LOCK 'N LOAD TACTICAL

SOLO

MANUAL v1.5

Solo Rules

1.0 INTRODUCTION

Lock 'n Load Tactical: Solo (hereafter **LnLTS**) is a solo game system designed for fans of the **Lock 'n Load Tactical (LnLT)** Series. This system will allow players to take most scenarios from any **LnLT** game or Battle Generator and play them solo, where the decision for the player's opponent is made from the Artificial Intelligence built into the solo game system.

Playing the **LnLTS** system simulates playing against an opponent. You select a side in the scenario to play, and the Artificial Intelligence, known in the game as an Artificial Enemy Opponent (AEO), plays the other side. The AEO can play both Offensive and Defensive combat actions against you. The AEO conducts its actions by drawing Order Cards and progressing through the instructions on the Card, assisted by AEO Behavior Flowcharts. The system is designed to be compatible with both the **LnLT** World War 2 and Modern Era series games, including our Battle Generators. Play between you (the player) and the AEO progresses through impulses and turns until one side achieves the Victory Objectives and or Objectives.

2.0 TACTICAL RULE REFERENCES

One of the most important concepts to this game system is that the **LnLT** Core game rules serve as the primary source for rules determination. This means that the **LnLTS** system does not override the Core or Module rules unless explicitly instructed to do so in the **LnLTS** rules.

As you read the **LnLTS** rules and use the Player-Aid Cards you will find references to the **LnLT** Core Rules. As rules are referenced, such as [5.0], the reference means that you can find the referenced rule in our **LnLT** *v4.1* or *v5.0* **LnLT** Core Rule book. Any optional or notable changes in the **LnLT** Core or Module rules text is presented in BLUE. All examples, comments and important notes are in ***RED ITALICS***.

2.1 What to Expect from the AEO

The object of **LnLTS** is to provide you with a challenging game where all the options are unknown to the human player, hence causing unexpected battle situations. This unique type of play enhances solo gaming provided by an unpredictable AEO opponent. It is important that the player follows the AEO Orders Card in conjunction with the AEO Behavior Flowcharts to get the best results.

2.2 Use Your Head, Soldier

The AEO is not perfect and will most likely not play the game the way you would play the game. While playing the game, the AEO might make a move that causes you to scratch your head. You have the last word over the AEO, though. If you think the AEO's action is not in the best interest of the AEO, use common sense to override the situation.

2.3 Ways to Play Solo

LnLTS is designed to simulate an opponent's actions and responses. However, maybe you still want some control, as if you were playing solo without the use of this solo system. You can supplement play by using the Cards to select which unit is performing the action but you as the player control the actions of that unit. You can have the Cards determine the unit and its action but want to control how it performs the action.

You can even have the Cards determine what units are activate for both side and you conduct the actions for the units. Feel free to make use of the system in whatever way you desire. The whole premise of this system is to enhance solo play. Have fun with it!

3.0 GENERAL CONCEPTS FOR SOLO PLAY

In order to play **LnLTS** it is recommended that you to have a good working knowledge of the **LnLT** game system; thus, **LnLT** rules and terms should be familiar to **LnLTS** players.

3.1 The Player and Enemy Player

You are designated as the Player (PL) and your units are known as Player Units (PUs). The Artificial Intelligence opponent is designated as the Artificial Enemy Opponent (AEO). Anytime "units" is used it is to represent either PL or AEO units.

3.2 Scenarios in LnLT Solo

LnLTS is designed to allow a player to play almost any scenario within any **LnLT** series game, be if from World War II or the Modern Era. **LnLTS** is designed so that a player can play either side of a scenario. A few scenarios may not fit well with the **LnLTS** system, so keep this in the back of your mind when selecting a scenario. Once a scenario is picked and the sides are selected, a determination of AEO Posture is needed. Posture (defensive or offensive) is determined for the AEO. This Posture helps determine the type of actions the AEO selects and ultimately executes.

3.3 Deciding for the AEO

To make die-rolls for the AEO, to determine results of actions, combat resolutions and other miscellaneous events,

you the player can roll the dice for the AEO or use the **LnLTS** random d6 generator. Each Card within **LnLTS** contains a d6 icon located in the upper right corner of each AEO Order Card.

Each time a die-roll is needed, select a Card from the AEO deck and determine the result from the d6 icon on the Card. The number of pips on the icon represents a 1d6 roll. Draw two Cards to determine 2d6 results. The use of the random d6 generator is OPTIONAL. You, the player can decide how to determine d6 results.

3.4 Unit Definition

Within the game there are references to the word unit(s) within the game. They are references to the many Player or AEO troops on the map used in the game. Units within **LnLTS** are defined as any Single-Man Counter, Multi-Man Counter and Vehicle.

Example: *If you were to read the sentence "Are there any AEO units off of the map?", the phrase "units off of the map" would refer to any SMC, MMC, and vehicle that is not in play as of yet.*

3.5 Good Order

Any reference within **LnLTS** that refers to a Good Order Unit (1.5) means any SMC, MMC and Vehicle that is not Shaken.

3.6 Activation

The term Activation within **LnLTS** is, as the Player, deciding to choose a unit(s) with which to perform an action and then perform that action with that unit(s). The AEO similarly selects a unit by the determination used on an Orders Card followed by the designated action being performed by that unit.

Once activated units are typically not legally allowed to perform additional actions but there are some exceptions as noted in the **LnLT** Core rules.

Example: *Ops Complete units are still legally allowed to Opportunity Fire but at a penalty.*

A Player may not activate one of his units if it is not legally allowed to do so. Subsequently an AEO may not order a unit If the AEO unit is not legally allowed to perform an action. In both cases the units are considered activated and may only activate in the following turns.

Example: *It's the AEO's turn and an Orders Card is selected. Progressing down the Orders Card the "Execute Counteractions" order is issued. Referring to the behavioral Flowcharts a legal unit will be determined to perform an action. In order for the AEO unit to activate, it must legally be allowed to activate. If no units are legally allowed to activate for the "Execute Counteractions" order, skip the order and progress down to the Secondary orders section and begin again.*

3.7 Adjacent Leader Activation
Leaders have the ability to activate multiple units within their hex and other Leaders located in adjacent hexes. The activation of additional Leaders and units in the hexes are situational, meaning that activation of adjacent Leaders depends much upon what situation the AEO is in. The AEO cannot necessarily determine the advantages of activating an additional Leader. You, the player can determine additional Leader activation through one of the following methods.

