

# LOCK 'N LOAD TACTICAL QUICK REFERENCE



**RULESET v5.0**  
LOCK 'N LOAD PUBLISHING



**Direct Fire Summary [5.0]:**

1. Attacker 1d6 + Firepower +/- DFT Modifiers.
2. Defender 1d6 + Target Modifiers (Sometimes referred to as Terrain Target modifiers).
3. Compare the Attacker's result vs the Defender's result.
4. If the Attacker's result is higher, all units in the target hex conduct a Damage Check. If not the result is no effect.

**DIRECT FIRE TABLE DIE-ROLL MODIFIERS**

<b>Circumstances</b>	<b>Effect on Die-Roll</b>
Leadership Modifier (LM, 5.0.1, 11.1.1)	<b>+ Leadership (LM)</b>
Target unit is in an adjacent hex (5.0)	<b>+2</b>
Target is a non-vehicle unit marked with a Moved or Assault Moved marker or currently moving (not Low Crawling or Stealth (6.0))	<b>+1</b>
Per degrading-terrain hex through which the LOS passes (maximum of two; a third degrading hex blocks LOS, 10.3)	<b>-1</b>
Target unit is a vehicle currently moving or marked with Moved or Assault Move marker (15.1, 15.2) or hovering Helicopter (19.2)	<b>-1</b>
Attacking unit is a passenger on (not in) non-moving vehicle (16.2) or in (firing out of) a hex containing Smoke (7.0)	<b>-1</b>
Vehicle-mounted MG firing after vehicle pivots in hex without moving to a new hex.	<b>-1</b>
Helicopter: Either attacking it or being the target of one while it is in Flying Mode (19.2)	<b>-2</b>
Attacking unit is a passenger on (not in) moving vehicle (16.2)	<b>-2</b>
Vehicle mounted MG or eligible MMC/SMC firing after Assault Movement (6.1, 15.2) or using Assault Fire (6.1.1). Modifier is per stack, not per unit.	<b>-2</b>
Firing during a night scenario at a unit that is either not within two hexes or not illuminated by a Starshell (20.2)	<b>-3</b>
Defending unit's die-roll modifications per Target Terrain (5.0) See TEC - Maximum Terrain Target Modifier is +4	<b>+/- TM</b>



**Direct Fire Damage Check Reference Table:** This is a tool that can be used to assist players in confirming if a Damage Check is required and the Dice-Roll Modifier to apply to the Damage Check.

DIRECT FIRE DAMAGE CHECK REFERENCE TABLE												
ATTACKER MODIFIED RESULT	DEFENDER MODIFIED RESULT											
		1	2	3	4	5	6	7	8	9	10	11
	1	-	-	-	-	-	-	-	-	-	-	-
	2	DC+1	-	-	-	-	-	-	-	-	-	-
	3	DC+2	DC+1	-	-	-	-	-	-	-	-	-
	4	DC+3	DC+2	DC+1	-	-	-	-	-	-	-	-
	5	DC+4	DC+3	DC+2	DC+1	-	-	-	-	-	-	-
	6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-	-	-	-	-
	7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-	-	-	-
	8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-	-	-
	9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-	-
	10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-
	11	DC+10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-
	12	DC+11	DC+10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1
	13	DC+12	DC+11	DC+10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2
	14	DC+13	DC+12	DC+11	DC+10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3
( - ) No Effect												
( DC ) Damage Check Required												
( +# ) Damage Check Dice-Roll Modifier												

**Note:** The Direct Fire Damage Check Reference Table is an optional table, and is not referenced in the core rules.



**Damage Check:** Units in the target hex roll 1d6 + (plus) the difference between attacker's & defender's rolls minus (-) Leadership Modifier (if applicable).

## DIRECT FIRE DAMAGE CHECK RESULTS TABLE [5.1]

	Good Order MMC	Shaken MMC	Good Order SMC (not a Hero)	Hero or Shaken SMC	Armored Vehicle /Armor Leader	Unarmored Vehicle	Helicopter
<b>Die-Roll ≤ Morale</b>	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
<b>Die-Roll &gt; Morale and &lt; 2x Morale</b>	Shaken	Casualties	Shaken	Wounded	Shaken	Shaken	Damaged
<b>Die-Roll ≥ 2x Morale and &lt; 3x Morale</b>	Casualties	Casualties	Wounded	Wounded	Shaken	DESTROYED	DESTROYED
<b>Die-Roll ≥ 3x Morale</b>	ELIMINATED	ELIMINATED	ELIMINATED	ELIMINATED	Abandoned	DESTROYED	DESTROYED

**Shaken:** A Shaken unit flips its counter to its Shaken side (**exception:** most vehicles are marked with a Shaken marker, but if the vehicle has a Shaken side, flip it). A Shaken unit can return to Good Order by passing a rally attempt (3.0) in an ensuing Rally Phase. All vehicles AND SMCs can Self-Rally (SR). Shaken units cannot fire their Inherent Firepower (IFP) or Support Weapons.

- Shaken units cannot advance toward an enemy unit in their Line of Sight. If engaged in Melee, and there are no other Melee-eligible friendly units in the hex, they are automatically eliminated (note: vehicles do not Melee).
- Shaken Leaders cannot rally troops, but can attempt to rally themselves. Shaken Leaders cannot use their Leadership Modifier for any function. Shaken Medics cannot heal units (or themselves). Shaken Snipers cannot snipe, but can Self-Rally. Heroes never shake.
- Shaken vehicles must button, halve their MF (fractions round up) and cannot fire any of their weapons.
- Shaken vehicles receiving another Shaken result are Abandoned.

**Abandoned:** Abandoned vehicles are just that; Abandoned. Place an Abandoned marker on the vehicle. It cannot move or fire for the remainder of the scenario. Place a Shaken Crew under a Moved marker in the Abandoned vehicle's hex. Passengers of Abandoned vehicles disembark and make a Morale Check. Mark disembarking units with a Moved marker.

**Damaged:** Damaged Helicopters must immediately exit the Map. They cannot unload passengers or fire.

**Destroyed:** Destroyed vehicles are replaced with a Wreck marker. Both passengers and Crew must take a Bailout Check (see sections 15.4, 16.1 and 16.2) Destroyed helicopters crash. Roll 2d6 to determine the direction from the hex in which it was engaged the chopper crashed. The colored die is used to determine direction of the crash. A die-roll of one is due north, two is northeast etc. Half the number on the white die (round fractions up) gives the number of hexes away from the hex in which it was engaged the Helicopter crashes. Place a Crash or Wreck marker in this hex. All units present in the crash hex are attacked by a 6-firepower attack. This attack is resolved as per normal procedure (i.e., the 6-FP is added to a die-roll, etc.)

**Casualties:** Replace a Squad with a Shaken Half-Squad. Eliminate a Half-Squad or Weapon Team.

**Wounded:** Unit must stop movement. Flip the SMC to its Shaken side (Hero excepted; flip a Hero to its wounded side) and mark it with a Wounded marker. Leaders have their Morale, Leadership Modifier and Leadership Range decreased by one (i.e., they can only activate units in the SMC's hex). Units under a Wounded marker who are wounded again are eliminated. Medics can heal wounded units.

**Hero Creation:** A Hero might be created during play when a one (1) is rolled during an Squad or Half-Squad's (but not Weapon Team's) Damage Check caused by enemy fire. Roll the die again. If an even number is rolled, a Hero is created in the hex. Randomly pick a Hero and Skill (see Heroes 11.2) Heroes shift Melee odds one column to the right (in addition to their FP) when attacking (not defending).



## ORDNANCE FIRE TABLES (OFT) [14.1]

Firing Weapon	Die-Roll Modification
Leadership Modifier (LM, 11.1.1, 11.5)	- LM
Vehicle is Open (15.0)	-1
Turreted weapon firing outside covered arc. Did turret pivot in order to bring its gun to bear on the target?	+1
MMC/SMC Marked with an Assault Moved marker firing a Support Weapon (6.1) or using Assault Fire (6.1.1)	+1
Per hex of degrading terrain the LOS crosses between the attacker and target (Maximum two hexes) (10.3)	+1
Firing out of a hex containing a Smoke marker (7.0)	+1
SMC (not a Hero) firing a Support Weapon (1.6)	+1
Weapon Team or non-turreted vehicle pivoting to fire outside covered arc (i.e. for Opportunity Fire), or turreted vehicle pivoting chassis. Not moving to a new hex.	+1
Mounted on a vehicle using Assault Movement (15.2) or Assault Fire, or an Ops Complete Vehicle.	+2
AA unit firing at a flying airplane (19.1.1)	+2
Helicopter in flying mode (19.2)	+2
Firing during night scenario at a unit that is either not within two hexes or not illuminated by a Starshell (20.2)	+3

Target	Die-Roll Modification
Adjacent (5.0)	-2
Marked with a Moved or Assault Move (6.0, 6.1)	+1
Helicopter as Target (19.2)	In Hover Mode: +1 In Flying Mode: +2
In Terrain with a Target Modifier (5.0)	As Per TEC (Max of +4)

Support Weapons Portage and Usage (1.6) *		
Unit	Can Carry	Can Fire
Squad	2 Support Weapons (SWs)	1 SW + IFP or 2 SWs and forfeit IFP
1 Half-Squad / Crew	1 SW	1 SW and forfeit IFP
SMC	1 SW, reduces MF by 2	1 SW at half SW's FP** (rounded up)
<p><b>1. *Support Weapon Note:</b> The first attack with a 'Captured' Support Weapon Fired by an SMC (or by an MMC, SMC, or two SMCs) that fails to cause a Damage Check on the DFT or score a hit, if using the OFT, removes the Support Weapon at the conclusion of the attack. Two SMCs can fire a SW without penalty, except as noted above.</p> <p><b>2. **Note:</b> Two SMCs can fire a Support Weapon at the Support Weapon's full Firepower (FP).</p> <p><b>3. Note:</b> Medics/Corpsmen, Armor Leaders and Snipers can't fire or carry a Support Weapon</p>		



# MELEE TABLE [8.0]

Odds Ratio	1:3	1:2	2:3	1:1	3:2	2:1	3:1	4:1	5:1
Kill Number	11	10	9	8	7	6	5	4	3

**Determine Odds Ratio & Kill Number:** the IFP of all the attacking units (the units that entered the hex) and Melee-eligible SWs (MGs, Satchel Charges, Molotov Cocktails and Flamethrowers—and/or others presented in module-specific rules) is compared to the FP of any defending units the attacker chooses and their Melee-eligible SWs, and an odds ratio is determined, rounding up fractions. If a Hero is among the attacking units, shift the odds ratio one column to the right. Add a GO Leader's LM to the dice-roll. If the 2d6 dice-roll is  $\geq$  the Kill Number, the defending unit(s) is eliminated (after it, too, makes an attack).

