Squads in I3 and K2 for a later impulse.

The VC player activates his 60mm Mortar Weapon Team (WT) in hex I5. The Mortar has a range of 2-30 hexes so it can still fire at the Marines that are 2 hexes away. The WT meets range (2 hexes) and LOS (clear) requirements to the Marines that just fired from hex J3 (degrading-terrain hex spotted due to the Fired marker). A Mortar attack is resolved exactly like the previous fire

attack, but 2d6 is rolled and the player chooses the best (highest) result and adds the Mortar's IFP (2) to the higher die result. The USMC player rolls 1d6 and adds the TM of the Light Jungle in the hex (+1).

The VC player rolls a 3 and 4; he chooses the 4, and thus has a modified die-roll of 6 (4 + 2). The USMC player rolls a 5 + 1, for a modified die-roll of 6. The results are equal so the Mortar attack has no effect. The Mortar is marked with a Fired marker and hex J3 is marked with a Fired For Effect marker; if any unit (VC or USMC) enters the hex later this turn it will be subject to a Mortar attack.

It's now the USMC player's impulse. He decides to take a gamble and attempt to advance on the Mortar position with the Squad in I3. Without the Corpman, the Squad enters I4, and receives Opportunity Fire (OF), which erupts from the Huts in hex K4.

The VC player adds the IFP of the lead Squad in the hex (1) plus half of the supporting Squad's IFP rounded up (1: half of 1 rounded up) plus Dobie San's LM (1) plus 1 more because the USMC Squad is currently moving, thus a total FP of 4 (1 + 1 + 1 + 1). The Marines are caught out in the open, have no defensive TM, and thus have no die-roll modifier.

The VC player rolls a 6 + 4 = 10
The USMC player rolls a 2 + 0 = 2

Damage Check 8 (10 - 2) coming up!
Ouch.

The USMC player rolls a 1 + 8 = 9. Nine

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

moving (under an AM marker), for a total FP of 3. The Marines gain the +3 TM of the LC Building. Thus, both players roll $1d6 + 3$.

The USMC player rolls $4 + 3 = 7$

The VC player rolls $3 + 3 = 6$

The VC fire has no effect on the Marines. The VC Squad and Dobie San are now under a Fired marker, and hex K4 is now spotted as a result.

In the next impulse, the USMC player fires back on the VC units in the LC Building in K4. The Squad has an IFP of 2 plus the M-60's FP of 2; but firing after using AM subtracts two (-2) from the total FP of the unit (or stack, when applicable); thus the total FP is 2, and they roll $1d6 + 2$. The VC player, in the Bamboo Huts with a TM of +1, rolls $1d6 + 1$.

The American player rolls a $6 + 2 = 8$

The VC player rolls a $5 + 1 = 7$

Damage Check 1 ($8 - 7 = 1$). All VC units must roll for a DC 1, as described earlier, rolling for the Leader, Dobie San first. With a Morale of 5, he will be Shaken by a DC 1 only on a roll of 5 or 6. He rolls a 2 and passes, though, and now his LM of 1 is subtracted from the DC for the two Squads—both with a Morale of 4. The first, the one that has already fired, passes, but the second rolls a 5, which is higher than its Morale of 4, and it is Shaken—the counter is flipped. A Fired marker is placed on the USMC Squad; the AM marker remains.

Having no units left to activate, the VC player passes. The USMC player then moves his Corpsman from I3 up to I4, in

order to assist the Shaken Squad there during the Rally Phase at the start of the next turn (see Figure 4). After three straight passes, the Operations Phase ends.

Figure 4



Turn 1 Administrative Phase

All Fired, Moved, Assault Move, Spotted, FFE and Melee markers are removed.

Turn 2 Rally Phase

Roll for initiative. Both players roll a 5, thus the initiative stays with the side that had it on the last turn; USMC initiative. The Corpsman in hex I4 can attempt to rally the Shaken Squad. To do so, the Corpsman, not the Squad, has to pass a Morale Check (MC). Since the Corpsman is in a Road hex, open terrain, which provides no TM, there is no DRM; he must roll ≤ 6 with $2d6$. He rolls an 8 and the Squad remains Shaken—and exposed in the open.

The VC player now makes his rally at-

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

tempts. Of the two Shaken MMCs he has, only the Squad in the hex with Dobie San can perform a rally attempt. The Shaken Squad has a Morale of 3, but 1 can be subtracted from the roll because of Dobie San's LM and 2 can be subtracted because they are in a Bamboo Huts hex, which has a +TM; thus the Shaken Squad will rally on a 2d6 roll of ≤ 6 . The VC player rolls a 10, however, and the Squad remains Shaken.

Turn 2 Operations Phase

It's the USMC player's impulse, and he has important decisions to make. One of his Squads is exposed, but the VC don't have much Good Order FP on the Map (see Figure 5). This basic infantry example ends here, but play it out and see if the Americans can take the Bamboo Huts in K4.

Figure 5



EXAMPLE OF PLAY: BASIC ARMORED COMBAT

In this Example of Play (EoP), combat

involving armored vehicles and infantry is presented. In this situation, a light-armored recon platoon of French vehicles has been ambushed by the Soviets. The lead French ERC-90 was destroyed, and its Wreck is on the Road ahead of the remaining two ERC-90s, one commanded by Armor Leader Lt. Vallance, and an AMX-10RC (see Figure 6). It's the start of the Operations Phase and the French player has the initiative.