Randomly determine for each adjacent Leader.

Conduct a d6 roll. if the result is a 4+ the Leader activates. Add +1 to this d6 result if the adjacent Leader is within LOS to a PU. Add an additional +1 if the PU is in LOS and within 2 hexes of a PU.

The player may make the decision on his own to determine if the adjacent Leader or Leaders will activate.

If an adjacent Leader is activated through one of the listed methods, draw an Order Card for the newly activated Leader.

Select the appropriate order by starting at the top of the Orders Card and progressively review each order and select the most appropriate order that matches the situation of the activated AEO.

> **Note:** *If the AEO is not in an adjacent hex or within 2 hexes, those orders would be ignored. If the third order was Execute Victory Objectives, then that order would be executed if possible.*

Once the order is selected execute the order as normal.

If no order on the Card can be executed by the adjacent AEO Leader, then disCard the order and that Leader may not activate and conduct an impulse.

End the impulse.

4.0 GETTING STARTED

To begin a game of **LnLTS**, select a scenario from any of the modules and determine which side you and the AEO will play. Pull the pieces and then determine the AEO's Posture.

4.1 Determine Posture

To determine the offensive or Defensive Posture of the AEO, examine what is needed to win the game. For example, if the AEO needs to exit units off of a Map it would be in an Offensive Posture. If it needs to prevent a PL from taking a Victory Objective hex, the AEO would be in a Defensive Posture. If Posture cannot be determined, the AEO assumes an Offensive Posture.

Example: *If you choose a force that attempts to prevent enemy units from exiting a Map, then you are the defender. If you are to take or destroy a particular hex, then you are the attacker and are on offense. In* **LnLTS** *this is known as Posture.*

Once Posture has been determined, the player now conducts the initial setup for PU units and AEO units.

4.2 Creating the AEO Orders Deck

Before starting a scenario, the Orders Deck must be created to play the game. The Orders Deck for the AEO is constructed to match the AEO's Posture for the scenario.

DEFENSE [4.2]	RE-SHUFFLE [10.2]	EVENT [10.1]	OFFENSIVE [4.2]

LnLTS has Cards within the deck that are more defensive in nature, offensive in nature, or not marked with either an offensive or defensive icon.

Player Cards that are not marked as either are considered neutral. You create a deck using the solo Cards to make the AEO's deck suited to the scenario in accordance with the AEO's Posture. Select all Card types that match the AEO's Posture, then shuffle the Cards. This is the AEO's Orders Deck.

- If the AEO is in a Defensive Posture, select all defensive Order Cards and then all unmarked Order Cards.

- If the AEO is in an Offensive Posture, select all offensive Order Cards and then all unmarked Order Cards.

- If AEO Posture cannot be determined, select all offensive Order Cards and then all unmarked Order Cards.

4.3 AEO Behavior Flowcharts

Many of the actions selected for the AEO on the Cards are not defined enough to determine how the AEO will conduct its action. Included in the game are Order Behavioral Flowchart Player Aids.

When an AEO is ordered, refer to the Orders Behavioral Flowchart to assist the AEO on how to conduct the order.

Example: *A Card is drawn and the AEO is ordered to Fire. The AEO has several potential targets. Using the Flowchart, determine which action to apply, based on the condition, to the AEO. Once a condition is met, execute that order guided by the behavior matched on the Flowchart.*

This Flowchart can assist the AEO with most of its actions. Use of the Flowchart's help to define the order so that it is clear enough for the AEO to complete its ordered action.

Important Note: *If an order cannot be executed due to conditions not being met within the Flowchart, skip that order and refer to the next order in line on the Order Card.*

5.0 BEGINNING THE GAME

Once a scenario is selected, the AEO's Posture is determined, and the AEO's Orders Deck is created, the game is ready to begin.

LnLTS' Outline of Play (2.0) follows the same rules as in the **LnLT** Core Rules:

- Rally Phase (3.0)
- Operations Phase (4.0)
- Administration Phase (9.0)

5.1 Rally

The PL and AEO roll for initiative. Conduct any rallies for units and pick up any Support Weapons.

5.2 Operations Phase

Both the PL and AEO conduct their Administration Phase as outlined in the **LnLT** (9.0). Any housekeeping or random d6 rolls needed for the AEO are conducted by the PL.

5.3 Administrative Phase

Both the PL and AEO conduct their Administration Phase as outlined in the **LnLT** Core Rules (9.0). Any housekeeping or random d6 rolls needed for the AEO are conducted by the PL.

5.4 Impulse Summary

Impulses are conducted as instructed in the **LnLT** Core Rules. As the PL, conduct an impulse by executing an eligible action with a PL unit(s) as described in the **LnLT** Core Rules. You can also Pass: Do nothing on your impulse. (If the PL and AEO pass three times consecutively, the turn is over.)

Important Note: *Your Module Rules booklet might alter some of the actions that you can perform.*

5.5 AEO Order Deck Reshuffled

After executing a PL action, play advances to the AEO's impulse. Once the PL and AEO have run out of units to activate or have passed three consecutive times, advance the Turn marker to the next turn and shuffle the disCarded AEO Order Cards into the draw pile, and begin the play sequence again.
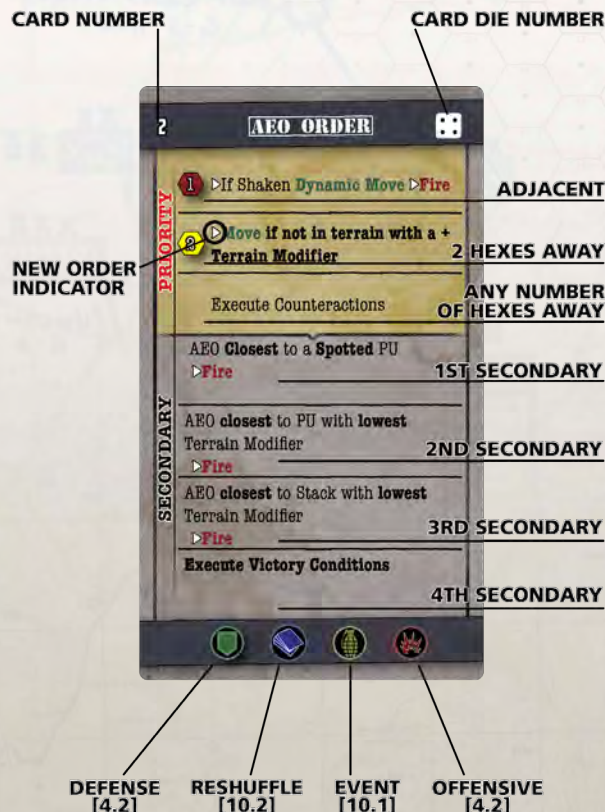
6.0 AEO IMPULSE SUMMARY

The AEO impulse begins by drawing an Order Card, which determines the AEO's action for the impulse.