# MELEE ODDS SUPPORT TABLE

## ATTACKING FIREPOWER

DEFENDING FIREPOWER		1	2	3	4	5	6	7	8	9	10	11	12	13	14
	1	1:1	2:1	3:1	4:1	5:1	5:1	5:1	5:1	5:1	5:1	5:1	5:1	5:1	5:1
	2	1:2	1:1	3:2	2:1	3:1	3:1	4:1	4:1	5:1	5:1	5:1	5:1	5:1	5:1
	3	1:3	2:3	1:1	3:2	2:1	2:1	3:1	3:1	3:1	4:1	4:1	4:1	5:1	5:1
	4	1:3	1:2	1:1	1:1	3:2	3:2	2:1	2:1	3:1	3:1	3:1	3:1	4:1	4:1
	5	1:3	1:2	2:3	1:1	1:1	3:2	3:2	2:1	2:1	2:1	3:1	3:1	3:1	3:1
	6	1:3	1:3	1:2	2:3	1:1	1:1	3:2	3:2	3:2	2:1	2:1	2:1	3:1	3:1
	7	1:3	1:3	1:2	2:3	1:1	1:1	1:1	3:2	3:2	3:2	2:1	2:1	2:1	2:1
	8	1:3	1:3	1:2	1:2	2:3	1:1	1:1	1:1	3:2	3:2	3:2	3:2	2:1	2:1
	9	1:3	1:3	1:3	1:2	2:3	2:3	1:1	1:1	1:1	3:2	3:2	3:2	3:2	2:1
	10	1:3	1:3	1:3	1:2	1:2	2:3	1:1	1:1	1:1	1:1	3:2	3:2	3:2	3:2
	11	1:3	1:3	1:3	1:2	1:2	2:3	2:3	1:1	1:1	1:1	1:1	3:2	3:2	3:2
	12	1:3	1:3	1:3	1:3	1:2	1:2	2:3	2:3	1:1	1:1	1:1	1:1	3:2	3:2
	13	1:3	1:3	1:3	1:3	1:2	1:2	2:3	2:3	1:1	1:1	1:1	1:1	1:1	3:2
	14	1:3	1:3	1:3	1:3	1:2	1:2	1:2	2:3	2:3	1:1	1:1	1:1	1:1	1:1

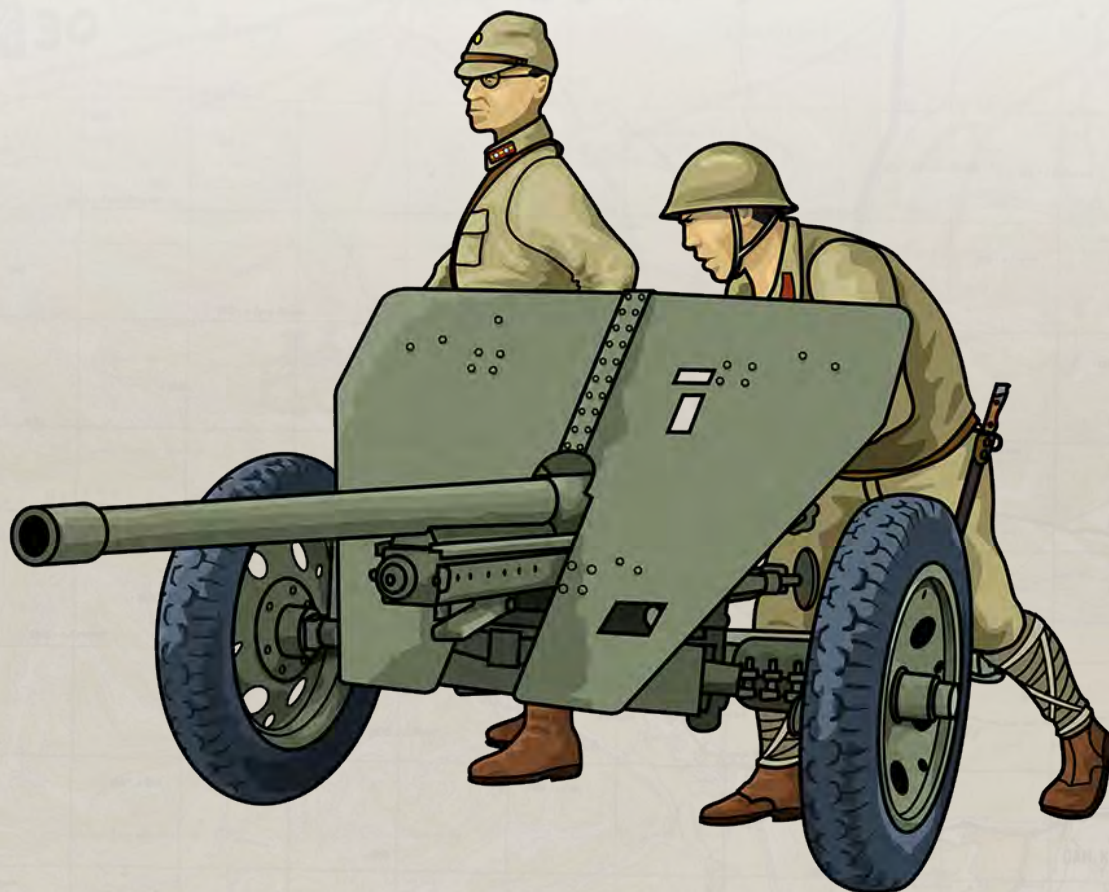
**Note:** The Melee Odds Support Table is an optional table, and is not referenced in the core rules.



**Overrun [15.3]:** Can occur in Clear (or other non-water, open-terrain hexes), Brush, Low Crops or other pertinent module-specific terrain. Costs +4 MPs to enter Overrun hex. Vehicle rolls  $1d6 + 2 + HE + MG(s)'s FP + \text{Armor Leader's LM}$ ; defender rolls  $1d6$ . If vehicle's modified die-roll is  $>$  the defender's modified die-roll, all defenders must take a Damage Check. Defending units that survive the Overrun in Good Order can perform a Close Assault (17.1).

**Close Assault [17.1]:** Each unit must pass Morale Check. MMC/Hero rolls  $1d6 + IFP + HE (SW)$  or Satchel Charge FP + Leader's LM (Leader can only affect one attack per stack). Vehicle rolls  $1d6 + \text{lowest Armor Factor}$ . If attacker's modified die-roll is  $>$  the defender's modified die-roll, the vehicle is destroyed.

**Stacking [1.3]:** 3 Squads (or equivalent), 2 Vehicles, 2 SMCs each side, per hex. Aircraft and Helicopters do not count toward stacking but only one per hex at a time. Only one Wreck marker per hex at a time.





## ICON LEGEND

= D6	= D8	= Penetration Value
= Attack Roll	= Armor Value	= Damage Check
= Defense Roll	= Morale Check	= Bail-out Check
= To-Hit Roll	= DFT Modifiers	= OFT Modifiers
= Firepower	= Eligible Leadership	= Terrain Modifier
= Morale	= Heat Round	= Degrading Terrain*
= HE Equivalent		

\* 1 per degrading hex, max 2

## STACKING LIMIT [1.3]

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

## MORALE CHECK [1.5.1]

=

Passed if ≤

## INITIATIVE CHECK [3.0]

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

## RALLY ATTEMPT [3.0]

- Good Order Leader, Chaplain or Hero must be present\*
- \* except Vehicles and SR units
- Leaders rally first
- Unit must pass - {-2†}
- † if in terrain with positive
- Medics / Corpsemen, Nurses & Pipers can also rally shaken units, with some exceptions.

## DAMAGE CHECK [5.0]

= + ( - ) -

## DIRECT FIRE [5.0]

= + +

= +

If > :

## MULTIPLE ATTACKING UNITS [5.2]

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

## EXTENDED RANGE [5.4]

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

## ASSAULT MOVEMENT [6.1]

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

## ASSAULT FIRE [6.1.1]

- Units with boxed red and all vehicles.
- Leaders can AF with eligible units.
- Can fire first with penalty (same penalties as for Assault Movement above) and then move up to half MF (round up).
- AF is all done in one impulse.
- AF cannot be used for OF or to enter Melee or Close Assault.

## LOW CRAWL [6.3]

- No Weapon Teams or MUs
- Entire impulse to move one hex. Can't LC if it costs all MPs to enter hex
- Not automatically spotted unless:
  - In open terrain
  - Adjacent to enemy unit

## STEALTH ASSAULT FIRE [6.4.2]

- As Assault fire (6.1.1), but mark capable units that Assault Fire with a Stealth Marker after it moves.

## STEALTH MOVEMENT [6.4]

- Units with boxed yellow 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 open terrain in LOS of Good Order enemy unit
- Can be used to enter Melee

## MOUNTED UNITS [6.6]

- Treated as MMCs unless otherwise noted
- Do not generate Heroes while mounted

### STACKING

- Treated like Squads with hex limit of two
- SMCs can move with stacked MU

### MOVEMENT

- Use O-column for Terrain Effects Chart
- Cannot Low Crawl or Double Time

### DISMOUNTING

- Replace with Leg unit during impulse for  $\frac{1}{2}$  MF
  - Dismounted unit can still use  $\frac{1}{2}$  MF
  - Mount is removed from game
- Enemy units can Opportunity Fire
  - = +1, = -1

### ATTACKER FIRE MODIFIERS

If MU is Moving, Marked Moved or H&R:

• = -1, = +1

Else:

• = +1, = -1

### CAVALRY

- Can carry but not use SWs while mounted

### CAVALRY CHARGE

- Can charge into Melee ≥ 2 hexes away\*  
\*except into Building, Bunker, Forest or Dense Palms hex
- 2x for first round
- Targeted units must make :
  - **Failed:** only defend in first round

### MOTORCYCLES

- Can fire direct fire SWs with ≤ 2 while mounted

## HIT AND RUN [6.7]

- Units with red can perform Hit & Run Movement
- Declared at start of impulse and marked with H&R marker
  - SMCs stacked with H&R unit can also H&R
- Can move up to  $\frac{1}{2}$  MF and fire at any point, with penalty
- Direct Fire: combo - 2

## OPPORTUNITY MOVEMENT [6.8]

- Units with red can perform Opportunity Movement
  - In cases where unit would be eligible to Opportunity Fire\*, unit can perform any eligible movement and fire  
\*ignoring range conditions

## LAYING SMOKE [7.0]

- Good Order MMCs (but not WTs) not marked by a Moved, Low Crawl, AM, Stealth, H&R, Fired or Ops Complete marker can attempt to lay Smoke in their own or an adjacent hex.
- ≤ Smoke-laying Capability, lays Smoke.
- If the attempt is successful, the Smoke-laying unit can then move but 1 is subtracted from its MF for that turn.
- If the attempt is unsuccessful, place an ops complete marker on the unit.