Figure 6



French Impulse

Lt. Vallance, now at the lead of the column, is exposed in his open turret (open is the default setting of a turret-ed-vehicle, and an open turret marker is only used if the turret faces outside the vehicle's covered arc), and he auto-spots the Soviet Half-squad in the adjacent hex, F5, but he also spots a more threatening target ahead of him, a T-72A three hexes away in hex D4, a Clear hex. He calls for fire against the Soviet tank. The first task is to determine if the round hits the target.

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

8	26	40
10	8	6
9	9	9

The French player checks the to-hit table on the back of the ERC-90's counter. The target is 3 hexes away, thus under the "8" column; for targets at a range of ≤ 8 hexes, the to-hit number is 10, rolled on 2d6. But there are Ordnance Fire Table (OFT) Die-Roll Modifiers (DRMs) to consider. That the ERC-90 is open and Lt. Vallance's LM (of 1) subtracts a total of two (-2) from the to-hit roll, but the fire goes through the Wreck hex in E5, which adds one (+1) to the roll; thus the final OFT DRM is -1, and the French player must roll an 11 or less in order to hit the T-72A. The player rolls a 6 and hits the Soviet tank. Against turreted vehicles, it needs to be determined whether the round hits the target's turret or hull. If the to-hit roll is both > 2 and an even number, the shell hits the target's turret; since the to-hit result was 6, the shell hits the Soviet tank's turret. Now, we check to see if the round penetrates the Soviet tank's turret armor—the number on the right of the /.

At this range, under the "7" column, the ERC-90 has a penetration value of 9 (bottom of the three numbers). The French player rolls 1d6 + 9. He rolls a 4 + 9, for a modified penetration value (MPV) of 13. The T-72A's frontal turret armor value is 11, so the Soviet player rolls 1d6 + 11. He rolls a 5 + 11, for a modified armor value (MAV) of 16. Since the MAV of 16 is $>$ the MPV of 13, the shell does not penetrate the Soviet tank; however, the Soviet player must roll for a Morale Check (MC) for the Soviet tank, subtracting the difference between the MAV and the MPV ($16 - 13 = 3$) from the 2d6 roll. If it fails the MC,

it is Shaken; if it passes there's no effect. The Soviet player rolls a 10 - 3, for a 7, which is $>$ its Morale of 6, thus it is Shaken. A Shaken marker is placed on the Soviet tank and a Fired marker on Lt. Vallance' ERC-90. Since the Soviet tank wasn't destroyed, an Acquiring marker is placed on the ERC-90 and an Acquired -1 marker is placed on the T-72A. If neither move, or if Lt. Vallance' tank isn't affected in any way by enemy fire, he will subtract an additional -1 OFT DRM on the next to-hit roll against the Soviet tank. The T-72A is buttoned so the ERC-90 cannot fire its MGs against the Soviet tank.

Lt. Vallance can also activate vehicle units in adjacent hexes. The ERC-90 in hex G6 decides to fire at the Soviet Half-squad armed with the RPG-7 in hex F5. It fires its 2-FP MG first. Using the same process demonstrated in the infantry EoP, the French player rolls 1d6 + 2 and the Soviet player rolls 1d6 + 1 (+1 being the TM of the Light Woods terrain it occupies). The French player rolls 5 + 2 = 7; and the Soviet player rolls 4 + 1 = 5.

The Soviet player must roll a Damage Check (DC) 2 ($7 - 5 = 2$) vs. the Half-squad's Morale of 5. He rolls 4 + 2 = 6, which is $>$ 5, so, under the DFT column for Good Order MMCs, the Half-squad is Shaken. Now the ERC-90 fires an HE round at the Half-squad. At two hexes, and with the target in Light Woods, the to-hit number is 10 but adds +1 to the roll. The French player rolls a 5 + 1 = 6, which is $<$ 8, so the HE round hits. Since the target is infantry instead of a vehicle, it is attacked with the ERC-90's HE-equivalent (4) + 1d6 vs. 1d6 for the defender (its TM was factored in to the to-hit roll). The French player rolls 4

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

+ 4 = 8, and the Soviet player rolls a 2, which results in the already-Shaken Half-squad having to roll for a DC 6 ($8 - 2 = 6$). The Soviet player rolls $2 + 6 = 8$, which is > 5 ; under the Shaken MMC column on the DFT, this results in Casualties, and the Half-squad is eliminated; its SW remains in the hex, and a Fired marker is placed on the ERC-90 (see Figure 7).

Figure 7



Soviet Impulse

The AMX-10RC's turret is currently open, and thus it is susceptible to small-arms attacks. The Soviet Squad with a PKM SW in hex G3 takes advantage of this. It has a clear LOS, and it's 4 hexes away so it can fire both its IFP of 2 and the PKM's FP of 2. The Soviet player rolls $1d6 + 4$, and the French player rolls $1d6 +$ the AMX-10RC's lowest armor factor (rear turret: 1). The Soviet player rolls $5 + 3 = 8$, and the French player rolls $3 + 1 = 4$. Since 8 is > 4 , the French player now rolls a DC 4 ($8 - 4$) and uses the Armored Vehicles' column on the DFT. He rolls $4 + 4 = 8$, which is

$>$ the AMX-10RC's Morale of 7; thus the vehicle is Shaken and the Soviet Squad is marked with a Fired marker.

French Impulse

The AMX-10RC is the French player's last non-activated unit, but Shaken vehicles cannot fire or move toward Good Order enemy units in its LOS. The French player passes.