6.1 AEO Order Card

Each AEO Order Card is organized into sections that contain a series of orders that an AEO can perform. Begin an AEO order by reading from the top of the Card and progress your way down the Card.

Read the first order, then see if that order can be carried out by the AEO. If the order is carried out, the AEO impulse is over and play goes to the PL.

If an order cannot be carried out, continue to the next order to the right of the white triangle. If that order cannot be carried out, read the next order on the line below. Continue in this manner until an order is carried out. If no orders on the Card can be executed, the AEO passes. There are two sections on each Order Card: Priority Orders and Secondary Orders.
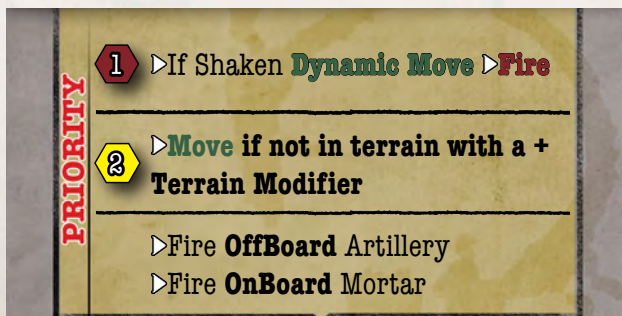
6.1.1 Priority Orders

Priority Orders are considered urgent orders, and this section is used for AEO units that are adjacent to or within two hexes of a PL unit.

Priority-1: An AEO unit(s) adjacent to a PL unit performs the first order. The AEO unit must legally be able to perform an action. If the AEO is not eligible (is marked with a Fired or Ops Complete marker, etc.) and no other eligible (capable of performing an action) AEOs are adjacent to a PL, the Priority-1 Order is skipped and play progresses to the Priority-2 Order.

Priority-2: An AEO unit(s) within two hexes of a PL execute an eligible action as determined within the order listed next to Priority 2. If no eligible AEO within two hexes of a PU can perform an action, then this order section is skipped and progresses to the Priority-3 Order.

Priority-3: Priority-3 Orders do not always exist. Units anywhere on the Map are eligible to conduct this action. The most common order in the Priority-3 section contains orders such as Execute Counteractions or Fire Off-board Artillery. Counteraction orders are listed on the Posture AEO Behavior Flowchart Player-Aid Card.

If this cannot be performed because there are no eligible units, then proceed to the Secondary Orders section.
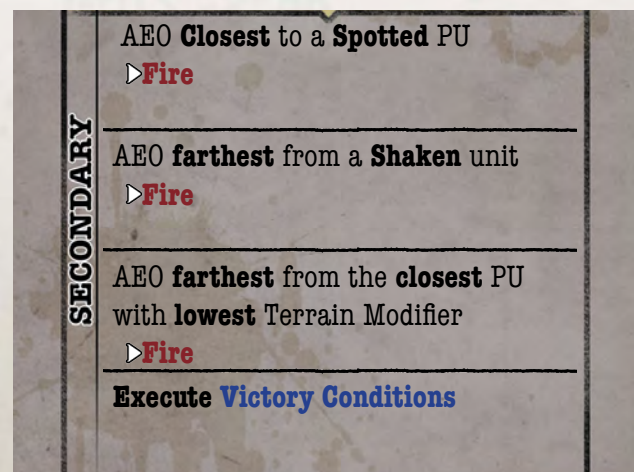
6.1.2 Secondary Orders

Secondary Orders are executed if there is not a Priority Order that can be executed. These orders are for any AEO unit on the Map that fits the criteria called for within the Secondary Orders section. Secondary Orders consist of sections that contain several different kinds of orders and conditions that an AEO can follow. Starting from the top, read the first order and determine if the criteria fits the situation that an AEO can execute.

6.1.3 Execute Victory Objectives

Execute Victory Objectives is a special order that consists of different types of actions that can be performed.

Determined by the condition on the battlefield, refer to the Behavioral Flowcharts to determine what action an AEO can perform.

Execute Victory Objectives closely correlates to the Victory Objectives stated within the scenario chosen to play. Depending upon the Posture of the AEO, the Execute Victory Objectives Flowchart will aid in the determination of what action by the AEO is performed and how.

The actions guided by the Flowchart must also have the overall scenario Victory Objectives in mind.

Example: *If the scenario calls for destruction of a PU Weapons Team and the AEO is in an Offensive Posture then the actions derived from the Execute Victory Objectives Flowchart must have its destruction in mind. In this case an AEO is in LOS of the Victory Objective but out of range.*

If the decision asks for a "Victory Objective involving a PU needed?" is asked then the answer would be yes and the AEO would move towards to shorten the range between it and the Weapons Team. If the AEO was in range, then it would need to decide upon what action to take to destroy it.

Firing or Melee would work but which one would be the best choice. If for instance the Weapons Team has a Fired marker on it then maybe a Melee would be the best choice. If it has not completed an action then Firing by the AEO may be more appropriate as the Weapons Team Opportunity Fire may destroy the AEO.

6.1.4 Execute Counteractions
Counteractions are orders that are used more to counteract actions that the PU is conducting. These actions may consist of actions by Medics or for added reinforcements, etc.

Use the Execute Counteractions Flowchart to assist the AEO with the appropriate action to conduct when this order is issued.

7.0 ORDERS
Orders within the Priority or Secondary sections instruct an AEO on what action to perform. As stated, the Priority-1 section selects AEO units adjacent to PUs, the Priority-2 section selects AEO units within two hexes of a PU, and the Secondary Orders section states which AEO to select within the order itself. The orders within these sections may contain one or several actions an AEO can perform. To begin, draw a Card and select the AEO using the procedure stated earlier and read the order starting from left to right. If the first order cannot be executed, then proceed to the next order and so on.