## MELEE [8.0]

- Cannot be entered via Assault Move and Assault Fire
  - May not be entered via coordinated movement or Hit and Run
- ODDS =  $\sum \text{attackers } \text{Firepower} * / \sum \text{targets } \text{Firepower} *$   
\* units marked get +1 FP
- Attacking Heroes shift one column right  
 = +
  - Targeted units eliminated if ≥ 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



## ICON LEGEND

= D6	= D8	= Penetration Value
= Attack Roll	= Armor Value	
= Defense Roll	= Damage Check	
= To-Hit Roll	= Morale Check	
= Firepower	= Bail-out Check	
= Eligible Leadership	= DFT Modifiers	
= Morale	= OFT Modifiers	
= Heat Round	= Terrain Modifier	
= HE Equivalent	= Degrading Terrain*	

\* 1 per degrading hex, max 2

## SPOTTING ATTEMPT [10.1.1]

Roll: \* + -

\* -2 for Scouts

- If target terrain is blocking:
  - Spotted on  $\leq 2$
- If target terrain is degrading:
  - Spotted on  $\leq 3$

## THERMAL IMAGING SYSTEM [10.1.2]

- Equipped on the following:
  - M1, M2, AH-1 Cobra, Mi-24 HIND, M901, AMX30-B2, Milan WT, VAB HOT, P4 Milan, Scorpion, Scimitar, Leopard 1, and Black Eagle
- Spotting attempts receive -2, fail on = 6
- Vehicles can spot within turret arc when buttoned

### NIGHT COMBAT

- TIS-equipped units can fire normally, and gain Acquisition Markers, for targets up to six hexes away
- Only suffer +1 (vice +3) if target beyond six hexes or not illuminated by Starshell

## HERO CREATION [11.2.1]

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

## SNIPER FIRE [11.4]

- A Sniper can target only one unit in a hex, chosen randomly
- $A = \text{D6} + \text{DFT}$
- $D = \text{D6} + \text{TM}$
- If  $A > D$ :
- Lone Snipers get 2x (up to 8) when fired upon by anything except Artillery, Mortars and enemy Snipers

## COMMISSAR AND POLITICAL OFFICERS [11.7]

- Function as Leaders
- Can force 2<sup>nd</sup> rally attempt on Shaken units
  - +1 on 2<sup>nd</sup> attempt
  - Only during Rally Phase
  - Roll of 12 kills Commissar
  - If failed: Unit suffers Casualties

## CHAPLAINS [11.8]

### CHAPLAINS

- Leadership can only be used to rally Shaken MMCs/SMCs
- Not Melee-eligible
- Cannot make spotting attempts

## ADVISORS [11.9]

### ADVISORS

- Gives +1 to all stacked ARVN units
- Can fire Support Weapons
- Can make spotting attempts

## NURSES [11.10]

- In Rally Phase can either:
  - Attempt to heal
  - Rally up to 2 SMCs or MMCs
- applies only to rally attempts

## PIPER5 [11.11]

### PIPER5

- Leadership can only be used to rally Shaken MMCs/SMCs
  - All LEG units in hex and one in adjacent hex
- Rallying adjacent unit causes Piper's hex to be spotted at start of Ops Phase
- Not Melee-eligible
- Cannot make spotting attempts
- Cannot Double-Time

## MARKSMEN [11.12]

- A Marksman can target only 1 unit in a hex chosen randomly if need be
- $A = \text{D6} + \text{DFT}$
- \* does not receive Leader modifiers
- $D = \text{D6} + \text{TM}$
- If  $A > D$ :
- Not Melee-eligible

## ORDNANCE VS INFANTRY [14.1]

$\text{Target} = \text{D6} + \text{OFT}$   
\* 2 always hits, 12 always misses

### If Hit:

$A = \text{D6} + \text{HE}$   
\* -1 if vs infantry not in buildings, huts, bunkers or caves

$D = \text{D6}$

If  $A > D$ :

- If target survives place Target Acquisition marker

## ORDNANCE VS ARMOR [14.1]

$\text{Target} = \text{D6} + \text{OFT}$   
\* 2 always hits, 12 always misses

### If Hit:

- $A = \text{D6} + \text{PV}$   
+  $\frac{1}{2} \text{PV} - 4$  if vs red
- $\text{Target} > 2$  and even hits turret
  - $D = \text{D6} + \text{AV}$
  - $A_{\text{die}} = 6, D_{\text{die}} = 1$  Target Destroyed\*
  - $A_{\text{die}} = 1, D_{\text{die}} = 6$  Dud Round (Miss)
  - $A > D$  Target Destroyed\*,
  - $A = D$  Vehicle
    - Pass: Vehicle Shaken
    - Fail: Crew Abandons and is Shaken and Marked Moved
  - $A < D$  Vehicle -  $(D - A)$ 
    - Pass: No effect
    - Fail: Vehicle Shaken

- Destroyed: Roll 1d6
  - 1= Place GO Crew under Moved Marker on top of Wreck Marker
  - 2-6= Eliminate Crew and Place Wreck Marker
- If target survives, place Target Acquisition marker

## ORDNANCE VS UNARMORED [14.1.2]

$\text{Target} = \text{D6} + \text{OFT}$   
\* 2 always hits, 12 always misses

If Hit: Target Destroyed and

- If target survives place Target Acquisition marker



## ICON LEGEND

= D6	= D8	= Penetration Value
= Attack Roll	= Armor Value	
= Defense Roll	= Damage Check	
= To-Hit Roll	= Morale Check	
= Firepower	= Bail-out Check	
= Eligible Leadership	= DFT Modifiers	
= Morale	= OFT Modifiers	
= Heat Round	= Terrain Modifier	
= HE Equivalent	= Degrading Terrain*	

\* 1 per degrading hex, max 2

## ANTI-TANK GUIDED MISSILES [14.4]

ATGM fire in is a two-step process:

- ATGM unit announces its target.
- Any enemy units (enemy to the ATGM firer) can conduct Op Fire against the ATGM unit, with their IFP or any SW that uses the DFT. If the Op Fire against the ATGM-firing unit causes a (regardless of the result of the ) the ATGM misses its intended target.

ATGM WT's cannot fire from Buildings or Bunkers.

If the colored die on the ATGM's is less than the ATGM Depletion Number, resolve the current attack; but unit is out of ammo henceforth.

## ARMOR OVERRUN [15.3]

- Target must be in Clear, Brush, Road, Low Crops, or other Open terrain
  - Costs +4 MPs
- $$A = \text{D6} + 2 + \text{PV} + \text{HE} + \sum_{\text{MG}} \text{FP}$$
- $$D = \text{D6}$$
- $$\text{Damage} = \text{D6} + (A - D) - \text{PV}$$
- Good Order survivors can immediately Close Assault (17.1)
    - If vehicle survives the Close Assault and remains, units must retreat one hex
    - Shaken WTs eliminated

## BAILOUT CHECK [16.1.1]

=

If Even: Shaken

If Odd: Eliminated

## CLOSE ASSAULT [17.1]

- Target-vehicle hex cannot contain Good Order enemy units
- Units must pass preliminary  $\text{PV}^* - \text{PV}^*$

\* -2 if Assaulting from positive

- Each unit Assaults individually

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

<sup>†</sup> one anti-tank weapon

<sup>‡</sup> can assist only one unit

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

If  $A > D$ : Vehicle Destroyed

Else: Assaulting unit returns to previous hex

## SMALL-ARMS VS ARMOR [17.2]

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

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

If  $A > D$ :

- for vehicle and each external passenger; all passengers if open.
- Shaken passengers must disembark
- Unshaken passengers may disembark

## SMALL-ARMS VS UNARMORED [17.3]

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

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

If  $A > D$ :

- for vehicle and passengers
- Shaken passengers must disembark
- Unshaken passengers may disembark

## ON-BOARD MORTAR FIRE [18.1]

- Cannot fire from Building, Heavy Jungle, Huts, Bunkers, 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

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

\* choose higher die

<sup>†</sup> ignore degrading terrain and Leadership if indirect fire

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

If  $A > D$ :

- Mark target hex with an FFE marker
- Unit(s) entering hex re-initiate roll on entering unit(s)

## OFF-BOARD ARTILLERY [18.2]

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

Roll to place Spotting Round

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

Direction =

- 1=N 2=NE 3=SE 4=S 5=SW 6=NW (or adjust)
- If Spotting Round is within LOS, Leader/Scout/Advisor can:
  - Adjust target hex by one hex within LOS
  - Abort fire

- Fire affects target hex and all surrounding hexes

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

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

If  $A > D$ :

- Mark target hex with an FFE marker
- Unit(s) entering hex re-initiate roll on entering unit(s)

## FIXED-WING AIRCRAFT [19.1]

- Air support enters on the next impulse after any doubles roll
- Player with initiative receives air support first
- Only once per turn

### ARRIVAL

- **Direction** = The player receiving the air support can pick from which side the aircraft enters play
- Enters, moves across and exits Map in same impulse
- Can only move in a straight line of hexes
- Eligible AA units and weapons can fire

### IF SHAKEN:

- Abort; remove from Map

### IF DESTROYED

- Crash moves hexes along flight path
- Attack units\* in crash hex with = 6
- Place Wreck marker

## ICON LEGEND

= D6	= D8	= Penetration Value
= Attack Roll	= Armor Value	
= Defense Roll	= Damage Check	
= To-Hit Roll	= Morale Check	
= Firepower	= Bail-out Check	
= Eligible Leadership	= DFT Modifiers	
= Morale	= OFT Modifiers	
= Heat Round	= Terrain Modifier	
= HE Equivalent	= Degrading Terrain*	

\* 1 per degrading hex, max 2

## HELICOPTERS [19.2]

- Always spotted

### MOVEMENT

- Infinite MF
- Can change between flying and hovering once per activation
- Can move both before and after firing and changing mode in same activation
- Entering hex and changing mode count as 1 MP for Opportunity Fire purposes
- If only moved mark Ops Complete

### If Flying:

- Cannot automatically spot adjacent hex

### If Hovering:

- Can load/unload passengers
- Cannot move

### CRASHES

Roll to determine crash site

Distance =  $\frac{1}{2}$  (round up)

Direction =

1 = N	2 = NE	3 = SE	4 = S	5 = SW	6 = NW
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- Infantry and Vehicles in crash hex receive a 6 attack
- Crew and passengers perform

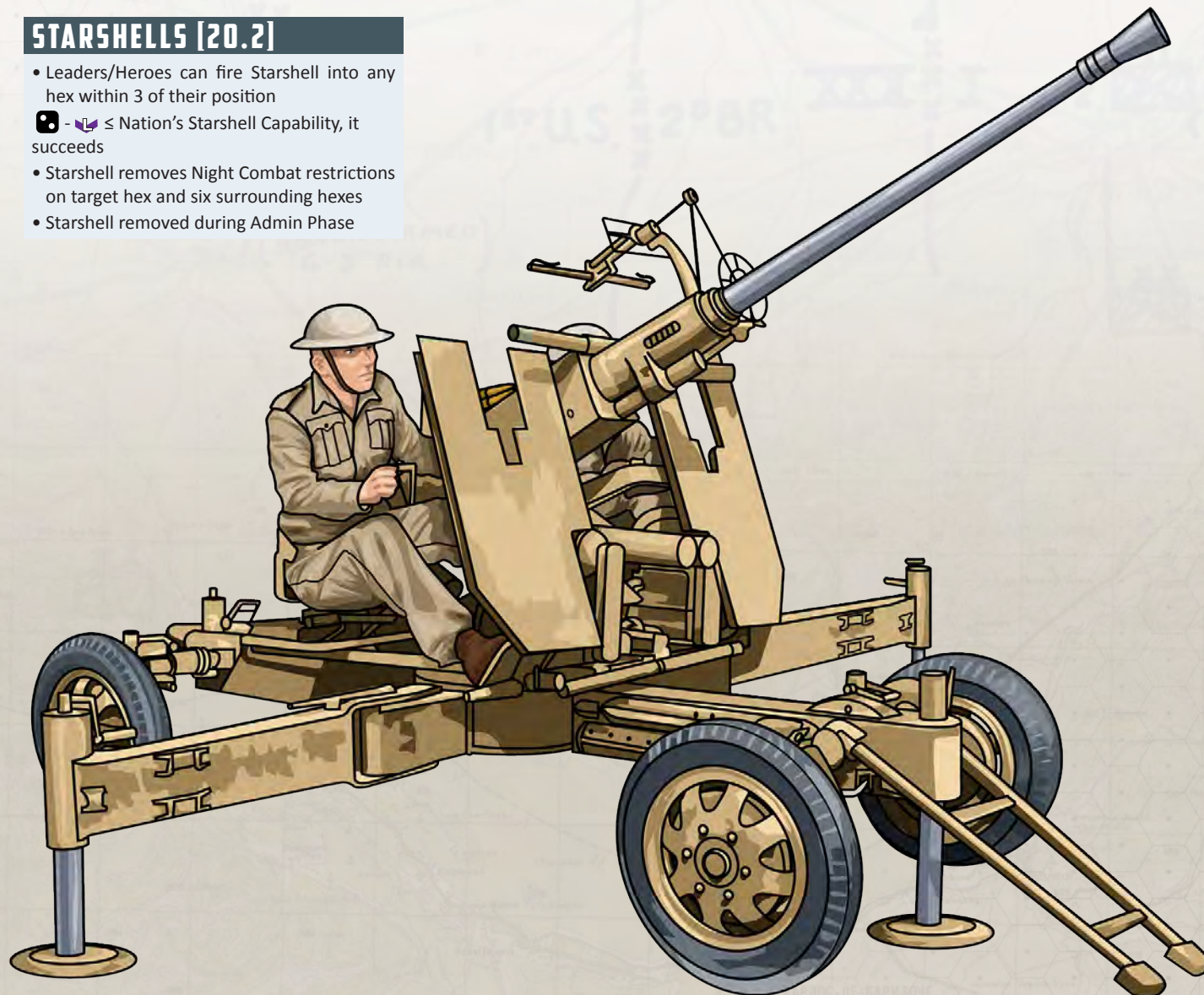
## NIGHT COMBAT [20.0]