Soviet Impulse

Lt. Ivanich and the Squad in the LC Building in hex D6 see an opportunity to Close Assault (17.1) Lt. Vallance's ERC-90. Lt. Ivanich leads his men into hex F5, which contains the burning Wreck of another ERC-90, and from there they launch their Close Assault on Lt. Vallance's tank in the adjacent hex. First, Lt. Ivanich and the Squad must pass a pre-assault MC. Since the hex contains a Wreck, which provides a +TM, two is subtracted from each MC. Lt. Ivanich checks, and he passes; his LM of 1 is now also subtracted from the Squad's MC. The Squad, with a Morale of 5, needs an 8 to pass its MC. It rolls an 8—proving how important Leadership is. Lt. Ivanich and the Squad now enter the hex with Lt. Vallance's ERC-90.

In Close Assault, units assault the vehicle individually (and, if more than one MMC or Hero is assaulting, a Leader can only add his LM to one assault). The Squad assaults the tank with its IFP (2), the HE-equivalent of its RPG-7 (2), and Lt. Ivanich's LM (1); thus it rolls $1d6 + 5$ vs. $1d6 +$ the ERC-90's lowest armor factor (all armor is 1). The Soviet player rolls $3 + 5 = 8$ vs. the French's roll of $3 + 1 = 4$. Since 8 is > 4 , Lt. Vallance

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

and his vehicle are eliminated. A Wreck marker is placed in the hex, and the Soviet units are placed under a Melee marker (see Figure 8). The Acquiring -1 marker on the T-72A is also removed.

Figure 8



With no more units left to activate, the Operations Phase ends, and the Administrative Phase clears the Map of the Fired and Melee markers. The next turn's Rally Phase will be crucial. Both sides need their armored vehicles to rally, and the initiative roll will surely result in a matter of life and death for Lt. Ilvanich and his men, as well as for the crew of the remaining ERC-90. Play it out and see what happens.

EXAMPLE OF PLAY: HELICOPTERS

In this Example of Play (EoP), combat involving helicopters and infantry is presented. In this situation, Argentine Marines are going to be inserted by helicopters (intelligence reports four helicopters in the area) into an area defended by British paras (see Figure 9).

The Brits are just short of a platoon, but they are well-armed and two of their Squads are in Rough hexes, which is excellent defensive terrain. It's the start of the Operations Phase and the Argentine player has the initiative.

Figure 9



Key Helicopter Information

- They are either in flying or hovering mode.
- Flying is a helicopter's default mode.
- They can change mode once, at any time, per impulse.
- They are always one Level above the highest terrain Level in a hex.
- They can enter a hex that contains enemy units; this doesn't cause a Melee; if enemies exchange fire they are considered adjacent.
- They have an unlimited MF but spend 1 MP per hex entered and mode changed; this is important when considering Opportunity Fire against them.
- They are always spotted.
- Only hovering helicopters can perform spotting attempts.
- A helicopter must be hovering to

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

disembark or embark passengers.

- They can move and fire without restriction during their impulse.
- Place an Ops Complete marker on helicopters that move to a new hex, change modes or unload passengers.

Argentine Impulse:



An Argentine Alouette enters the Map (in flying mode) and pops up over a Level-1 Hill in hex M7 and slows to a hover (place Hover marker on the Alouette). The British Hero and Half-squad on the Clear Level-1 Hill three hexes away are spotted but the British paras in the pair of Rough hexes are not. Hovering helicopters can spot, but the Brits take advantage of the Alouette's exposure; the Half-squad in hex K5 fires its LAW.

H	2	4	6
	10	7	3
	8	8	8

The back of the LAW's counter displays its to-hit table. At a range of 3 hexes, the British player checks under the "4" column, where the to-hit number is 7—a 2d6 roll of ≤ 7 is needed to hit the Alouette. But since the LAW is being fired at a helicopter in hovering mode, the OFT DRM of +1 is added to the roll. The British player rolls an $8 + 1 = 9$, and the LAW round screams past the Alouette. The Half-squad is marked Fired.

The Alouette now takes aim. With the Half-squad under a Fired marker and not a threat for the rest of the turn, the Argentine pilot takes aim at the Hero Beckin in hex J6, a Clear Level-1 Hill hex. Since it's in hovering mode, the Alouette must fire all its weapons at the same hex (flying helicopters can fire their weapons at targets in different hexes). The Alouette fires its 2-FP

MG first. Just as in the Infantry EoP, it's a standard DFT attack. The Argentine player rolls $1d6 + 2$, and the British player, not having a defensive TM, rolls $1d6 + 0$.

The Argentine player rolls $5 + 2 = 7$

The British player rolls $2 + 0 = 2$

Damage Check (DC) 5. ($7 - 2 = 5$). The British player rolls for the DC: $1d6 + 5$ vs. the Hero Beckin's Morale of 6. He rolls a $3 + 5 = 8$, which is $>$ the Hero's Morale; consulting the Hero column on the DFT reveals that Beckin is Wounded.

3	6	10
8	6	4
3	3	3

The Alouette then fires its rockets. At a range of 3 hexes, the to-hit number is 8; there are no DRMs. Since there is a "2x" next to the Alouette's HE-equivalent (4), it can fire twice. Its first to-hit roll is an eleven: a miss. The second roll is a 3: a hit. The target is a Leg-unit, not an armored unit, so the HE-equivalent of 4 is used instead of its penetration value on the back. The Argentine player now rolls $1d6 + 4$ vs. the British player's $1d6 + 0$.