Example: *An AEO within two hexes of a PU is ordered to Fire at the closest Vehicle followed by a Move towards. If there is no Vehicle in LOS or in range, then proceed to the next order, which states to Move towards. The AEO now Moves towards a PU. Mark the AEO appropriately after it performs an action. Play now proceeds to the PU.*

7.1 AEO Order Flowchart Example
In the column to the right is a sample of the **LnLTS** Flowchart for the AEO Order Card orders. A full-size version is included in the Cards at the end of this section.

In this example Card 3 is drawn for the AEO impulse. This card is a defensive card. The Flowchart details the progression in which orders are executed.

either side of the title of the Flowchart. Flowcharts that show a Posture symbol are double-sided. If you are using a defensive AEO Posture, you must flip all double-sided Flowcharts to their defensive side and visa versa if using an offensive AEO Posture.
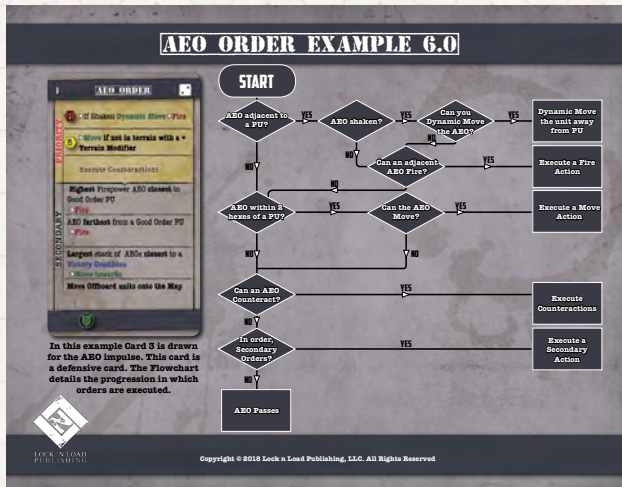
7.2 Executing Orders

When an order is being executed, such as a Fire or a Move, there are potentially multiple targets to choose or directions to move. Within **LnLTS** it is attempted to let the AEO decide how an action is performed. When an action from an Orders Card is chosen, refer to the proper AEO Behavior Flowchart to determine how the action is to be executed.

The AEO Behavior Flowchart determines how the unit will execute an action. If the order is a Move, consult the Movement AEO Behavior Flowchart and progress through the Flowchart until you achieve the final result. That final result determines how and potentially where the AEO unit will move.

7.3 AEO Behavior Flowchart

LnLTS comes with a series of Player-Aid Cards containing Flowcharts. Each one is labeled for a type of Behavior and is color coded. AEO Behavior Flowcharts include the Fire Behavior Flowcharts in red, Movement Behavior Flowcharts in green, Counteraction Behavior Flowcharts in brown and a Victory Objectives Behavior Flowchart in blue.

The Flowcharts also include Posture symbols for Offensive and Defensive, one on

Important Note: *You will find that the orders listed on the AEO Order Cards are color coded to match the colors of the AEO Behavior Flowcharts and Tables making it easier to find the proper Flowchart or Table quickly.*

7.3.1 Using the AEO Behavior Flowchart

The AEO Behavior Flowcharts are used to assist the AEO in executing an order.

Drawing an Order Card that has the word Fire or Move on it does not tell the player who the AEO will Fire at or where it will Move to. The AEO Behavior Flowcharts help shape these decisions.

When an action is determined to be executed by an eligible AEO unit consult the Behavior Flowchart associated with the action. Pick the Flowchart that matches the AEO's situation. Progress through the Flowchart, answering the questions (yes or no) based upon the AEO's situation, until you end with the final result.

For example, if a Move order is executed by the AEO, the Movement Behavior Flowcharts are consulted. Movement Flowcharts have both a Defensive and an Offensive Posture chart. If the AEO is in an Offensive Posture, select the appropriate Movement chart. Starting in the center, choose the condition that applies to the AEO selected and then proceed through the Flowchart.

Example: *An AEO Vehicle is selected to move. The AEO is in an Offensive Posture. Consult the Offensive Movement Flowchart. There is a PU closer to the Victory Objective (VO) than the Vehicle. The Vehicle selects that Flowchart path. Since the PU is closer to the VO the AEO Vehicle moves towards the VO. If a situation exists that is not in the best interest of the AEO, please make a referee call and select the most likely behavior in accordance with your judgment.*

7.3.2 Movement Stances Table
The Stances Table assists with two things: the behavior of Vehicles in battle, and Dynamic Movement for SMCs/MMCs. It is not a Flowchart used like the movement or combat Flowcharts.

LOCK 'N LOAD TACTICAL SOLO MOVEMENT STANCES TABLE 8.3.2

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7.3.2.1 Vehicle Stances
This table helps determine how a Vehicle will enter combat. Vehicles can be exposed (open) or unexposed (buttoned). This is determined by the combat situation of the Vehicle and explained within the table.

Use this table to determine how the Vehicle enters battle. Additionally, the table further defines situations that the Vehicle will avoid.

7.3.2.2 Dynamic Movement
This table helps determine how an SMC/MMC moves when directed to make a Dynamic Move on an Order Card.

7.4 Opportunity Fire
An AEO can take an action out of its turn in the form of Opportunity Fire. An AEO attempts Opportunity Fire on a PU that has an Inherent Firepower (IFP) and when the PU spends a Movement Point (MP) in the AEO LOS, is within normal range of an appropriate AEO unit's IFP or Support Weapon's FP. Once that AEO fires, mark it with a Fired marker. The AEO always fires at the PU when it is in the hex with the lowest +TM in its movement path.

> **Important Note:** *Appropriate means that a unit won't fire with a FP that has no chance of causing any damage.*

7.5 Range-1 Support Weapons

Range-1 Support Weapons (SWs) consist of weapons that have a range of one. These include one-time use weapons, e.g., Molotov Cocktails, Satchel Charges, Sticky Bombs and Stick Bombs.