- Can spot, fire, and see normally within two hexes
- Can fire past two hexes *only* if target has fired with the following penalties:

- combo - 3
- + 3

## STARSHELLS [20.2]

- Leaders/Heroes can fire Starshell into any hex within 3 of their position
- - ≤ Nation's Starshell Capability, it succeeds
- Starshell removes Night Combat restrictions on target hex and six surrounding hexes
- Starshell removed during Admin Phase





## 11.31 Stacking

**In a hex, each side can have up to:**

- Three Squads (or their equivalent)
- Two vehicles
- Two SMCs

**And these conditions apply:**

- One Weapon Team (1.7) or two Halfsquads/Crews are the equivalent of a Squad.
- Fixed-wing aircraft (19.1) do not count toward stacking limits.
- Flying/Hovering Helicopters (19.2) do not count toward ground stacking.
- Only one Helicopter or fixed-wing aircraft per hex.
- Each vehicle/aircraft Wreck marker counts as one vehicle for stacking.
- Only one Wreck marker can occupy a hex.
- A player cannot move units through a hex if the sum of the moving and stationary units in the hex exceeds stacking limitations.
- Passengers (MMCs/SMCs on or inside a vehicle; 16.0) 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).
- These stacking limitations apply at ALL TIMES—unless otherwise stated in a scenario's special rules (SSRs).
- You can always look at your opponent's stacks.

## 11.5.1 Morale Checks

*Most Morale Checks (MCs) involve Shaken units and are performed during the Rally Phase (3.0), but other actions, such as a Close Assault on a vehicle (17.1), require a MC by a GO unit during the Operations Phase (4.0).*

**Morale Checks are resolved as follows:**

- Roll 2d6, sum the dice and apply any modifiers.
- The only modifiers that can be applied to an infantry MC (including a rallying attempt) are a Leader (11.1), Chaplain (11.8), Nurse (11.10), or Piper's (11.11) Leadership Modifier (LM, 11.1.1) and a -2 for being in a hex with a positive Target Modifier (TM, see TEC, 1.9).
- 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.



## 11.61 Support Weapons Conditions

The following conditions pertain to SWs:

- A Squad can carry up to two SWs.
- A Half-squad or Crew can carry one SW and an eligible SMC (11.0) can carry one SW but forfeits two Movement Points (MPs) 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 (11.0) 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 die-roll modifier (DRM) on the to-hit roll if the SW uses the Ordnance Fire Table (OFT, 14.0/1).
- 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 (GO).
- Heroes (11.2) firing a SW forfeit their IFP.
- Medics/Corpsmen (11.3), Snipers (11.4), Armor Leaders (11.5), Chaplains (11.8), Nurses (11.10), Pipers 11.11 and Marksman (11.12) cannot carry or fire SWs.
- Leaders (11.1) that fire a SW forfeit their Leadership Modifier (LM, 11.1.1), 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.
- During the Rally Phase (3.0), SWs can be dropped or destroyed by a GO MMC or SMC; 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 (8.0/1) can swap SWs.
- Dropped or 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).
- During a scenario, units can capture and use enemy SWs, but the first attack with a captured SW that fails to cause a Damage Check (DC) on the Direct Fire Table (DFT) or score a hit, if firing ordnance such as a Bazooka and using the OFT, removes the SW after the attack.



## 11.71 Weapon Team Restrictions:

- Only machine gun (MG) Weapon Teams can set up in or enter Buildings (Huts, Stone/Heavy Construction and Wooden/Light Construction Buildings), Rooftops (10.6) and Bunkers (21.1), or cross hexside terrain.
- Only MG and Mortar WT's can set up in or enter a Cave (10.7).
- WT's cannot possess or fire SW's.
- WT's fire separately from other units in their hex, even when firing during the same impulse.
- WT's cannot enter Melee (8.0). If engaged in Melee, non-MG WT's defend with a nominal IFP of one (1), and cannot counterattack. WT's depicting a MG can defend AND counterattack with their full IFP. To be clear, WT's depicting machine guns cannot enter Melee (i.e., move into a Melee hex), but 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 SW's can.
- Some WT's (indicated in each module) cannot move; they use their MF to pivot within their hex, as described above.
- WT's cannot use Double-Time Movement (6.2) or Low Crawl (6.3).
- Non-MG WT's cannot be passengers (16.0) on vehicles unless specified in a module-specific or Special Scenario Rule (SSR).
- WT's cannot Close Assault (17.1) vehicles.
- A MG WT on the upper level of a Multi-story Building or on a Rooftop (10.6) cannot fire on units on the lower level of that same Building hex, and vice-versa.
- Mortar WT's are covered in section 18.1.





## 13.01 Rally Conditions

- If a Leader, Chaplain, Nurse or Piper is in Good Order (GO), his or her Leadership Modifier (LM, 11.1.1) is subtracted from the die-roll of all Shaken units (see below for other pertinent conditions). Nurses can only attempt to rally two units (11.10).
- All units in terrain with a positive Target Modifier (+TM), including those with hexside terrain like Walls and Hedges (if any/all enemy fire would cross the Wall/Hedge hexside), subtract two (-2) from their die-roll. (TMs are listed on the Terrain Effects Chart (TEC).)
- Armor Leaders (11.5 and 15.4) can only rally the tank/vehicle they are crewing.
- Vehicles can always attempt to rally whether they have an Armor Leader or not.
- Units marked with SR or SRP (3.1) on their Shaken side can Self-Rally.
- Leg units without a GO Leader, Chaplain, Nurse or Piper in their hex CANNOT attempt to rally.
- Leg units in a hex with a Hero can attempt to rally.
- Leaders, Heroes, Medics/Corpsmen, Chaplains, Nurses and Pipers can only rally units whose counters have the same background color and Identification Badge (IB, which is on the top left of a counter) as the Leader or Hero (exception: Weapon Teams).
- Weapon Teams (1.7) and ALL SMCs, whether designated with a SR or not, can Self-Rally without a Good Order (GO) Leader, Chaplain, Nurse or Piper, or Hero, in the hex. If they are in the same hex, LMs can be applied to the rally attempt.
- Each unit can only attempt to rally once per RP, but a Medic/Corpsman (11.3) trying to flip a Shaken MMC/ SMC to its GO side does not constitute a rally attempt.
- A just-rallied Medic/Corpsman can heal/rally another unit in the same RP. A just-rallied Nurse cannot.
- Eligible Shaken units locked in Melee (8.0/1) can attempt to rally.



## 15.1 Shaken Units Suffer the following Effects:

- They cannot use either their IFP or any SWs they possess or fire their ordnance.
- They cannot advance (including changing a level in a Building) toward an enemy unit in their Line of Sight (LOS).
- They cannot spot, and adjacent enemy units are not considered spotted by adjacency (10.1).
- Shaken MMCs can still spawn Heroes (11.2.1).
- 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 (11.1.1) for any function.
- Shaken Medics/Corpsmen (11.3) cannot rally/heal MMCs/SMCs (or heal themselves; they can attempt to Self-Rally (SR)).
- Shaken Snipers (11.4) cannot snipe, but can attempt to SR.
- ALL SMCs can attempt to Self-Rally whether they have SR printed on the back of their counter or not.
- Heroes never Shake—they're too busy being heroic.
- Helicopters (19.2) do not Shake—they are Damaged instead, and are removed from the Map.
- Shaken vehicles must Button (see section 15.0), their Movement Factor (MF) is halved (fractions rounded down\*) and they cannot fire.

**\* Exception:** This is the only case in which a fraction is ever rounded down.

## 16.1.1 Assault Fire Conditions

- Units using AF must both fire AND move in the SAME impulse.
- Assault Fire CANNOT be used for OF (5.3).
- Units CANNOT use AF and then enter Melee (8.0) or Close Assault (17.1).
- After they complete their impulse, mark units that used AF with a Moved marker; if their origin hex is degrading or blocking terrain, mark it with a Spotted marker if it's vacant or if some units are still present and not already considered as such (being marked Fired, Moved and such; remember: hexes are spotted, not units; and this could come in to play with Low Crawling units and Snipers placed later in the turn, etc.).
- AF-capable units that begin a scenario off of the Map cannot use Assault Fire to fire and then enter the Map.
- Non-AF-capable units in the same hex as an AF-capable unit(s) CAN participate/contribute their FP to the AFunit(s) fire attack but must fire at the same target. Mark the non-AF-capable units with a Fired marker at the end of the impulse.





## [6.3] Low Crawl Conditions

- Hexes containing a Low Crawling unit are not automatically spotted unless it is open-type terrain or adjacent to a hex occupied by a GO enemy unit.
- They 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.
- If a unit must expend ALL of its MPs to move one hex (or within one hex) it cannot Low Crawl.
- Enemies targeting Low Crawling units do not receive the +1 DFT bonus to their FP.
- WTs (1.7) and MUs (6.6) cannot Low Crawl.
- Low Crawl cannot be used to enter a Close Assault (17.1).
- Units cannot LC and use DT movement (6.2) at the same time.



## [6.4] Stealth Movement Conditions

- Units cannot use SM while Double-Timing (6.2).
- Units can use SM to enter Melee (8.0).
- Units can use SM when moving to enter Close Assault (17.1) from a non-adjacent hex, but cannot utilize Stealth Assault Move (6.4.1) when doing so.
- Leaders (11.1) cannot use SM unless specifically designated in a scenario's Special Scenario Rules (SSRs, 22.0).
- Units using SM are not subject to the +1 DFT penalty for moving.
- An SM-capable unit that enters a hex that is spotted due to a friendly unit(s) actions (marked Moved, Fired, etc., or even Spotted from another AMor SM-capable unit's use of Assault Fire (6.1.1)) loses its Stealthness, so to speak, unless it leaves the hex in the same impulse.





