

# LOCK 'N LOAD TACTICAL NATIONALITY CAPABILITIES



LOCK 'N LOAD  
PUBLISHING

**REVISION 8.0**  
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# LOCK 'N LOAD TACTICAL SYSTEM NATIONALITY CAPABILITIES

Red Numbers = Assault Move (Section 6.1)

Yellow Numbers - Stealth Move (Section 6.4)

Bold Black Numbers = Extended Range (Section 5.4)

“A” Superscript = Assaulters (Section 5.6)

“M” Superscript = Melee (Section 8.5)

“E” Superscript = Well-Equipped/Trained (Section 5.7 - Heroes of North Africa)

“\*” Superscript = Unpredictable (Section 13.1.1 - Heroes of North Africa)

## ALLIES

Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Heroes of Normandy	US Paratrooper	2-5-4-6/6	1-4-4-6/6	N/A	2	2
Heroes of Normandy	US Glider	1-6-4-5/5	1-5-4-5/5 0-5-4-5/5	Odd DR Even DR	2 2	2 2
Heroes of the Pacific	US Marines	N/A	3-2-4-6/6	N/A	2	3
Heroes of the Pacific	US Marines	2-6-4-6/6	1-6-4-6/6	N/A	2	3
Heroes of the Pacific	US Army	1-6-4-5/6	1-5-4-5/6	N/A	2	3
Heroes of the Pacific	US Army	1-6-4-4/5	1-4-4-4/5	N/A	2	3
Heroes of the Pacific	US Army	1-6-4-5/5	1-5-4-5/5	N/A	2	3
Noville	US Army 28th Infantry Division	1-6-4-4/5	1-5-4-4/5 0-5-4-4/4	Odd DR Even DR	2 2	2 2
Noville	US Army Combat Command B (CCB)	1-6-4-5/5	1-5-4-5/5 0-5-4-5/5	Odd DR Even DR	2 2	2 2
Heroes of North Africa	US Army	1-6-4-4/5	0-5-4-4/5	N/A	2	2
Heroes of Normandy	British Airborne	<sup>A</sup> 1 <sup>M</sup> -6-4-6/6	1-5-4-6/6	N/A	2	2
Heroes of Normandy	British/Free French Commando	2-4-4-6/6	1-4-4-6/6	N/A	2	2
Heroes in Defiance / Heroes of North Africa	British Army	1-7-4-6/6	1-5-4-6/6	N/A	2	2
Heroes in Defiance / Heroes of North Africa	British Army	1-7-4-5/5	1-5-4-5/5 0-5-4-5/5	Odd DR Even DR	2 2	2 2

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Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Heroes of the Motherland	Russian Line Infantry	1-4-4-5/5	1-3-4-4/4	N/A	1	1
Heroes of the Motherland	Russian Line Infantry	1-4-4-5/4	1-3-4-4/4	N/A	1	1
Heroes of the Motherland	Russian Guards	2-2-4-6/6	1-3-4-6/6	N/A	2	2
Heroes of the Motherland	Russian Guards	2-2-4-5/5	1-3-4-5/5	N/A	2	2
Heroes of the Motherland	Partisan	0-3-4-5/4	0-2-3-5/4	N/A	*	1
Heroes in Defiance	French Army	1-6-4-5/5	1-4-4-5/5	N/A	2	2
Heroes in Defiance	French Army	1-5-4-5/4	0-4-4-5/4	N/A	2	2
Heroes of North Africa	French Army	1-6-4-5/5	1-4-4-5/5	N/A	0	0
Heroes of North Africa	French Foreign Legion	2-3-4-6/6	1-3-4-6/6	N/A	0	0
Heroes in Defiance	French Corps Fracs	2-3-4-6/6	1-3-4-6/6	N/A	2	2
Heroes in Defiance	French Cavalry	1-4-12-5/5	0-4-12-5/5	N/A	2	2
Heroes in Defiance	Belgian Chasseurs	1-5-4-5/6	0-5-4-5/6	N/A	2	2
Heroes in Defiance	Dutch Army	1-5-4-5/5	0-5-4-5/5	N/A	2	2
Heroes in Defiance	Dutch Army	1-5-4-4/4	0-5-4-4/4	N/A	2	2