The Argentine player rolls $4 + 4 = 8$

The British player rolls $5 + 0 = 5$

Damage Check 3 ($8 - 5 = 3$)

For the DC 3, the British player rolls a $6 + 3 = 9$. The Hero Beckin receives a second wound, and is killed—he's removed from the Map and the Alouette is marked Fired (see Figure 10; next page).

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

Figure 10



British Impulse: Knowing more Argentine helicopters are coming their way, the British player passes.

Argentine Impulse: The roar of a Puma helicopter follows the rocket fire from the Alouette.



It flies low along the Road between the Level-1 Hills. The Puma carries passengers: two Squads of Argentine Marines. The Puma as “2xPP” as its passenger capacity, and thus it can carry up to two Squads, four SWs and four SMCs. When the Puma enters hex J7, the British Squad in hex I6 fires its Blowpipe man-portable surface-to-air missile.



The Blowpipe has blue to-hit numbers and thus it can be fired at flying helicopters. The range is 3 hexes; the to-hit number is found under the “20” range column; a 6 or less is needed to hit the Puma, but there’s a +2 OFT DRM for firing at a flying helicopter. Though the odds aren’t good, the British paras operating the Blowpipe find their target; the player rolls a $4 + 2 = 6$. A hit. Now

the British player compares the Blowpipe’s penetration value at this range (5) plus 1d6 vs. the Puma’s armor value (2) plus 1d6.

The British player rolls a $3 + 5 = 8$

The Argentine player rolls a $4 + 2 = 6$

Since the British player’s Modified Penetration Value (MPV) of 8 is $>$ the Puma’s Modified Armor Value (MAV) of 6, the Puma is destroyed. Destroyed helicopters crash. 2d6 is rolled to determine the direction (colored die; 1 is north, 2 is northeast, etc.) and the distance (white die; halve the result, rounding up) the helicopter crashes.

Colored die: 5

White die: 4

The Puma crashes two hexes away in the southwest direction, in hex J8. If any units from either side were in the hex they would be attacked by a 6-FP attack. A Wreck marker is placed in the hex, and the passengers and Crew must make a Bailout Check (16.1.1). Both Squads and the Crew must roll 1d6: if the result is even, they are flipped to their Shaken side and marked Moved; if the result is odd, they are eliminated. After the rolls, one Squad and the Crew are eliminated, one Squad is left Shaken in the carnage, and the Squad that fired the Blowpipe is marked Fired (see Figure 11; next page).

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

Figure 11



British Impulse: The British player contemplates firing on or entering Melee with the Shaken Argentine Squad in the adjacent helicopter Wreck hex, but he knows the Argentines have more helicopters on the way. He passes.

Argentine Impulse: Another Alouette streams through the gap between the Level-1 Hills. With a "P" on its counter, the Alouette can carry a Half-squad, one SW and one SMC. Onboard is an Argentine Marine Half-squad. The Alouette arcs around hex L7 and doesn't stop. The British player only has small-arms left to fire, but he doesn't want to wait, to allow the Alouette to make a firing pass before disembarking its passengers. Small-arms can fire on helicopters but their range is halved (fractions rounded up). The British Squad has a range of 7, so it can fire at helicopters up to 4 hexes away ($7/2 = 3.5$ rounded up to 4) with its IFP. The Alouette is 2 hexes away: in range. The British Squad has an IFP of 1^M , but rolls 1d8 instead of 1d6 (special rule for the British in *Heroes of the Falklands*), and it also possesses a L7A2 MG SW, with a FP of 2. Lt. Abnett's Leadership Modifier (LM) of 1 is also added to the total

FP of 4 (1d8 + 4). Since the Alouette is in flying mode, 2 is subtracted from the British player's total FP. He rolls 1d8 + 2. The Argentine player rolls 1d6 + its Armor Factor of 1, thus 1d6 + 1.

The British player rolls a $7 + 2 = 9$
The Argentine player rolls a $3 + 1 = 4$

Damage Check 5 ($9 - 4 = 5$)

Both the Alouette and its passenger, the Half-squad, must take a DC 5. The Half-squad (Morale 5) rolls a $3 + 5 = 8$, and is Shaken; the Alouette rolls a $2 + 5 = 7$, and the Helicopter column on the DFT is consulted; the Alouette is Damaged.

Damaged helicopters are immediately removed from the Map; they cannot unload passengers or fire. The Alouette and its passengers are removed and the British units are marked Fired (see Figure 12).

Figure 12



British Impulse: The British player used Op Fire to damage the Alouette, so it has no more units to activate. Pass.

Argentine Impulse: The Argentine player has one more helicopter, a

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

Puma, to bring on. The Puma, carrying two Squads of Marines and Lt. Weigand, zips onto the Map, circles around the British positions (helicopters have unlimited MF) and then flies over hex K5 and fires its 2-FP MG at the British Half-squad. It's considered an adjacent attack. The Argentine player fires 1d6 + 2 (FP) + 2 (adjacency DRM), but has a -2 DRM for firing while in flying mode; thus he will roll 1d6 + 2. The British player, being in Clear terrain, rolls 1d6 + 0.

The Argentine player rolls $4 + 2 = 6$
The British player rolls $6 + 0 = 6$

The fire has no effect.