## 18.01 Melee Combat Conditions

- There is no Opportunity Fire (OF) against the enemy unit(s) as it enters the Melee hex.
- Units cannot use Assault Move (6.1) to enter Melee, as they cannot, if they survive, fire after the Melee is resolved.
- Units cannot use Assault Fire (6.1.1) and then move and enter Melee.
- Units cannot use Coordinated Movement (6.5) to enter Melee.
- Units cannot use Hit & Run (6.7) to enter Melee.
- Melee combat is considered to be simultaneous; thus both sides get a chance to “attack” each other and losses aren’t taken until the round of Melee combat is concluded, though Nationality Characteristics (13.0), Events (1.8) and Skills (12.0) might alter the sequence.
- Unless modified for Ambush (8.4) or Skills (12.0), Melee combatants use their unmodified IFP (see Melee Example 1).
- There can only be one Melee round/ turn/hex.
- All units that participate in a Melee round are considered activated at the same time.
- Not all “defending” units must be attacked, but at least one must be attacked (see Melee Example 2).
- Unmodified “attacks” at less than (worse than) 1:3 odds are treated as 1:3, and cannot be conducted against multiple units that exceed 1:3 odds (see Melee Example 3).
- Unmodified “attacks” at greater than (better than) 5:1 odds are treated as 5:1 odds, i.e., the odds cannot be better than 5:1 (see Melee Example 4).
- Support Weapons (SWs) that fire ordnance (use the OFT) or are dismantled are not Melee eligible.
- MMCs must still abide by the SW-usage restrictions delineated in the section on SWs (1.6), i.e., 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 (11.1/2) carrying a Melee-eligible SW attack and defend with half the SW’s FP (fractions rounded up) (see Melee Example 5).
- Heroes attack and defend with their IFP unless they are crewing/using a SW.
- Always remove single-use SWs such as Satchel Charges after the first round of Melee (attack and defense).
- If a captured SW is used and the enemy is not eliminated, the captured SW is removed from the game in the Admin Phase (9.0) (see Melee Example 6).
- Leadership Modifiers (LMs, 11.1.1) apply for the “attacking” units and are added to their die-roll. LMs are not added if the Leader is possessing a Melee-eligible SW and contributing its FP to the attack (see Melee Example 5).



## 18.01 Melee Combat Conditions (cont)

• If the Melee combatants include Heroes (11.2), they shift the odds one column in favor of their side when attacking only (see Melee Example 2). 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.

- Weapon Teams (WTs, 1.7) cannot enter Melee. If engaged in Melee, non-machine-gun WTs defend with a nominal FP of one (1), and cannot counterattack. WTs depicting a machine gun (MG) can defend AND counterattack with their full IFP. To be clear, WTs depicting MGs cannot enter Melee (i.e., move into a Melee hex), but can defend AND counterattack with their full IFP (see Melee Example 7).
- WTs can be individually targeted in Melee. Non-Melee-eligible (NME) units cannot enter a hex containing only enemy units, even if the enemy units are also NME units (see Melee Example 8).
- If a Melee-eligible 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 (see Melee Example 9).
- If (and this is a rare case) a Melee-eligible unit enters a hex containing only NME units under a Fire For Effect (FFE, 18.1/2) marker, it is first attacked by the FFE. If it survives the FFE attack in Good Order, proceed with the Melee (in which the NME units are eliminated and a Melee marker is placed on the hex); if the FFE attack renders the entering unit NME (Shakes it), it must return to the hex from which it entered, is placed under a Moved marker and, if that hex is also under a FFE marker, it is attacked again and subject to OF (5.3). The above case also applies to entering a hex containing Mines (21.4).

## 18.01 Melee Combat Summary

- The IFP of all the attacking units (the units that entered the hex) and Melee-eligible SWs (MGs, Satchel Charges and Flamethrowers— and/or others presented in module-specific rules) is compared to the FP of any defending units the attacker chooses and their Melee-eligible SWs, and an odds ratio is determined, rounding up fractions (see Melee Example 1).
- The “attacker” then rolls 2d6 and consults the Melee Table (MT) on the PAC. 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 (see Example 1). 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.



## [10.0] Spotting Conditions

- The hex is open-type terrain.
- The hex is marked with a Spotted marker (see 10.1.1).
- A Good Order (GO) friendly unit is adjacent to the hex (exception: GO buttoned vehicles do not auto-spot adjacent hexes). A GO unit auto-spots all six (6) adjacent hexes.
- A unit is currently/actively moving or Assault Moving in/through a hex.
- A unit in a hex is marked with a Moved, Assault Move, H&R, Fired or Melee marker.
- Open-type-terrain hexes are automatically spotted even if the LOS is degraded by intervening terrain.
- Open-type-terrain hexes containing a vehicle (degrading terrain for LOS) are spotted, but Leg units in the hex do get the defensive TM;

## [11.1] Leadership Modifier (LM)

A Good Order (GO) Leader's Leadership Modifier (LM) can be used to:

- Aid (is added to) Direct Fire (5.0) attacks and (is subtracted from) OFT to-hit rolls (14.1).
- Modify (is subtracted from) Damage Checks (5.0) by all Leg units in his hex.
- Modify (is subtracted from) rally attempts (3.0) by all Shaken Leg units in his hex.
- Lead troops in Melee (8.0); it is added to the die-roll.
- Lead troops in Close Assaults (17.1); it is subtracted from pre-Close Assault Morale Checks and can be added to the FP of ONE unit's Close Assault.
- Any other functions mentioned in these rules or module-specific rules. Only one Leader per hex per impulse or Rally Phase can use his LM.

## [11.2] Heroes' Attributes

- Heroes always add their FULL IFP to multiple-unit attacks (5.2).
- Heroes can Assault Move (6.1) and Assault Fire (6.1.1).
- Heroes can Close Assault vehicles (17.1).
- Units in the same hex (and on the same level in a Building) as a Hero can attempt to rally (3.0) 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 IFP) when "attacking" (not "defending")—remember, in Melee attacking has nothing to do with whether you entered the hex, only that you are currently conducting a Melee attack.

## [11.5] Armor Leaders Conditions

Their LM only affects their tank's/vehicle's attacks, not rally attempts.

- Their LM is subtracted from the die-roll when rallying or performing Damage Checks.
- In the same turn, their LM can be added to machine-gun attack die-rolls (DFT) AND added to to-hit die-rolls (OFT); but it does not affect HE-equivalent attack die-rolls, (14.1).
- Vehicles/tanks with Armor Leaders check DFT results under the appropriate column on the DFT—Armored Vehicles/Armor Leader—NOT in the Good Order or Shaken SMC column. In the rare case that an Armor Leader is commanding an unarmored vehicle, use the Unarmored Vehicle Column on the DFT.
- If forced to abandon his vehicle, an Armor Leader is removed from the Map.
- Armor Leaders also have a Leadership Range (LR, 11.1.2) and can activate vehicles/tanks (but not MMCs/ SMCs) in adjacent hexes.



## 15.01 Vehicles

### 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.
- Can see the enemy better; they auto-spot adjacent hexes and can make spotting attempts.
- Subtract one (-1) from ordnance to hit die-rolls (OFT modifier).
- Are vulnerable to enemy small-arms fire (17.2).
- Can fire a vehicle's \*MGs (360° field of fire).

### Buttomed Vehicles:

- Have all their hatches closed.
- Buttomed vehicles are invulnerable (if armored) to small-arms fire (17.2), but cannot fight as well as an opened vehicle (no OFT modifier).
- DO NOT auto-spot adjacent hexes.
- Can make spotting attempts but add one (+1) to the die-roll. Vehicles can switch from open to buttomed or vice-versa at the beginning of their impulse.

## 15.1 Vehicle Facing & Movement Conditions

- Vehicles MUST move individually (exception, Coordinated Movement, 6.5).
- Simultaneously activated vehicles need not move through, or end movement in, the same hexes.
- Non-mounted (passenger) Leg units and vehicles can move together (6.5), provided they start and finish their impulse together.
- Vehicles cannot Double-Time (6.2)
- Vehicles cannot Low Crawl (6.3).
- Vehicles cannot use Hit & Run Movement (6.7).
- All vehicles can Assault Move (15.2) and Assault Fire (15.2.1).
- 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.
- 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.



## [15.2] Assault Movement & Vehicle Conditions

The following conditions apply to vehicles using AM:

- Vehicles using AM do not have to move and fire in the same impulse.
- When firing MG's, subtract 2 from their FP as per AM rules.
- When firing their main gun (ordnance), add 2 to their to-hit roll, as indicated on the OF
- 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 Conditions

Vehicles with machine guns (MG's) or other main armament can Overrun MMCs and SMCs in the following terrain-type hexes:

- Clear (or other non-water, open-type terrain)
- Brush
- Low Crops
- Roads
- Any pertinent module specific terrain hexes.
- Any Fortification (21.0), including Bunkers (21.1 & 21.1.3), as long as they are in otherwise-eligible terrain hexes.
- Eligible vehicles CANNOT Rubble (15.1.2) an occupied LC Building or Bamboo Huts hex.

## [15.2.1] Vehicle Assault Fire Conditions

- Vehicles that AF must both fire AND move in the SAME impulse.
- Vehicles using AF cannot be attacked by Opportunity Fire (OF, 5.3) until after they exit their hex of origin.
- Assault Fire CANNOT be used for OF.
- After they complete their impulse, mark vehicles that use AF with a Moved marker and their hex of origin, whether it has units in it or not, with a Spotted marker (remember: hexes are spotted, not units; and this could come in to play with Low Crawling units and Snipers placed later in the turn, etc.).
- They CANNOT perform AF and then conduct an Overrun (15.3).
- Vehicles can use AF and then load or unload passengers (16.1/2), which takes the place of the vehicle's movement, after firing.
- Vehicles CANNOT use AF to fire an ATGM (14.4).



## [15.3] Attacker's Overrun FP Sum & Results

**Thus, the attacker's Overrun FP is the sum of its:**

- HE-equivalent +
- Any MG FP (\*MG only if open) +
- Armor Leader's LM +
- 2+
- 1d6. Or: HE + MG(s) + LM + 2 + 1d6. The attacker's Overrun FP is compared to the defender's opposed die-roll of 1d6 (adding a Fortification's TM (21.0), if applicable).

### **Overrun Results:**

- 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 (DC) 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.

## [16.2.1] Passengers Firing

*Passengers riding on top of a vehicle (PO and PPO) can attack eligible targets with their IFP and machine-gun (only) SWs.*

**They have the following DFT modifiers (per firing unit) and conditions:**

- Subtract one (-1) from the unit's total FP (IFP + MG SW) if the vehicle hasn't moved.
- Subtract two (-2) from the unit's total FP (IFP + MG SW) if the vehicle is moving or marked with a Moved or Assault Move marker.
- The above modifiers are applied before calculating the total FP of a firing stack (5.2).
- Units can fire at any time during a vehicle's movement.
- Not all units have to fire at the same time (from the same hex) during the vehicle's movement but only one attack can be made from each hex, and all units firing at the same time have to fire at the same target.
- A Leader's LM (11.1.1) can only affect one attack.
- Units that fire are marked with a Fired marker.
- The unit on top of a vehicle can fire in a separate impulse from the vehicle's movement or AM (15.2)—or AF (15.2.1), as long as the vehicle doesn't fire its ordnance (14.1), which would cause the passengers to disembark.