# LOCK 'N LOAD TACTICAL SYSTEM NATIONALITY CAPABILITIES

## AXIS

Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Heroes of Normandy/			1-5-4-5/5	Odd DR	2	2
Heroes of the Motherland/ Heroes in Defiance	German Wehrmacht	1-6-4-5/5	0-5-4-5/5	Even DR	2	2
Heroes of Normandy/ Heroes of the Motherland	German Wehrmacht	2-6-4-5/5	1-5-4-5/5	N/A	2	2
Heroes of Normandy/ Heroes of the Motherland	German Wehrmacht	1-4-4-5/5	0-4-4-5/5	N/A	2	2
Heroes in Defiance	German Wehrmacht	1-4-4-5/5	1-3-4-5/5	N/A	2	2
Heroes of the Motherland	German Wehrmacht	1-4-4-4/4	0-3-4-4/4	N/A	2	2
Heroes of the Motherland	German Wehrmacht	1-6-4-6/6	1-5-4-5/5	N/A	2	2
Heroes of North Africa	German Afrika Korps	1-6-4-5/5	1-5-4-5/5	N/A	2	2
Heroes in Defiance	German Wehrmacht Motorcycle	1-4-20-5/5	1-3-20-5/5	N/A	2	2
Noville	German Volksgrenadier	2-6-4-5/4	1-6-4-5/4	N/A	2	2
Noville	German Volksgrenadier	1-6-4-5/4	1-5-4-5/4	N/A	2	2
Heroes of Normandy/ Heroes of the Motherland/ Dark July 43	German Waffen SS	2-6-4-5/5	1-5-4-5/5	N/A	2	2
Dark July 43	German Waffen SS	2-3-4-5/5	1-3-4-5/5	N/A	2	2
Heroes of Normandy/ Heroes of the Motherland	German Waffen SS	1-6-4-5/5	1-5-4-5/5	N/A	2	2
Heroes in Defiance	German Waffen SS	1-4-4-5/5	0-3-4-5/5	N/A	2	2
Heroes of Normandy	German Fallschirmjager	3-3-4-6/6	2-2-4-6/6	N/A	2	2
Heroes of Normandy	German Fallschirmjager	2-3-4-6/6	1-2-4-6/6	N/A	2	2

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Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Heroes in Defiance	German Fallschirmjager	2-3-4-6/6	2-2-4-6/6 1-2-4-6/6	Even DR Odd DR	2 2	2 2
Heroes of the Motherland	German Pioneer	2-3-4-6/6	1-3-4-6/6	N/A	2	2
Heroes of the Motherland	German Pioneer	2-3-4-5/5	1-3-4-5/5	N/A	2	2
Heroes of North Africa	Italian Royal Army	1-5-4-*5/*4	1-4-4-*5/*4 0-4-4-*4/*4	Odd DR Even DR	2 2	1 1
Heroes of North Africa	Italian Royal Army	1-4-4-*4/*4	0-4-4-*4/*4	N/A	2	1
Heroes of North Africa	Italian Bersaglieri	1 <sup>B</sup> -6-4-5/5	1-4-4-5/5	N/A	2	2
Heroes of North Africa	Italian Alpini	<sup>A</sup> 1-6-4-6/6	1-4-4-6/6	N/A	2	2
Heroes of North Africa	Italian Folgore	2-3-4-6/6	1-3-4-6/6	N/A	2	2
Heroes of North Africa	Italian Folgore	1-5-4-6/6	1-3-4-6/6	N/A	2	2
Heroes of North Africa	Italian Horse Cavalry (1)	1-4-12-5/6	0-4-12-5/6	N/A	0	0
Heroes of North Africa	Italian Motorcycle (2)	1-4-20-5/5	0-4-20-5/5	N/A	0	0
Heroes of the Pacific	Japanese Squad	1-5-4/5	1-3-4/6	1-2-4/7 (3)	2	2
Heroes of the Pacific	Japanese Squad	1-4-4/4	1-3-4/5	1-2-4/6 (3)	2	2

(1) Use Royal Army Units for Dismounted Status. Use a 1-5-4-\*5/\*4 for Full Squad and a 1-4-4-\*5/\*4 for a Half-Squad.