The Puma can continue flying (with a Fired marker on it; yes, this is different from ground units). It moves to hex I5 and changes to hover mode (flip the Puma; hover on back). The Marines then disembark, paying half of their MF, but since they are with Lt. Weigand they can Double-Time, thus they spend 3 of their available 6 MPs to disembark; they use the remaining 3 MPs to enter the adjacent Rough hex, I6, which contains the British paras who shot down the other Puma with a Blowpipe, for Melee. The Marines, both with an IFP of 2, have a total FP of 4. The British paras have an IFP of 1^M (the M-superscript adding another 1 to its Melee FP), for a total of 2. 4-FP vs. 2-FP is 2:1 odds for the Argentines (Kill Number of 6) and also adds 1 to his 2d6 roll, for Lt. Weigand's LM.

The Argentine player rolls a $7 + 1 = 8$

The British Squad is eliminated, but first they get to counterattack, and they

can attack both or one of the Argentine Squads. He has a better chance against one Squad, with an IFP of 1^M (2) vs. 2, for 1:1 odds and a Kill Number of 8. (**Note:** In *Heroes of the Falklands*, the British roll 1d8 + 1d6 instead of 2d6 in Melee).

The British player rolls a 9, taking an Argentine Squad down with them.

Lt. Weigand, one Argentine Squad and the abandoned British Blowpipe are left in the hex under a Melee marker. The Puma remains in hex I5, in hover mode, under a Fired marker (see Figure 13).

Figure 13



The Argentine impulse is over, and with no more units to activate on either side, the turn's Operations Phase concludes as well. The Administrative Phase follows, but the Helicopter EoP ends here. Finish it off and see if the Argentines can eliminate the rest of the British paras.

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

Glossary

1d6: Roll of one die

2d6: Roll of two dice

AP: Administrative Phase

APC: Armored Personnel Carrier. A lightly armored vehicle used to transport troops; for example, the M-113

AM: Assault Move

ATG: Anti-Tank Gun

ATR: Anti-Tank Rifle

BC: Bailout Check

CA: Close Assault

DC: Damage Check

DFT: Direct Fire Table

DRM: Die-Roll Modification

DT: Double-time

FFE: Fire For Effect

FP: Firepower

GO: Good Order

HE: High Explosive

HEAT: High Explosive Anti-Tank

IFP: Inherent Firepower; the FP printed on a counter. Example: a U.S. Army Squad's IFP is 2

INFANTRY: Generic term that includes all MMC and SMC counters

KN: Kill Number (Melee)

LAW: Light Anti-tank Weapon

LC: Low Crawl

LM: Leadership Modifier

LOS: Line of Sight

LR: Leadership Range

MAV: Modified Armor Value

MF: Movement Factor

MG: Machine Gun—normally interchangeable with LMG, but also used to denote machine-gun Weapon Teams (3/4" counters).

MMC: Multi-Man Counter (Squad, Half-squad, Crew, Weapon Team)

MC: Morale Check

MP(s): Movement Point(s)

MPV: Modified Penetration Value

MT: Melee Table

O: Denotes an Off-road vehicle

OC: Operations (Ops) Complete

OF: Opportunity Fire

OFT: Ordnance Fire Table

OP: Operations Phase

ORDNANCE: Ordnance is weapon that has a to-hit table on the back of the counter. They include Support Weapons (such as the LAW and RPG-2), Weapon Teams (such as the 75mm Recoilless Rifle (RR)), and vehicle- or helicopter-mounted weapons (such as the M48 tank's 90mm cannon or the Huey's rockets). These weapons use the OFT to determine modifications to their To Hit die rolls.

P: Denotes a vehicle that can carry passengers inside—up to one Half-squad, one SW, and one SMC

PO: Denotes a vehicle that can carry passengers outside—up to one Half-squad, one SW, and one SMC

PP: Denotes a vehicle that can carry passengers inside—up to one Squad, two SWs, and two SMCs

PPO: Denotes a vehicle that can carry passengers outside—up to one Squad, two SWs, and two SMCs

PPPP: Denotes a vehicle that can carry passengers inside—up to two Squads, four SWs, and two SMCs

R: Denotes a Road vehicle

RP: Rally Phase

RPG: Rocket-Propelled Grenade

RR: Recoilless Rifle

SMC: Single-Man Counter (Leader, Hero, Sniper, Medic)