## 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.*

### The following conditions apply:

- Leg units do not need to begin the Operations Phase (4.0) in the same hex as the vehicle into which they are loading.
- Loading/mounting the vehicle activates the vehicle for that impulse.
- Passengers 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 (15.2), their partial movement is consumed by such boarding and exiting procedures.
- Leg units cannot mount a vehicle that has used Assault Fire (15.2.1) and fired its ordnance (14.1).
- Eligible Leg units can use AF (6.1.1) and then mount a vehicle if they have the MPs (i.e., begin in the same hex).
- Units stacked with a Leader can mount or dismount using Double-Time movement (6.2).
- Assault Move-capable units (6.1) can use AM to unload and subsequently fire, but doing so prohibits them from leaving the hex into which they disembarked until the following turn.
- Passengers can disembark from Shaken vehicles, but the Shaken vehicle cannot move in the turn the infantry disembarks.
- Passengers cannot disembark from Shaken vehicles that have already moved in the current turn, unless debarking with Shaken infantry as required by 16.2.
- Passengers that unload can move separately from their carrier, and can enter Melee (8.0) or Close Assault (17.1).



## [17.1] Close Assault Conditions.

### The following conditions apply:

- 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 (8.0), 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.
- Shaken MMCs/SMCs 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 in the Close Assault.
- Passengers inside a vehicle do not prevent Close Assault, but GO passengers riding outside the vehicle do.
- Passengers in/on a vehicle can dismount and then move to another hex and enter Close Assault.
- 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.
- Units cannot use Low Crawl (6.3) or AM (6.1) to enter a Close Assault.
- Units cannot use AF (6.1.1) and then enter a Close Assault.
- Units can use Stealth Movement (6.4) to enter Close Assault from a non-adjacent hex but cannot utilize Stealth AM (6.4.1) or Stealth AF (6.4.2) when doing so.
- Anti-tank SWs include: any ordnance-firing SW with a HE-equivalent (Bazookas, Panzerfausts, RPGs, LAWs, etc.), Flamethrowers, Satchel Charges or Molotov Cocktails. Since ATRs don't have an HE-equivalent they cannot be used in a Close Assault.

## [17.1] Close Assault Steps

- First, before entering the vehicle's hex, MMCs, Heroes and any accompanying Leaders must pass a pre-assault Morale Check (MC, 3.0). 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 (11.1.1) to assist other MMCs (not Heroes) making the MC. Units that fail the MC 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 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.
- **Second, move the assaulting MMCs/ Heroes into the vehicle's hex (there is no Opportunity Fire (5.3)).**
- Third, each MMC/Hero individually assaults the tank.
- Units without an anti-tank SW can still Close Assault the vehicle.
- The Leader's LM can only assist ONE unit's assault.
- The assaulting MMC/Hero rolls 1d6, adding its IFP, the LM of any accompanying Leader and the HE-equivalent or FP of any ONE possessed anti-tank SW.
- 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.



## [17.2] Small-Arms vs Armored Vehicles Steps

- 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 (DRMs).
- The target vehicle rolls 1d6 and adds the TM of the terrain in its hex and the LOWEST Armor Factor on the vehicle's counter (usually rear hull).
- Thus, the opposed die-rolls are: 1d6 + FP +/- DFT DRMs vs. 1d6 + TM + Lowest Armor Factor.

### Results:

- 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 (16.1/2) must take a Damage Check (DC); the vehicle goes first. If the vehicle is buttoned, only external (PO or PPO) passengers take the DC.
- For 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), using the appropriate column.
- If a GO Armor Leader (11.5) is present, use his Morale instead of the target vehicle's Morale. The Armor Leader's Morale is not used for any passengers.
- Infantry Leaders who are passengers can subtract their LM from the passengers' DCs, 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 marker on the disembarked units; they are subject to OF (5.3) at an implied cost of 2 MPs, i.e., can be attacked by two OF attacks.
- Shaken passengers of PP or P vehicles are not required to debark. They can, however, debark when eligible at the owning player's option.

## [18.1] On-Board Mortars Guidelines

### For an indirect Mortar attack, use the following guidelines:

- When a Leader/Scout/Advisor calls in Mortar fire, the firing Mortar need NOT have a LOS to the target hex, but must be within range of it.
- Declare the target hex.
- Mark the Leader/Scout/Advisor that called in the Mortar fire Ops Complete.
- Roll 2d6, choose the higher of the dice, 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 (9.0) and attacks any unit that enters its hex during any impulse during the current turn.





## 18.21 Off-Board Artillery Guidelines

To call in an OBA Fire Mission, use the following steps/guidelines:

- A friendly Leader, Scout or Advisor 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/Advisor'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, one **white**, one **colored**.
- Add the number of degrading-terrain hexes the Leader/Scout/Advisor's LOS passes through to the **white die**, subtract the 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 (scatters) 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/ Advisor's LOS, remove the Spotting Round marker and put an Ops Complete marker on the Leader/Scout/ Advisor.
- Otherwise the Leader/Scout/Advisor can shift the marker one hex in any direction that is within his LOS or abort the Fire Mission.
- If the Leader/Scout/Advisor 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's OOB 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 (9.0) 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 (8.0). 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 (and this is a rare case) a Melee-eligible unit enters a hex containing only NME units under a Fire For Effect (FFE, 18.1/2) marker, it is first attacked by the FFE. If it survives the FFE attack, proceed with the Melee (in which the NME units are eliminated, and a Melee marker is placed on the hex); if the FFE attack renders the entering unit NME (Shakes it), it must return to the hex from which it entered, is placed under a Moved marker and, if that hex is also under a FFE marker, it is attacked again and subject to OF (5.3).
- If the Leader/Scout/Advisor decides to abort the Fire 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/Scout in another impulse. The Leader/Scout's impulse is over; place an Ops Complete marker on the unit





## 19.2.1 Helicopter Modes ●

### **Flying Helicopters:**

- Are the default mode of a helicopter;
- Are moving across the terrain just above the tallest terrain in the hex; thus they are one level above the hex terrain level or its obstacle height level;
- Have an unlimited Movement Factor (MF);
- Can enter a hex that contains enemy units; it doesn't Melee and cannot be Close Assaulted, and if the combatants trade shots they are considered adjacent;
- Cannot switch into Hover mode in a hex containing enemy units;
- Do NOT auto-spot the hex they are in or the six adjacent hexes;
- Are always considered to be in a spotted hex;
- Can fire their weapons (MG's and ordnance) but suffer a -2 penalty to their Firepower (FP) on the DFT and a +2 penalty to their OFT to-hit roll;
- Can fire their MG's and ordnance at targets in different hexes;
- Cannot fire ATGMs (14.4); and
- Cannot be targeted by unguided weapons that use the OFT (see 19.2.7).

### **Hovering Helicopters:**

- Are hovering, nearly motionless, just above the tallest terrain in the hex; thus they are one level above the hex terrain level or its obstacle height level;
- Cannot leave their current hex;
- Are marked with a Hover marker or switched to their Hovering side, if they have one;
- Auto-spot the hex they are in and the six adjacent hexes;
- Are always considered to be in a spotted hex;
- Can fire their weapons at ground targets without DFT or OFT penalties;
- Must fire their MG's and ordnance at targets in the same hex; and
- Can be targeted by non-guided weapons that use the OFT (see 19.2.7), including ATGMs (14.4).



## 119.2.1 Helicopter Movement & Fire ●

The following conditions apply:

- Helicopters observe 5.0, 17.2 and 17.3 when firing their machine guns (MG's) and 14.1/2/3/4 when firing their ordnance, including their ATGMs.
- A helicopter's 4\*-FP MG has a range of 14 hexes. A helicopter's 2\*-FP MG has a range of 10 hexes. Both have a 360-degree field of fire, as indicated by the \*.
- A helicopter must fire all its weapons in the same impulse.
- After a helicopter is marked with a Fired marker, it cannot fire again in that turn.
- Helicopters with both MG's and ordnance can fire these weapons at targets in different hexes only when they are in flying mode.
- Hovering helicopters must fire all of their weapons at targets in the same hex.
- Only hovering helicopters can fire ATGMs; if they fire their ATGM, they cannot fire another type of ordnance if they have a split to-hit table.
- Hovering helicopters that fire ordnance and remain in the hex from which they fired the ordnance use Acquisition and Acquiring markers (14.3).
- 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.

**Note1:** A Helicopter can fly across the Map, fire its rockets (incorporating the +2 OFT penalty for firing in flying mode) and then fly anywhere else that it wishes.

**Note2:** A helicopter can fly across the Map, enter hovering mode, fire its machine guns at a nearby enemy, and then unload passengers (19.2.6).

## 119.2.6 Helicopter Passengers ●

The following rules apply to helicopter passengers:

- Passengers 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 (TEC)).
- Passengers cannot be disembarked into a hex occupied by enemy units or friendly units locked in Melee (8.1).
- To embark passengers, helicopters must begin their impulse in the embarking unit's hex
- Units locked in Melee cannot withdraw from the Melee (8.1.1) and embark onto a helicopter in the same hex.
- Loading/unloading costs the passengers one-half of their Movement Factor (MF), round fractions up. Since helicopters have an infinite MF, it costs them nothing.
- Unloading passengers are immediately marked with a Moved marker, and can be Op Fired (5.3) on in the hex in which they unload. Assault Movement capable units can use AM (6.1) to disembark but enemy Op Fire is resolved before they fire with the AM penalty.



## 19.2.7 Ordnance vs Helicopters

**The following conditions apply when ordnance is fired at helicopters:**

- Helicopters are always considered to be in a spotted hex.
- Degrading terrain degrades LOS as per normal.
- Two (+2) is added to the OFT to-hit roll if the helicopter is in flying mode.
- One (+1) is added to the OFT to-hit roll if the helicopter is in hovering mode.
- Helicopters receive no Target Modifier (TM) for the hex they occupy.
- Units adjacent to the helicopter on the Map are considered adjacent for OFT modifiers.

**If the ordnance hits the helicopter, observe the following steps:**

- Compare the penetration value at the appropriate range plus 1d6 (MPV) against the helicopter's Armor Factor plus 1d6 (MAV).
- If the MPV exceeds the MAV, the helicopter is destroyed.
- If the MPV is EQUAL to MAV, the helicopter must take a Morale Check. If it fails the Morale Check it is Damaged and is removed from the Map.
- 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. Observe the following steps to carry out the helicopter crash:
- Roll 2d6 to determine the direction it 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.
- The result of the white die is halved (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, it crashes into that hex instead of the full white-die distance. Place a Crash, Wreck or Helicopter Wreck marker in this hex (not all games have the same counters). If the hex contains an LC or HC Building, place a Rubble marker in the 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 die-roll as described in section 5.0 against Leg units and in sections 17.2 or 17.3 against vehicles; armored vehicles are attacked as if they are open—even if they are buttoned.
- 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 helicopter 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 helicopter is less than the chopper's MAV, there is no effect. If the helicopter remains in the hex in which it was fired at, use Acquisition and Acquiring markers (14.3).