If the AEO is adjacent to a PU the AEO always attempts to use a Range-1 SW if instructed to fire at an adjacent PU. If the FP of the PU being attacked is equal to or 1/2 of the attacking AEO MMC, then the AEO will not use the SW if it is a one-time use weapon (e.g., Satchel Charge, Molotov Cocktail). If the AEO is ordered to enter Melee with its Range-1 SW it always uses the SW.

7.6 Vehicles

Vehicles fire High Explosive (HE) at Infantry-type targets and Armor Piercing at vehicles.

7.7 Helicopters (19.2)

Helicopters Carrying Passengers: Helicopters carrying passengers that enter the Map must attempt to deliver their passengers in the turn they enter.

The helicopter flies within a range of three hexes from a PU, changes to hover mode, can fire its ordnance if a valid target exists, then disembark its passengers. If possible the helicopter will select a Clear-terrain hex not within a PU's LOS.

Helicopters Picking Up Passengers: Helicopters attempting to pick up passengers enter the Map and fly and hover in a Clear-terrain hex containing the passengers who are to embark on the helicopter.

When changing to hover mode the helicopter can fire any weapons before picking up the passengers. It then, in the following turn, changes modes to flying and travels to the stated areas located within the Victory Objectives.

Helicopter Gunships: Gunships enter the Map and stay in flying mode, shooting at spotted hexes containing PUs. If none are spotted it attempts to spot and then fire. It then moves out of range of small-arms fire and ordnance, if possible.

7.8 Fixed-Wing Aircraft

When the AEO receives a fixed-wing airstrike [Core 19.1], roll 1d6 as per normal to determine the Map edge from which it enters; however, if the result is a 5 or 6, reroll until the result is 1-4. The aircraft's flight path is that which attacks the greatest number of PUs. This calls for the PL to be objective despite any impending destruction. If needed, randomly determine which hex of an adjacent pair targeted by the aircraft's cannons are also attacked by its bombs.

7.9 Snipers

Snipers that are included in a scenario are technically on the map, they are simply not revealed typically at the beginning of the game.

If the Execute Counter Actions order is executed and a decision box asks if Snipers are on the map, they are on the map whether they are revealed or hidden and execute an action.

If hidden place them on the map in a +TM with LOS to as many infantry or unbuttoned AFVs as possible.

8.0 ACTION MARKERS

Some AEO Order Cards have the term Action Markers on them. The following markers are considered Action markers in **LnLTS** for the AEO and PL units. Not all Action markers are available in all games in the series. The following are considered Action markers.

Moved		**Low Crawl**	
Assault Move		**Hit & Run**	
Fired		**Ops Complete**	

9.0 ENDING THE GAME

Ending a game of **LnLTS** is the same as if playing against a live opponent. If you beat the AEO, feedback to any of the Lock 'n Load Forums is appreciated. Please feel free to give us your strategy tips on keeping the Artificial Intelligence used in the game competitive.

10.0 OPTIONAL RULES

Optional Rules can be used in whole or in part. These rules add a little more complexity and can change some of scenarios and their balance.

10.1 Random Event Table
LnLTS introduces Random Events. There is always a chance a Random Event can happen whenever you pull an AEO Orders Card, and it is not being used for a dice result.

Random Events always occur before the AEO executes an order during its impulse. A grenade icon at the bottom of the Card indicts there is a chance of a Random Event occurring. Next to the grenade icon is a number and a plus symbol. This is the 2d6 dice result needed or higher for an Event to occur.

You may also limit the number of Random Event checks. You could make only three attempts, pass or fail, for the entire game, or make checks each time the opportunity comes up, but once it passes then you may ignore all future opportunities to make a check.

> **Note:** *The Random Event Table can be used during two player games when playing a Battle Generator Scenario.*

If a Random Event occurs, consult the Random Events Table. Any Event with an * are non-AEO or PL specific and affect both sides. All other Events can be either for the AEO or the PL. Roll 2d6, use one to represent tens and another to represent ones. A common way to handle this is to use one color die and one white die.

Example: *If a player rolls one red die (a 3) and one white die (a 6), the result is 36. If the Event does not have an *, roll 1d6 and on a 1-3 the Event is played for the AEO, and on a 4-6 the Event is played for the PL. If the Event can't be carried out, it is consider to have no effect and game play resumes.*

10.2 Reshuffle Event
If an AEO Order Card is played for a non-dice result, and the AEO Order Card has a reshuffled icon on it, there is a chance that the AEO Orders Deck will be combined and reshuffled (6.5).

Alongside the reshuffle icon is a number with a plus symbol. This is the dice result needed to trigger the reshuffling of the AEO Orders Deck. If the result is equal to or higher than the listed number, the deck is reshuffled. This occurs after the AEO executes its order and ends its impulse.

Once the AEO Orders Cards are reshuffled the game continues as normal.

11.0 SOLO WALKTHROUGH

Welcome to the **Lock 'n Load Tactical Solo** (**LnLTS**) walkthrough. The following pages will demonstrate one turn of a scenario using units and a Map from *Heroes of the Motherland* and the **LnLTS** system. This scenario is not part of any campaign book but was generated purely for demonstration purposes for this walkthrough.

The walkthrough demonstrates how a player can fully use the various cards and Flowcharts to enhance their solo play of **Lock 'n Load Tactical**. Keep in mind that there are several ways that a player can take advantage of **LnLTS**.

It is at the discretion of the player to determine to what detail he/she wish to leverage from the game system. You can see this in action when ever the walkthrough says the player makes a **Judgment Call** For further details regarding solo play please refer to rule A-3 within the preceeding **LnLTS** rules section.

The situation is as follows: The Soviets are defending a town and, in particular, an important lookout post within the church (Green Building).

In the scenario, it is counted as a two-story Building. German infantry accompanied by some SS infantry and armor are looking to take this town and in particular the church. This scenario uses the full rules of the **LnLTS**.

Our scenario starts with the Germans as the Player and the defending Soviets as the AEO (Artificial Enemy Opponent). The Soviets are in a Defensive Posture, their Orders Deck has been set and things are ready to go.

LnLTS is designed to simulate an opponent's actions and responses. However, maybe you still want some control, as if you were playing solo without the use of this solo system. You can supplement play by using the Cards to select which unit is performing the action but you as the player control the actions of that unit.

You can have the Cards determine the unit and its action but want to control how it performs the action. Feel free to make use of the system in whatever way you desire. The whole premise of this system is to enhance solo play. Have fun with it!