(2) Use Bersaglieri Units for Dismount Status. Use a 1E-6-4-5/5 for Full Squad and a 1-4-4-5/5 for a Reduced Squad.

(3) Japanese Half-Squads reduce to this Remnant Unit.

# LOCK 'N LOAD TACTICAL SYSTEM NATIONALITY CAPABILITIES

## VIETNAM

### ALLIES (US, Australian/New Zealand, ARVN)

Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Heroes of the Nam	US Army	2-6-4-5/5	1-5-4-5/5	N/A	3	3
Heroes of the Nam	US Army	2-5-4-5/4	1-5-4-5/4	N/A	3	3
Heroes of the Nam	US Army	2-6-4-5/5	1-5-4-5/4	N/A	3	3
Heroes of the Nam	US Army LRRP	3-5-5-6/6	2-4-4-6/6	N/A	3	3
Heroes of the Nam	US Marine	3-6-4-5/6	2-5-4-5/5	N/A	3	3
Heroes of the Nam	US Marine	2-6-4-5/6	1-5-4-5/5	N/A	3	3
Heroes of the Nam	ARVN	2-4-4-4/4	1-3-4-4/3	N/A	1	1
Heroes of the Nam	ARVN	1-4-4-4/4	0-3-4-4/3	N/A	1	1
Heroes of the Nam	ANZAC	1 <sup>M</sup> -7-4-5/5	1-6-4-5/5	N/A	2	2

### COMMUNISTS (NVA, VC)

Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Heroes of the Nam	NVA	2-5-4-5/5	1-4-4-5/4	N/A	2	2
Heroes of the Nam	NVA	2-4-4-5/5	1-4-4-5/4	N/A	2	2
Heroes of the Nam	VC	1-4-3-4/3	0-3-3-4/3	N/A	1	1
Heroes of the Nam	VC	1-4-4-4/4	1-3-4-4/3	N/A	1	1

## FALKLANDS

### BRITISH

Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Heroes of the Falklands	Royal Marines	<sup>D8</sup> 1 <sup>M</sup> -7-4-6/6	<sup>D8</sup> 1 <sup>M</sup> -6-4-6/6	N/A	2	3
Heroes of the Falklands	British Gurkas	2 <sup>M</sup> -6-4-5/5	1 <sup>M</sup> -6-4-5/5	N/A	2	3
Heroes of the Falklands	British Paratroopers	<sup>D8</sup> 1 <sup>M</sup> -7-4-6/6	<sup>D8</sup> 1-6-4-6/6	N/A	2	3

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## ARGENTINE

Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Heroes of the Falklands	Argentine Army	2-5-4-4/4	1-4-4-4/4	N/A	2	3
Heroes of the Falklands	Argentine Marine	2-6-4-5/5	1-5-4-5/5	N/A	2	3
Heroes of the Falklands	Argentine Amphib Commandos	3-3-4-6/6	2-2-4-6/6	N/A	2	3

## SOMALIA UN (US/PAKISTAN)

Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Day of Heroes	US Rangers	3-6-4-6/6	2-5-4-6/6 1-5-4-6/6	Even DR Odd DR	1	3 (1)
Day of Heroes	US DELTA Force	N/A	2 <sup>M</sup> -3-5-6/6	N/A	1	3 (1)
Day of Heroes	US 10th Mountain	2-6-4-5/5	1-5-4-5/5	N/A	1	3 (1)
Day of Heroes	US SEAL	N/A	2-3-4-6/7	N/A	1	3 (1)
Day of Heroes	Pakastani	2-4-4-5/4	1-3-4-5/4	N/A	0	N/A