## 19.2.9] Helicopters vs. Helicopters ●

**Observe the following rules and restrictions when conducting attacks between two helicopters:**

- To reiterate: Helicopters cannot occupy the same hex, flying helicopters cannot fire their ATGMs, and helicopters cannot fire at fixed-wing aircraft. Damaged helicopters are removed from the Map.
- Helicopters in adjacent hexes gain the adjacency bonus for DFT and OFT attacks.
- Helicopters attack each other with MG's as if they were open armored vehicles, as per 17.2.
- Ordnance attacks are conducted as per 14.1.
- A hovering helicopter can only fire its ATGM at an enemy helicopter if the target is also in hover mode, and then as per 14.4.
- Helicopters never receive a hex's Target Modifier, including when a targeted helicopter is at a higher level due to Hills and/or a terrain's obstacle height.
- Helicopters fire their MG's with the same ranges as if they were targeting ground units: 4\*-FP MG's have a range of 14 hexes and 2\*-FP MG's have a range of 10 hexes. Both have a 360-degree field of fire.
- A helicopter in flying mode that fires its MG's at an enemy helicopter that is also in flying mode suffers a total penalty of -4 to their FP.
- A helicopter in hover mode that fires its MG's at an enemy helicopter in flying mode suffers a -2 penalty to their FP.
- A helicopter in flying mode that fires its ordnance at an enemy helicopter in flying mode suffers a total penalty to their to-hit roll on the OFT of +4.
- A helicopter in hover mode that fires its ordnance at an enemy helicopter in flying mode suffers a +2 penalty to their OFT to-hit roll.
- A helicopter in hover mode that fires its MGs at an enemy helicopter also in hover mode does so without penalty.
- A helicopter in hover mode that fires its ordnance at an enemy helicopter also in hover mode suffers a +1 penalty to its OFT to-hit roll.
- Helicopters equipped with ATGMs (red to-hit #s) and another type of ordnance, such as a cannon or rockets (both with black to-hit #s), can only fire one type of ordnance per impulse.



# MULTI-MAN COUNTERS [MMCs]

## Squad

### Front

Identification

Badge (IB, 1.1) Morale (1.5)



Inherent  
Firepower (IFP)

Range

Movement  
Factor (MF)

### Back

Shaken (5.1)



No IFP or Range  
MF Halved





Red box around MF indicates Assault Move / Fire Capable (6.1 / 6.1.1)



Yellow box around MF indicates Stealth Move Capable (6.4)



Black box around MF indicates Extended Range (5.4)



IFP with an "A" Superscript indicates Assaulters (5.6)



IFP with an "M" Superscript indicates Melee Specialist (8.5)

## Half-squad

Front

Back



## Crew

Front

Back



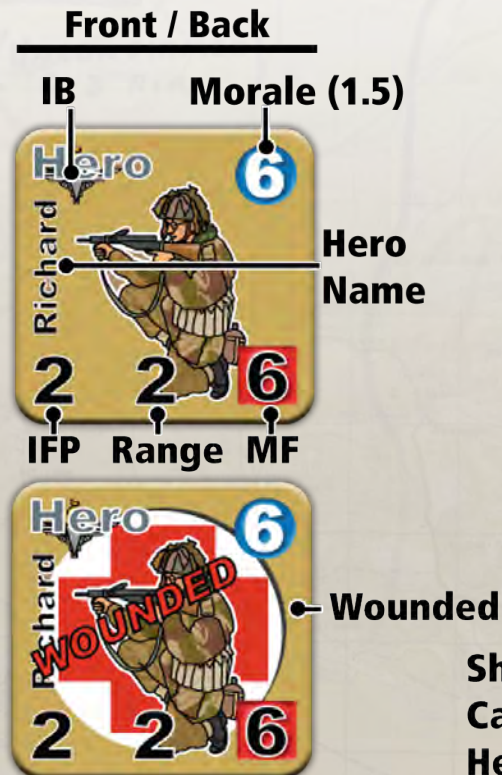


# SINGLE-MAN COUNTERS [SMCs]

## Leader (11.1)



## Hero (11.2)



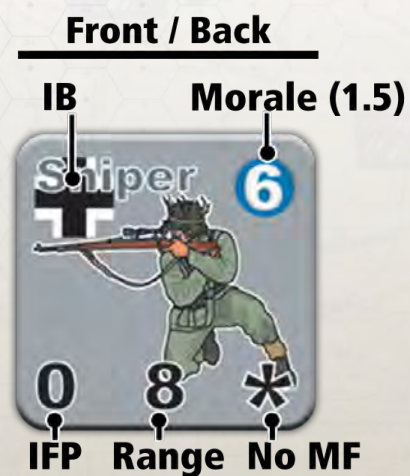
## Medic (11.3)



Shaken:  
Cannot  
Heal



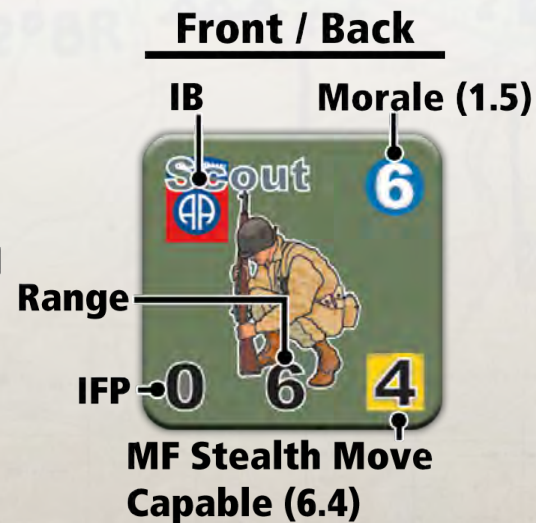
## Sniper (11.4)



## Armor Leader (11.5)



## Scout (11.6)





# MOUNTED UNITS [MUs, 6.6]

## Motorcycle Squad

Front

Back



Dismount



Squad



Red MF indicates  
Hit & Run capable (6.7)