11.1 GETTING STARTED

SOVIETS (AEO)

- 1 x 6-1-6 Leader (Guards) (I2)
- 2 x 2-4-4 (Guards) (I2)
- 1 x Sniper (Guards) (F4 - Upper Level)
- 1 x 45mm ATG WT (Line) (E1)
- 1 x 82mm Mortar WT (Guards) (B6)
- 1 x MG WT (Line) (F4 - Lower Level)
- 2 x 1-4-4 (Line) (I7)

Reinforcements; coming on as indicated by an AEO Order Card. Off-map Russian units may not enter until German armor enters the map.

- 2 x 1-4-4 (Line)
- 1 x T-34

GERMANS (PL)

- 2 x Pz III (SS)
- 1 x StuG III (SS)
- 1 x 6-0-6 Leader
- 1 x 6-1-6 Leader
- 3 x 1-6-4
- 1 x MG34
- 1 x 6-1-6 Leader (SS)
- 2 x 1-6-4 (SS)
- 1 x MG34 (SS)

11.2 PLAYER IMPULSE

The Germans are tasked with clearing the town and capturing the 2 level church in Hex F4. The Russians are the AEO units and are in a **Defensive Posture**.

Special Rule: the Off-map Russian units may not enter until German armor enters the map.

The Germans move first onto the Map. They move a stack of (2) 1-6-4 units with a 6-0-6 Leader onto the board and is in range of the Sniper in the level 2 church in hex F4 when the stack enters N4.

The Sniper, located on the second floor of the church, is the only unit that has LOS and will determine if it will Op fire using the Defensive Posture Opportunity Flowchart.

Opportunity Fire Defensive Posture

Defensive Posture Conducting Opportunity Fire

Moving PU part of a stack? — YES → **Roll 1d6: Is the Result Odd?** — NO → **HOLD FIRE**

Moving PU part of a stack? — NO

Roll 1d6: Is the Result Odd? — YES

Multiple AEO MMCs stacked together? — YES → **Are there PUs within LOS that can still move?** — YES → **Fire 1 MMC, randomly determine which MMC will fire**

Multiple AEO MMCs stacked together? — NO

Are there PUs within LOS that can still move? — NO → **Conduct a Combined Fire Action**

Fire at Moving PU with Opportunity Fire

The Player Unit (PU) is part of a stack. A d6 is rolled and the result is a 3 (Odd). The Sniper will not hold fire. There are not multiple AEOs in the hex as the Sniper is the only counter on the 2nd level of the church. The final result is to Fire at the Moving PU with Opportunity Fire.

The target of the Sniper will be randomly determined. A roll of 1-2 is the Leader, 3-4 first Squad, 5-6 second Squad.

A die is rolled (or card is drawn) and the result is a 4. The first Squad is targeted.

The Sniper fires.

The Sniper attack is as follows (2d6) roll or **draw 2 cards**.

Defending Unit d6 = 5, - 9 +1 (moving PU) = a +5 Damage Check. d6 is rolled by the defending unit (4) for a total = 9. The unit is Shaken

The remaining unit and Leader **end** their movement in hex M6. The 2 infantry Squads in hex I7 may also Opportunity Fire at the moving Leader and Squad as they enter M6. Following the Defensive Opportunity Fire Flowchart the units will fire at the moving units.

The attacking infantry Squads checks LOS which is clear into the Brush.

They fire 2 Infantry Fire Factors +d6 +1 for moving + a d6 roll of (1) for a total of 4. The defender's d6 roll of a 5 + 1 for the Brush exceeds the attack. There is no effect. The defenders are marked with a Moved marker and the attackers are marked with a Fire marker.

It is now the turn of the AEO. Draw a card for the AEO.

11.3   AEO IMPULSE

Card 13 is drawn

	AEO ORDER (Card 13)
	Priority-1 may not be executed because there are no adjacent PUs.
	▷**Enter Melee** ▷**Overrun** if Firepower greater than Target PU ▷**Fire**
	▷**Fire** at **closest** Vehicle ▷**Lay Smoke** ▷**Move**
	Priority-2 may not be executed because there are no PUs within two hexes
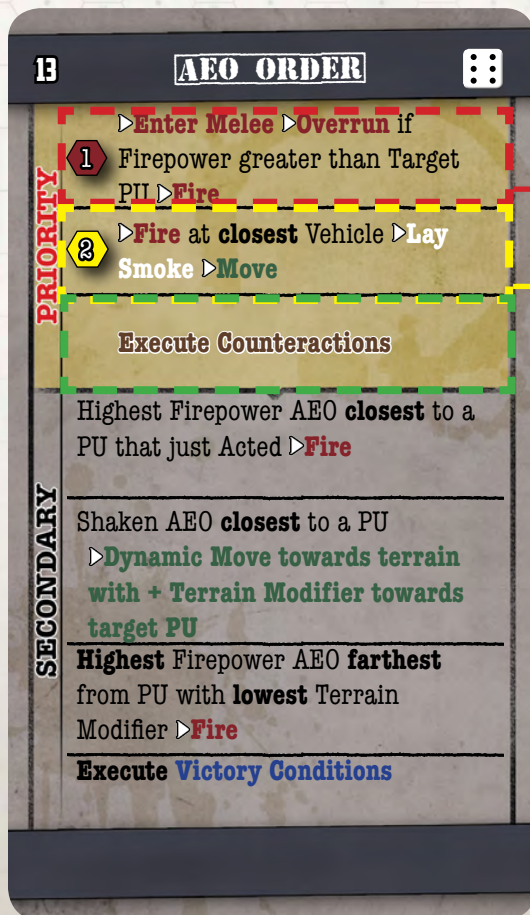
Priority-1 may not be executed because there are no adjacent PUs.

Priority-2 may not be executed because there are no PUs within two hexes

PRIORITY

① ▷Enter Melee ▷Overrun if Firepower greater than Target PU ▷Fire

② ▷Fire at closest Vehicle ▷Lay Smoke ▷Move

Execute Counteractions

SECONDARY

Highest Firepower AEO **closest** to a PU that just Acted ▷**Fire**

Shaken AEO **closest** to a PU ▷**Dynamic Move towards terrain with + Terrain Modifier towards target PU**

Highest Firepower AEO **farthest** from PU with **lowest** Terrain Modifier ▷**Fire**

Execute **Victory Conditions**

Moving down the card, Priorities-1 and -2 are unable to be executed, so we move on to the last Priority: Execute Counteractions. Pull up the Execute Counter Action Behavior Flowchart and flip it to the Defensive Posture side.