## SOMALI

Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Day of Heroes	Somali Mob	N/A	0 <sup>+2M</sup> - 0 - 2	N/A	N/A	N/A
Day of Heroes	Somali Militia	1-3-4-5/X	0-2-4-4/X	N/A	N/A	N/A
Day of Heroes	Somali Militia	0-3-4-4/X	0-2-4-4/X	N/A	N/A	N/A

(1) No Night Scenarios exist at this time for Day of Heroes. This value will be noted in an SSR for any scenarios that may be designed for Night Actions.

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## World War III (1985)

### NATO

Module	Nationality/ Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Heroes Against the Red Star	US Army	2-6-4-5/6	1-5-4-5/6	N/A	2	3
Heroes Against the Red Star	US Army	2-6-4-5/5	1-5-4-5/5	N/A	2	3
Heroes Against the Red Star	US Army	2-7-4-5/6	1-5-4-5/5	N/A	2	3
Heroes Against the Red Star	US Army	2-5-4-5/4	1-5-4-5/5	N/A	2	3
Heroes Against the Red Star	French Army	2-6-4-6/6	1-6-4-6/5	N/A	2	3
Heroes Against the Red Star	French Army	2-6-4-5/5	1-5-4-5/5	N/A	2	3
Heroes Against the Red Star	French Army	2-6-4-5/4	1-5-4-5/4	N/A	2	3
Heroes Against the Red Star	French Army	2-5-4-4/4	1-4-4-4/4	N/A	2	3
Heroes Against the Red Star	West Ger- man Army	2-5-4-5/5	1-4-4-5/5	N/A	2	3

### Warsaw Pact

Module	Nationality/ Unit	Full Squad	Half Squad	Creation	Smoke Capability	Star Shell
Heroes Against the Red Star	Soviet	3-3-4-6/6	2-3-4-6/6	N/A	2	3
Heroes Against the Red Star	Soviet	2-5-4-5/5	1-4-4-5/4	N/A	2	3
Heroes Against the Red Star	Soviet	2-6-4-5/5	1-5-4-5/5	N/A	2	3
Heroes Against the Red Star	Soviet	2-3-4-5/5	1-4-4-5/4	N/A	2	3
Heroes Against the Red Star	Soviet	2-3-4-5/4	1-4-4-5/4	N/A	2	3



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## Afghanistan

### Mujahideen

Module	Nationality/ Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
The Bear & the Jackal	Afghanistan Mujahideen	1-6-4-5/5	0-4-4-5/5	N/A	1	1
The Bear & the Jackal	Afghanistan Mujahideen	1-3-4-5/5	0-2-4-5/5	N/A	1	1

\* See World War III Soviets above for Soviet Units

## Libyan Civil War

### Loyalists

Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Days of Villainy	Mercenaries	2-5-4-5/5	1-4-4-5/4	N/A	*	*
Days of Villainy	Loyalists	1-4-4-4/4	0-3-4-4/3	N/A	*	*

### NTC Rebels

Module	Nationality/Unit	Full Squad	Half Squad	Half Squad Creation	Smoke Capability	Star Shell
Days of Villainy	NTC	0-3-4-4/4	0-2-4-4/3	N/A	*	*
Days of Villainy	Katiba Misratah/Katiba Tigers/Al-Saika	1-3-4-4/4	0-2-4-4/4	N/A	*	*

\* 0 unless modified by SSR

# LOCK 'N LOAD TACTICAL SYSTEM NATIONALITY CAPABILITIES

## CREDITS

### EXECUTIVE PRODUCER

David Heath

### RESEARCH & DESIGN

Ralph Ferrari

### LEAD SERIES DESIGN & DEVELOPMENT

Jeff Lewis

### COVER ART

David Julien

### GRAPHIC DESIGN & LAYOUT

Blackwell Hird

### WHY WE DO WHAT WE DO

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