SR: Self-Rally

SSR: Special Scenario Rule

SM: Stealth Movement

SW: Support Weapon

T: Denotes a Tracked vehicle

TEC: Terrain Effects Chart

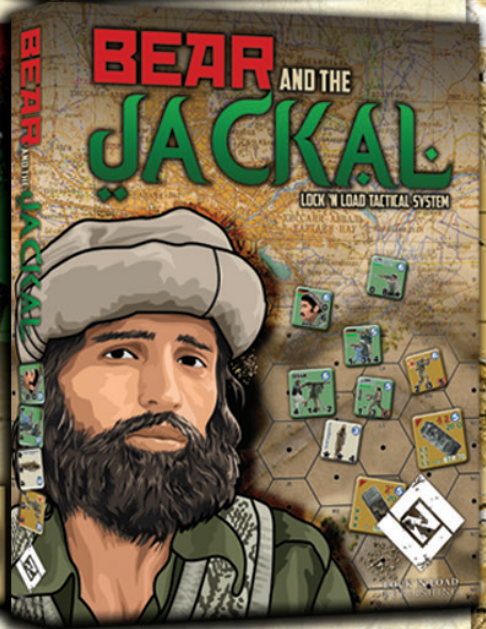
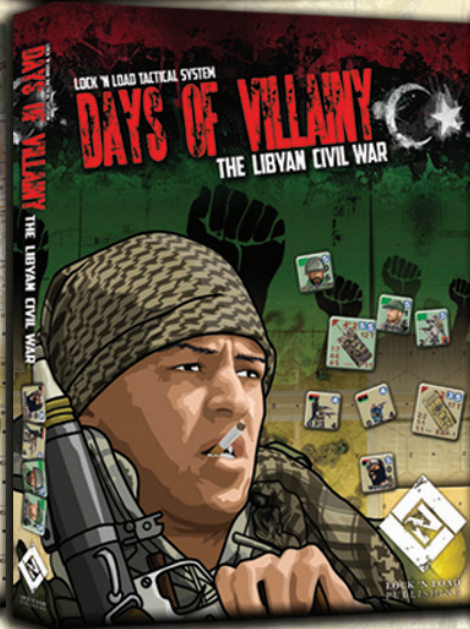
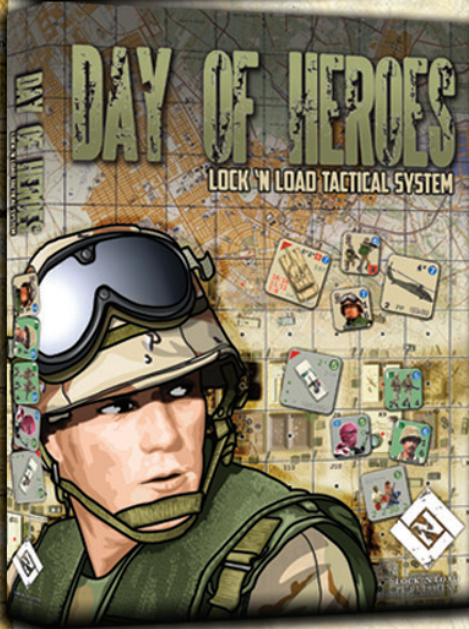
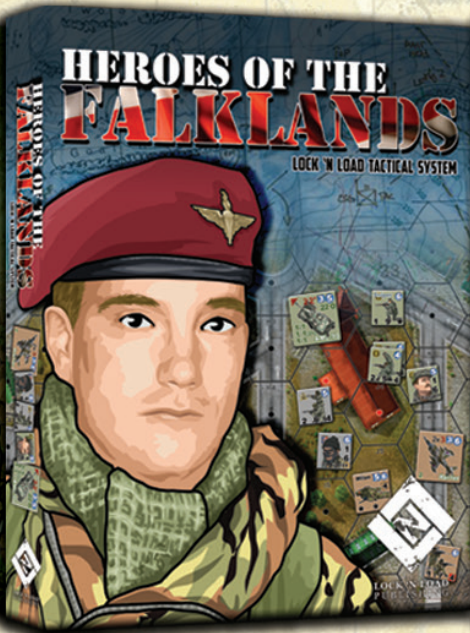
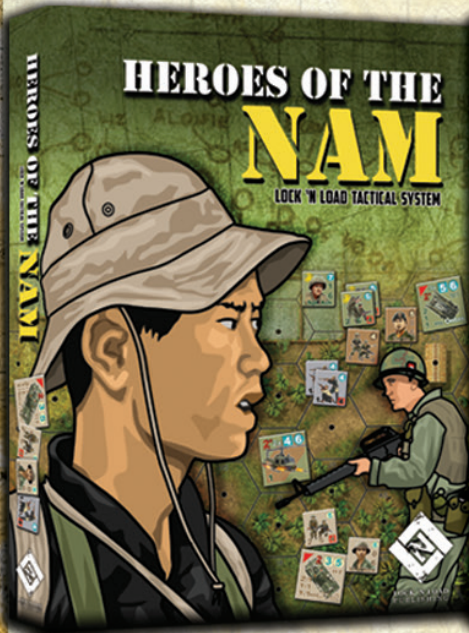
TM: Terrain Modifier, also known as terrain Target Modifier

UNIT: Generic term that includes all movable units—tanks, MMCs, etc.

VP(s): Victory Point(s)

WT: Weapon Team

LOCK 'N LOAD TACTICAL MODERN ERA READY TO DEPLOY:



LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

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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 family, friends and, of course, our customers.

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

Rule Reference Table

COMBINED FIREPOWER

$\text{FP}_{\text{combo}} = \text{FP}_{\text{lead}} + \Sigma(\frac{1}{2} * \text{FP}_{\text{support}})$ round up
** Supporting Heroes, MGs, Flamethrowers and Satchel Charges don't halve FP*

DAMAGE CHECK

$\text{DC} = \text{D6} + (\text{A} - \text{D}) - \text{L}$

DIRECT FIRE

$\text{A} = \text{D6} + \text{FP}_{\text{combo}} + \text{DFT}$
 $\text{D} = \text{D6} + \text{TM}$

If $\text{A} > \text{D}$:

MELEE

• Cannot be entered via Assault Move

$\text{ODDS} = \frac{\Sigma \text{attacker FP}}{\Sigma \text{targets FP}}$
** units marked ^M get +1 FP*

• Attacking Heroes shift one column right

$\text{A} = \text{D6} + \text{L}$

• Targeted units eliminated if $\text{A} \geq \text{Kill \#}$

• Defender is allowed to counterattack before casualties are removed

ODDS	1:3	1:2	2:3	1:1	3:2	2:1	3:1	4:1	5:1
KILL #	11	10	9	8	7	6	5	4	3

SNIPER FIRE

• A Sniper can target only one unit in a hex, chosen randomly if need be

$\text{A} = \text{D6} + \text{DFT}$

$\text{D} = \text{D6} + \text{TM}$

If $\text{A} > \text{D}$:

• Lone Snipers get 2x TM when fired upon by anything except Artillery, Mortars and enemy Snipers

SMALL-ARMS VS ARMOR

$\text{A} = \text{D6} + \text{FP}_{\text{combo}} + \text{DFT}$
 $\text{D} = \text{D6} + \text{TM} + \text{AV}_{\text{lowest}}$

If $\text{A} > \text{D}$:

• for vehicle and each external passenger; all passengers if open.