1) Yes but may not enter until German armor. Units Off-map must be able to enter.

Following the Flowchart, there are units Off-map but they cannot come in yet. (no German armor on map)

There are, however, several Good Order AEO Weapons teams. According to the Flowchart, they would attempt to fire, but since they have no LOS they will not.

Progressing through the Flowchart to the next decision area, there are no MMC's that are activatable, in range or within LOS. The player proceeds to the next order in the Secondary section.

There are no valid Secondary orders so the AEO passes

LOCK 'N LOAD TACTICAL SOLO COUNTERACTION BEHAVIOR FLOWCHART

Counteractions Defensive

Defensive Posture Execute Counteractions

Are there AEO units off of the Map? — YES → More off-board Vehicles than MMCs? — YES → Move AEO's off-board Vehicle units onto Map. Roll 1d6:
1-3 One Vehicle or Equivalent
4-6 Two Vehicles or Equivalent

SMCs can always move with Vehicle and does not count towards the unit total.

NO

Move AEO Off Board MMC Units onto Map. Roll 1d6:
1-2 One MMC or Equivalent
3-4 Two MMCs or Equivalent
5-6 Three MMCs or Equivalent

Note: One MMC equivalent can be one Weapon Team or two Half-Squads / Crews. SMCs can always move with MMC and does not count towards the unit total.

Good Order AEO Weapon Teams — YES → Fire at closest PU in LOS or change covered arc if no PU in LOS

More than one MMC off of the Map? — YES → ; NO → Move MMC onto Map

Good Order AEO Vehicles? — YES → ; NO → Fire at closest PU that can be damaged — YES

Fire Hero at PU — YES ↑ Can Hero damage a PU? — NO → Move Hero towards Victory Condition unless already occupied

Move Medic towards closest wounded SMC — YES

Good Order MMCs in LOS and in Range? — NO → Medic and wounded SMC on Map? — NO → AEO Heroes on the Map? — NO → Snipers on the Map? — NO → **NEXT ORDER**

Snipers on the Map? — YES → Fire Sniper at Farthest PU

11.4 PLAYER IMPULSE

A buttoned SS Pz III moves into hex K1. The 45mm ATG in hex E1 will fire at it using Opportunity Fire..
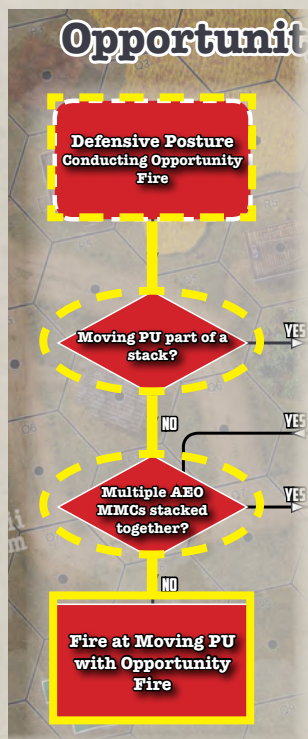
Opportunit

Looking at the Opportunity Fire Defensive Flowchart, the ATG will fire at the Pz III.

It needs a 6 to hit at this range. (-2 degrading terrain) **two cards are drawn**.

This gives a result of 3, +2 for the degrading terrain, +1 for the Moved marker on the target = 6. It scores a hit. Penetration value 2 = +d6 = (**drawn one card**) = 8.

Armor Value = 3 + d6 (a 3 is rolled/drawn) = 6. The tank is destroyed. Rolling for Crew survival, Result is a 5, no Crew survival

11.5 AEO IMPULSE

Card 1 is drawn. Moving down the Priority Order section of the card, the only order able to be carried out is the third one: Fire Off-board Artillery or Fire Onboard Mortar.

The mortar has no LOS to a unit and can only fire indirectly. The Leader in hex I2 has LOS to the units in M6.

The mortar rolls 2 d6 and picks the highest of the 2 rolls **(draw two cards)** the highest result is a 4 added to the 3 FP for a total of 7.

The defenders rolls a d6 (a 3 was rolled) with a +2 for the Woods = 5. 5 - 7 results in a 2. Damage Check 2 + d6 (5 was rolled)= 7. Two 5's are rolled (one each for the MMC and SMC). Both rolls fail and, since they were already Shaken, casualties occur. The Soviet Leader is now Ops Complete, add a FFE marker on the target hex.

11.6 PLAYER IMPULSE

A stack of German units (1 x 1-6-4, 1 x 6-1-6 Leader, 1 x MG34) move to hex K8 . No Opportunity Fire occurs.

11.7 AEO IMPULSE

Card 15 is drawn. A chance for a Random Event. On a 2d6 result of +12 a Random Event could be triggered. **Two cards are drawn**.

The threshold for triggering a Random Event is 12 or higher. A result of 12 triggers a Random Event. Now, the player consults the Random Events chart and rolls 2d6, but instead of adding them together, you use them in the order of roll a "3" and a "2" are rolled making the result "32" – "We are not done".

31-33	We Are Not Done:	Randomly remove one Ops Complete marker from any friendly MMC or SMC; this unit can now activate as per normal.

Remove a Friendly Ops Complete marker. We need to see which side is affected and **one card is drawn** – a d6 result of a 2.

 It is an AEO event

The Ops Complete marker is removed from the Soviet Leader. There is only one Ops Complete marker. If there was more than one randomly determine or choose what is best for the AEO.

Now the order is resolved Moving down the Priority Order section of the card, the third priority order is initiated. There are more PL units (off-map units still to enter) that have not activated than AEO units and AEO Off-board units. The AEO passes.