## Cavalry Half-squad

Front

Back



Dismount



Half-squad



Replace with Shaken  
Half-squad

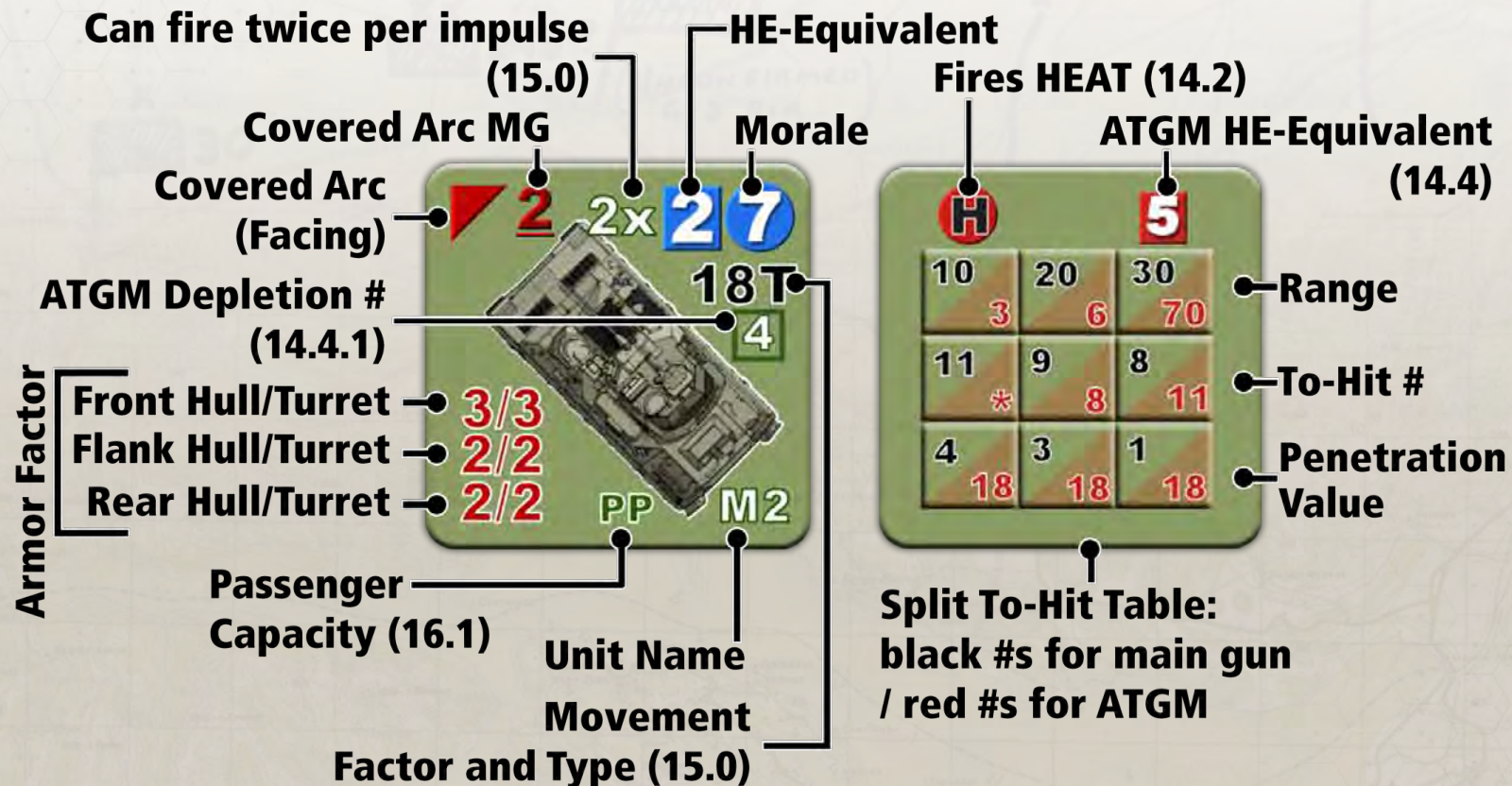


# VEHICLES [15.0]

## ATGM Vehicles (14.4.1)

Front

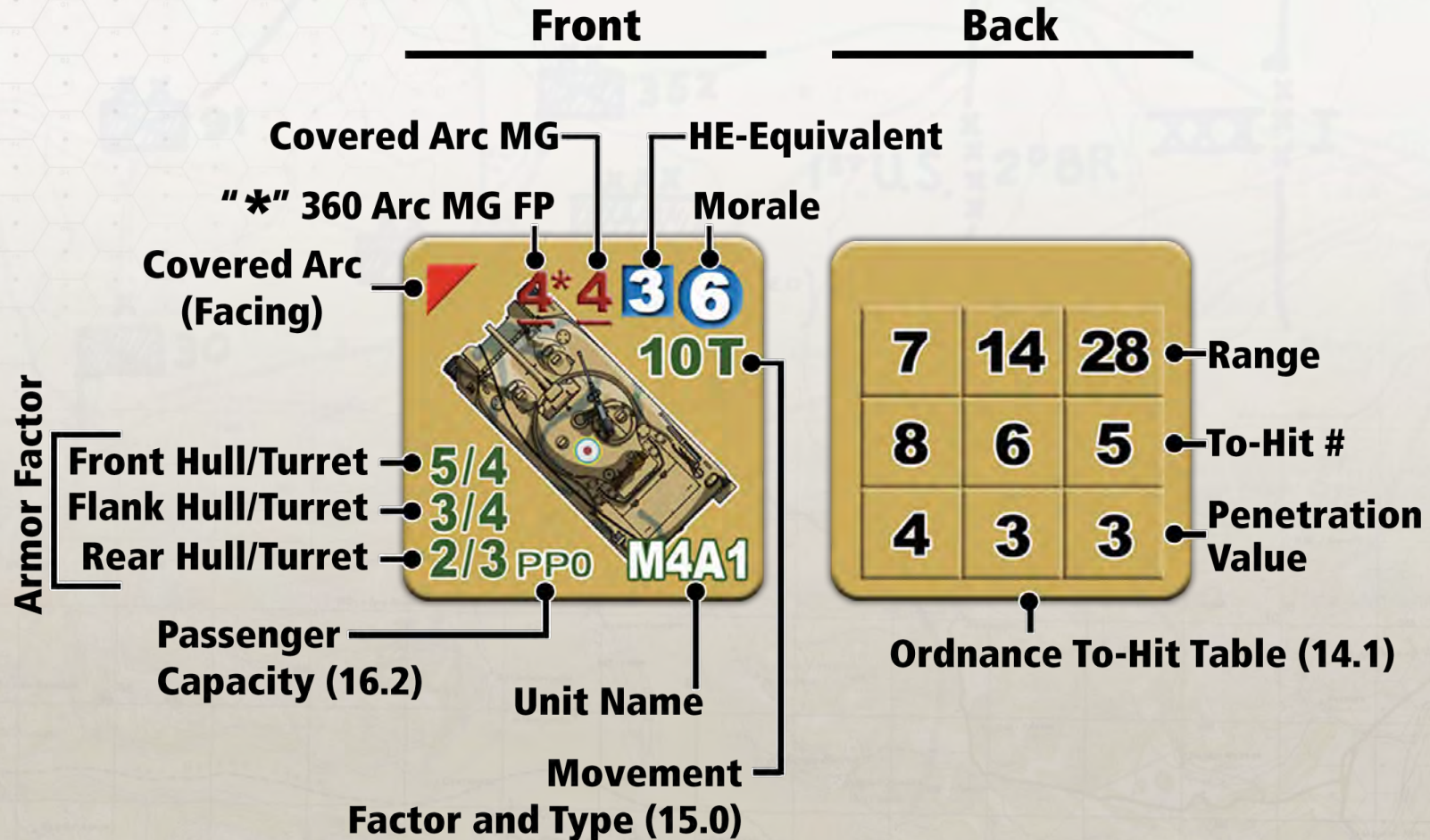
Back





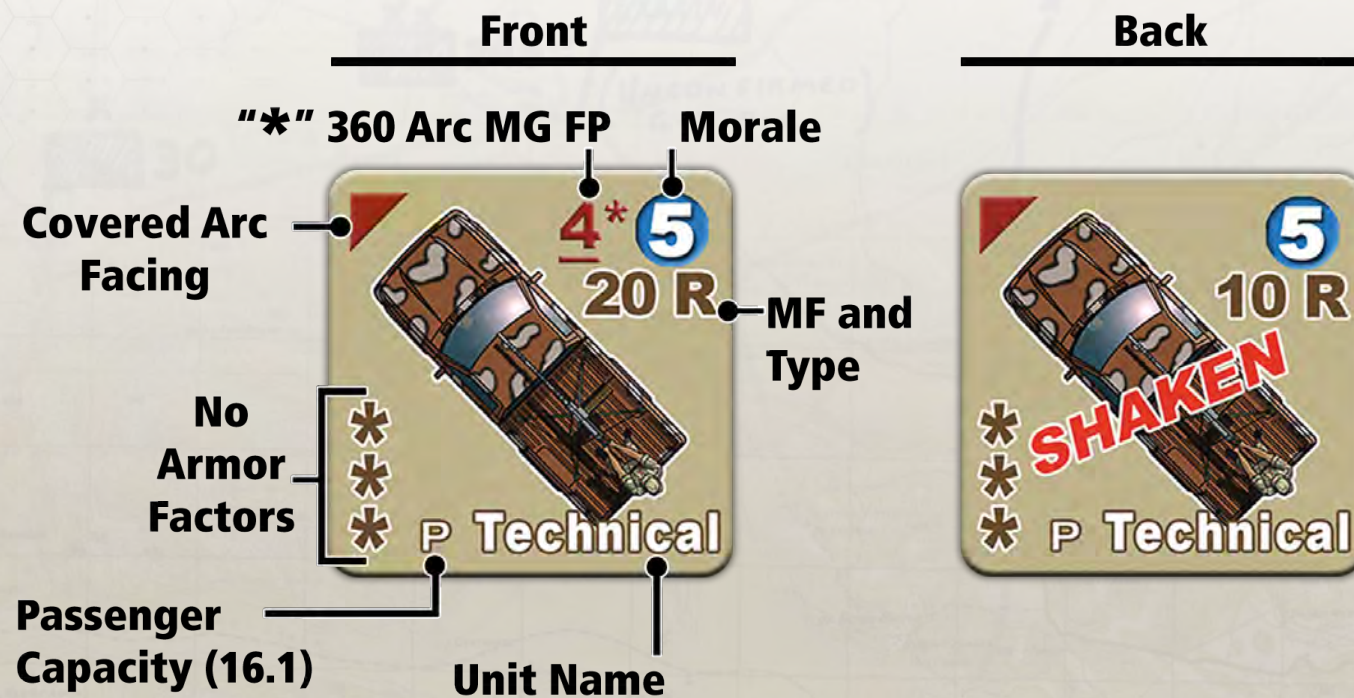
# VEHICLES [15.0]

## Armored Vehicles





## Un-Armored Vehicles





# SUPPORT WEAPONS [SWs, 1.6]

## Direct-Fire Support Weapons (5.0)

### Machine Gun

Weapon Name



Firepower (FP) 2 Range 9

### Flamethrower

Weapon Name



Firepower (FP) 4 Range 2

### Satchel Charge



Weapon Name





Firepower (FP) 6 Range 1





### Ordnance-Firing SW (1.6.4, 14.1)

Front	Back
<b>Weapon Name</b> 	<b>Fires Heat (14.2)</b> 
<b>SW HE-Equivalent (1.6.4)</b>	<b>To-Hit Table (14.1)</b>

### Anti-Aircraft SW (1.6.6, 19.1.1)

Front	Back
<b>Weapon Name</b> 	
	<b>Blue To-Hit Table (14.1)</b> <b>Can Fire at Aircraft</b>



### Jam Potential SW (1.6.2, 5.0)

Front	Back
<b>Weapon Name</b> 	<b>Jammed Side</b> 
<b>"J" Superscripted FP</b>	

### Tripod MG SW (1.6.1, 5.0)

Front	Back
<b>Weapon Name</b> 	<b>Dismantled Side</b> 
<b>FP</b> <b>Range</b>	

### Mortar SW (1.6.5, 5.0)

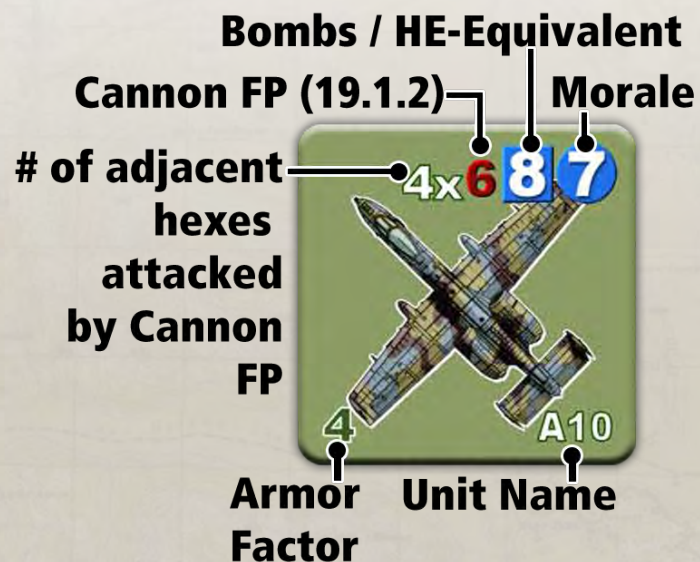
Front	Back
<b>Weapon Name</b> 	<b>Dismantled Side</b> 
<b>FP</b> <b>Minimum Range of 2</b> <b>Maximum Range of 9</b>	



# AIRCRAFT [19.0]

## Fixed-Wing Aircraft (19.1)

### Modern



### WW2

**# of hexes HE / Bombs can attack**  
**(hexes do not have to be adjacent, 19.1.2)**





# Helicopters (19.2)

**Front**

HE-Equivalent

" \* " 360 Arc MG FP Morale

# of times  
Ordnance  
can fire in  
an Impulse

2 2x 4 7

2 2PP Mi8

Armor  
Factor

Unit Name  
Passenger  
Capacity (19.2.6)

**Back**


To-Hit Table (14.1)

4	6	10
8	6	4
3	3	3

Range

To-Hit #

Penetration  
Value

 Hover Mode  
(19.2.1)

**Front**

" \* " 360 Arc MG FP Morale

Flying  
Mode  
(19.2.1)

4\* 7

2 PP UH-60

Armor  
Factor

Unit Name  
Passenger  
Capacity (19.2.6)

**Back**

4\* 7

HOVER

Hover Mode  
(19.2.1)

2 PP UH-60





# Weapon Teams (WTs, 1.7)



## Direct-Fire WT (5.0)

Front	Back
<b>Weapon Name</b>  <p>M1917A1 7</p> <p>3 15 2</p> <p>IFP Range MF</p>	 <p>M1917A1 7</p> <p>SR</p> <p>* * 1</p> <p>Self-Rally (3.0)</p>



## Ordnance-Firing WT (1.7.1, 14.1)

Front	Back									
<b>Covered Arc (14.1)</b>  <p>37mm ATG 2 6</p> <p>* * 1</p>	<b>HE-Equivalent</b>  <p>SR 6</p> <table border="1"> <tr> <td>5</td> <td>9</td> <td>16</td> </tr> <tr> <td>6</td> <td>5</td> <td>4</td> </tr> <tr> <td>2</td> <td>1</td> <td>0</td> </tr> </table> <p>Range To-Hit # Penetration Value</p> <p>To-Hit Table (14.1)</p>	5	9	16	6	5	4	2	1	0
5	9	16								
6	5	4								
2	1	0								



## Anti-Aircraft (AA) WT (19.1.1)

Front	Back									
<b>Covered Arc (14.1)</b>  <p>20mm AA 2x 2 7</p> <p>Can Fire twice per impulse (1.7.1)</p> <p>* * 2</p> <p>MF</p>	<b>HE-Equivalent</b>  <p>SR 7</p> <table border="1"> <tr> <td>5</td> <td>9</td> <td>18</td> </tr> <tr> <td>8</td> <td>7</td> <td>5</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> </tr> </table> <p>Blue To-Hit Table can only fire at Aircraft (19.1.1)</p>	5	9	18	8	7	5	1	1	0
5	9	18								
8	7	5								
1	1	0								

## Anti-Aircraft (AA) WT (19.1.1)

Front	Back	Split To-Hit Table:									
<b>Covered Arc (14.1)</b>  <p>2x AA 2 6</p> <p>* * 1</p> <p>MF</p>	<b>HE-Equivalent</b>  <p>SR 6</p> <table border="1"> <tr> <td>5</td> <td>10</td> <td>20</td> </tr> <tr> <td>8</td> <td>6</td> <td>5</td> </tr> <tr> <td>3</td> <td>2</td> <td>1</td> </tr> </table>	5	10	20	8	6	5	3	2	1	<p>black #s for ground targets / blue #s for aircraft</p>
5	10	20									
8	6	5									
3	2	1									

## ATGM WT (14.4)

Front	Back									
<b>ATGM Depletion # (14.4.1)</b>  <p>Milan 5 6</p> <p>4</p> <p>* * 2</p> <p>MF</p>	<b>Fires HEAT (14.2)</b>  <p>H SR 6</p> <table border="1"> <tr> <td>1</td> <td>4</td> <td>36</td> </tr> <tr> <td>5</td> <td>8</td> <td>11</td> </tr> <tr> <td>16</td> <td>16</td> <td>16</td> </tr> </table> <p>To-Hit Table (14.1)</p>	1	4	36	5	8	11	16	16	16
1	4	36								
5	8	11								
16	16	16								















# LOCK 'N LOAD TACTICAL QUICK REFERENCE