• Shaken passengers must disembark

• Unshaken passengers *may* disembark

SMALL-ARMS VS UNARMORED

$\text{A} = \text{D6} + \text{FP}_{\text{combo}} + \text{DFT}$
 $\text{D} = \text{D6} + \text{TM}$

If $\text{A} > \text{D}$:

• for vehicle and passengers

• Shaken passengers must disembark

• Unshaken passengers *may* disembark

ONBOARD MORTAR FIRE

- Cannot fire from Building or Forest hexes
- No Opportunity Fire
- Attacks open and buttoned armor (rule change, 17.4)
- Good Order Leader/Scout can call indirect fire after successful spotting

$\text{A} = \text{D6} + \text{FP} + \text{DFT}^{\dagger}$

**choose higher die*

† ignore degrading terrain and leadership if indirect fire

$\text{D} = \text{D6} + \text{TM} + \text{AV}_{\text{lowest}}$

If $\text{A} > \text{D}$:

- Mark target hex with FFE marker
- Units entering hex after initial attack are also attacked

OFF-BOARD ARTILLERY

- Attacks open and buttoned armor (rule change, 17.4)
- Leader/Scout can call Artillery fire on target hex within LOS once per turn
- Limited by scenario

• US can roll

• ≤ 3 : additional call past limit

• > 3 : no more calls

Roll to place Spotting Round

$\text{Drift} = \frac{1}{2} (\text{D6} + \text{DT} - \text{L})$ round up fractions

$\text{Direction} = \text{D6}$

• 1=N 2=NE 3=SE 4=S 5=SW 6=NW

• If Spotting Round is within LOS, Leader/Scout can:

• Adjust target hex by one hex within LOS

• Abort fire

• Fire affects target and all six surrounding hexes

$\text{A} = \text{D6} + \text{FP}$

$\text{D} = \text{D6} + \text{TM}$

If $\text{A} > \text{D}$:

• Mark target hex with FFE marker

• Units entering hex after initial attack are also attacked

CLOSE ASSAULT

• Target vehicle hex cannot contain Good Order enemy units

• Units must pass preliminary VM^*

** -2 if assaulting from positive TM*

• Each unit Close Assaults individually

$\text{A} = \text{D6} + \text{FP} + \text{HE}^{\dagger} + \text{L}^{\dagger}$

† one anti-tank weapon

† can assist only one unit

$\text{D} = \text{D6} + \text{AV}_{\text{lowest}}$

If $\text{A} > \text{D}$: Vehicle Destroyed

Else: Assaulting unit returns to previous hex

ORDNANCE VS UNARMORED

$\text{O} = \text{D6} + \text{DFT}$

** 2 always hits, 12 always misses*

If Hit: Target Destroyed and

• If target survives place Target Acquisition marker

ICON LEGEND

= D6

= Attack Roll

= Defense Roll

= To Hit Roll

= Firepower

= Eligible Leadership

= Morale

= Heat Round

= HE Equivalent

= Penetration Value

= Armor Value

= Damage Check

= Morale Check

= Bailout Check

= DFT Modifiers

= OFT Modifiers

= Terrain Modifier

= Degrading Terrain*

** 1 per degrading hex, max 2*

ORDNANCE VS INFANTRY

$\text{O} = \text{D6} + \text{DFT}$

** 2 always hits, 12 always misses*

If Hit:

$\text{A} = \text{D6} + \text{HE}^*$

** -1 if HE , +1 if target moved*

$\text{D} = \text{D6}$

If $\text{A} > \text{D}$:

• If target survives place Target Acquisition marker

ORDNANCE VS ARMOR

$\text{O} = \text{D6} + \text{DFT}$

** 2 always hits, 12 always misses*

If Hit:

$\text{A} = \text{D6} + \text{PV}^{\dagger}$

† $\frac{1}{2} \text{PV}$ if HE vs red AV

• $\text{A} > 2$ and even hits turret

$\text{D} = \text{D6} + \text{AV}$

• $\text{A}_{\text{die}} = 6$, $\text{D}_{\text{die}} = 1$ Target Destroyed,

• $\text{A}_{\text{die}} = 1$, $\text{D}_{\text{die}} = 6$ Dud Round (Miss)

• $\text{A} > \text{D}$ Target Destroyed,

• $\text{A} = \text{D}$ Vehicle

• Pass: Vehicle Shaken

• Fail: Crew Abandons and

• $\text{A} < \text{D}$ Vehicle - ($\text{D} - \text{A}$)

• Pass: No effect

• Fail: Vehicle Shaken

• If target survives place Target Acquisition marker

VEHICLE OVERRUN

• Target must be in Clear (or other open terrain), Brush, Low Crops or Wheat Field

• Costs +4 MPs

$\text{A} = \text{D6} + 2 + \text{L} + \text{HE} + \Sigma \text{MG FP}$

$\text{D} = \text{D6}$

$\text{DC} = \text{D6} + (\text{A} - \text{D}) - \text{L}$

• Good Order survivors can immediately Close Assault (17.1)

• If vehicle survives Close Assault and remains in hex, units must retreat one hex

• Shaken WTs eliminated

LOCK 'N LOAD TACTICAL v4.1 MODERN ERA EDITION RULES

Rule Reference Table



STACKING LIMIT

- 3 Squads, 2 Vehicles and 2 SMCs per hex
- Stacking limits apply at all times

INITIATIVE CHECK

- Each player rolls
- Higher roll gains initiative
- On ties, initiative remains as before

MORALE CHECK

=

Passed if ≤

RALLY ATTEMPT

- Good Order Leader or Hero must be present*

** except Vehicles and SR units*

- Leaders rally first
- Unit must pass - {-2*}

** if in terrain with positive*

SPOTTING CHECK

Roll: * + -

** -2 for Scouts*

- If target terrain is blocking:
 - Spotted on ≤ 2
- If target terrain is degrading:
 - Spotted on ≤ 3

LAYING SMOKE

- Good Order MMCs only in own or adjacent hex

≤ 2 lays Smoke (note: not always 2)

HERO CREATION

- Possible whenever a 1 is rolled during a Squad or Half-squad's
- Roll and if even:
 - Randomly pick a Hero and Skill

BAILOUT CHECK

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If Even: Shaken

If Odd: Eliminated

EXTENDED RANGE

- Units with boxed black **RANGE** can fire at up to 2x printed range
 - $\frac{1}{2}$ at greater than printed range (rounded up)

ASSAULT MOVEMENT

- Units with boxed red **MF** and all vehicles can AM
 - Leaders can AM with eligible units
- Can move up to $\frac{1}{2}$ MF (round up) and fire with penalty
 - Direct Fire: - 2
 - Ordnance: as indicated on the
- Can fire on same impulse or a later impulse to fire

DOUBLE-TIME

- No Weapon Teams
- Units start and move with Good Order Leader
- Unit's MF + 2 but not > Leader's MF

LOW CRAWL

- No Weapon Teams
- Entire impulse to move one hex
- Not automatically spotted unless:
 - In Clear terrain
 - Adjacent to enemy unit

STEALTH MOVEMENT

- Units with boxed yellow **MF** can move up to $\frac{1}{2}$ MF (round up) and fire with Assault Movement penalty*
 - * Scouts do not suffer penalty*
- Not automatically spotted unless:
 - Fired
 - In Clear terrain in LOS of Good Order enemy unit
- Can be used to enter Melee

NIGHT COMBAT

- Can spot, fire, and see normally within two hexes
- Can fire past two hexes *only* if target has Fired marker on it, with the following penalties:
 - - 3
 - + 3

STARSHELLS

- Leaders/Heroes can fire a Starshell into any hex within 3 hexes of their position
 - - ≤ 2 succeeds (note: not always 2)
- Starshell removes Night Combat restrictions on target hex and surrounding hexes
- Starshell removed during the Admin Phase

OUTLINE OF PLAY (2.0)

RALLY PHASE (3.0)

- Roll 1d6 for Initiative
- Rally / Heal eligible units; combine Half-squads in to Squads
- Good Order MMCs / SMCs pick up Support Weapons

OPERATIONS PHASE (4.0)

- Alternate impulses to move, fire or conduct other operations
- Phase ends after three consecutive passes

ADMINISTRATIVE PHASE (9.0)

- Remove Admin markers (including Spotted markers)
- Flip or remove Smoke (7.0), remove Starshell markers (20.2)
- Remove FFE markers (18.1, 18.2)

SPOTTING (10.1)

- 1d6 of 2 or less in blocking terrain
- 1d6 of 3 or less in degrading terrain
- Subtract Leadership Modifier (LM)
- +1 for each degrading hex LOS passes through
- Optional: -1 if vehicle is target

MELEE (8.0)

Atk: IFP + eligible SWs vs. Def: IFP + eligible SWs

- Roll 2d6, add LM, resolve, but before casualties are removed, defender counterattacks
- Hero shifts odds 1 column right when attacking

DIRECT FIRE COMBAT (5.0)

1. Atk: FP + 1d6 + DFT DRMs
2. Def: 1d6 + Terrain Modifiers (TMs)
3. Damage Check (DC) Resolution:
 - Add difference between Atk and Def modified die-rolls to 1d6
 - versus the defender's Morale (DRM: - LM in hex)

ORDNANCE (14.0)

Must 'hit' to do damage (see Ordnance Chart on back of unit)

CLOSE ASSAULTING VEHICLES (17.1)

Each unit must pass a Morale Check (1.5)

- MMC / Hero adds 1d6 + FP + HE (SW) + LM
- Vehicle adds 1d6 + lowest armor factor

If Attack die-roll > vehicle/Def die-roll, the vehicle is destroyed!

OVERRUN (15.3)

In Clear (or other non-water, open terrain), Brush, Low Crops or other pertinent module-specific terrain. Costs the vehicle +4 MPs to enter Overrun hex

- Vehicle rolls 1d6 + 2 + HE + MGs + Armor LM; MGs with an asterisk* can only be added if the vehicle is open; defender rolls 1d6

If vehicle's modified die-roll > defender/target's modified die-roll:

All defenders must take a DC