11.8 PLAYER IMPULSE

A stack (1 x 6-1-6 Leader, 2 x 1-6-4, 1 x MG34) of SS Squads moves to hex K5

11.9 AEO IMPULSE

AEO ORDER card 27

PRIORITY

1 ▷Fire
▷Enter Melee ▷Overrun

2 ▷Fire at **closest** Vehicle
▷Lay smoke ▷Move towards

Execute Counteractions

AEO **closest** to a unit that just acted
▷Fire

SECONDARY

Shaken AEO **closest** to a unit
▷Dynamic Move away

AEO **closest** to a Target
▷Dynamic Move towards

Move Offboard units onto the Map

12+
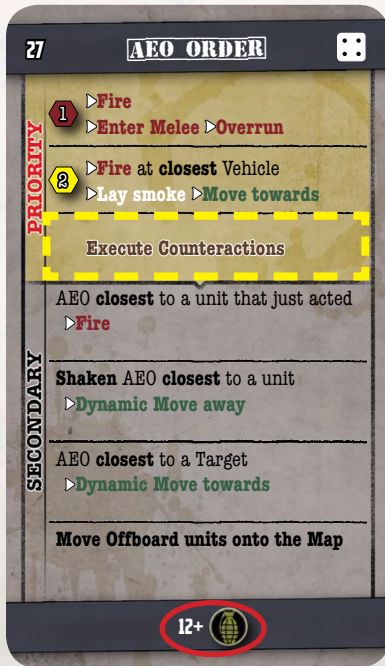
Card 27 is drawn - A chance for a Random Event. On a 2d6 result of +12 a Random Event could be triggered. **Two cards are drawn**.

The threshold for triggering a Random Event is 12 or higher. With a total of 4, no Random Event is triggered.

Now the order is resolved moving down the Priority Order section of the card, the first Priority Order able to be carried out is the last one: "Execute Counteractions."

Examining the Defensive Posture Execute Counteractions Behavior Flowchart, you will stop at the "Are there Good Order units off of the map?" The answer is Yes so you follow the flow chart to bring them on to the map. These units can come on as the German player has moved an armor unit on the map.

LOCK 'N LOAD TACTICAL SOLO COUNTERACTION BEH

Counteractions Defensive

Defensive Posture Execute Counteractions

Are there AEO units off of the Map? — YES → More off-board Vehicles than MMCs? — YES → **Move AEO's off-board Vehicle units onto Map. Roll 1d6:**

1-3 One Vehicle or Equivalent
4-6 Two Vehicles or Equivalent

SMCs can always move with Vehicle and does not count towards the unit total.

NO ↓

Good Order AEO Weapon Teams — YES → **Fire at closest PU in LOS or change covered arc if no PU in LOS**

NO ↓

Good Order AEO Vehicles? — YES →

NO ↓

NO (from More off-board Vehicles than MMCs?) ↓

More than one MMC off of the Map? — YES → **Move AEO Off Board MMC Units onto Map. Roll 1d6:**

1-2 One MMC or Equivalent
3-4 Two MMCs or Equivalent
5-6 Three MMCs or Equivalent

Note: One MMC equivalent can be one Weapon Team or two Half-Squads / Crews. SMCs can always move with MMC and does not count towards the unit total.

NO → **Move MMC onto Map**

Fire Hero at ... — YES ↑

The AEO has 2MMCs and a Tank still Off-board, so we consult the End point of the Execute Counteractions Defensive Posture Flowchart. **One card is drawn**.

 With a result of three, 2 MMCs are brought on the map.

A judgment call here is needed. This is where you, as the opponent, would provide a decision as to what is in the best interest of the AEO. The Player chooses where the AEO Units enter from Off-board. The PU is closer to the Victory Objectives than the Off-board AEO units. The AEO will now move towards the Victory Objective; in this case, the church.

11.10   PLAYER IMPULSE

Moved a buttoned Pz III to Hex K2 – No op fire possible

11.11 AEO IMPULSE

AEO ORDER — Card 24

PRIORITY

▷**Enter Melee** ▷**Overrun** if
① Firepower greater than Target ▷
Fire

② ▷**Fire** at **closest** Vehicle
▷**Lay smoke** ▷**Move towards**

▷Fire **OffBoard** Artillery
▷Fire **OnBoard** Mortar

SECONDARY

Shaken AEO **closest** to a **Victory
Condition** ▷**if in 0 Terrain Modifier
Move towards Terrain with +
Terrain Modifier**

Highest Firepower AEO to a unit
that just acted
▷**Fire**

AEO **closest** to a Unit with an **Action
Marker** or **Victory Condition**
▷**Move towards**

Execute Victory Conditions

10+ 🧨

Card 24 drawn. A chance for a Random Event. On a 2d6 result of +10 a Random Event could be triggered. **Two cards are drawn**.

A total of 5 means no event is triggered.

Now the order is resolved. Moving down the Priority Order section of the card, there is a PU within 2 hexes of an AEO unit, meaning the AEO executes Priority Order 2.

The AEO Units in Hex I2 are unable to fire this impulse, but they are able to lay smoke. Again a judgment call is required from the Player on the best decision for the AEO.

Smoke is placed into Hex J2. Smoke attempt by one of the Soviet Guard MMCs **(Drawn one card)**.

The result is a 2. Smoke is successful and one unit is Ops Complete.

11.12   PLAYER IMPULSE

Moving a buttoned SS Stug III onto hex K4

11.13   AEO TURN

Card 21 is drawn and again, the Priority -2 order is executed (because no PUs are in adjacent hexes to AEO Units.) Smoke is placed into hex J3. Smoke attempt by one of the Soviet Guard MMCs **(Draw one card)**.

The result is a 1. Smoke is successful and one unit is Ops Complete.

11.14 PLAYER IMPULSE

The Player must Pass (because he does not have more Units left that can be Activated).

11.15   AEO IMPULSE
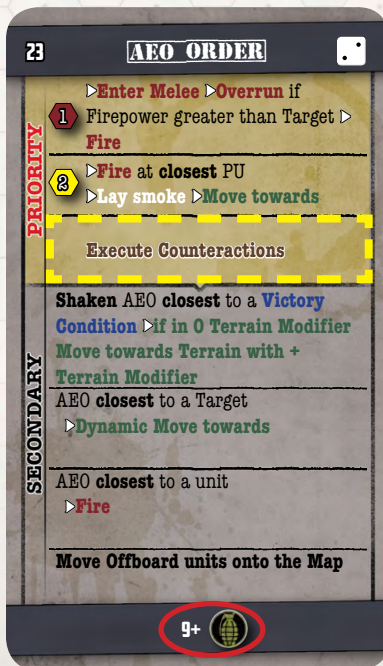
Card 23 drawn. A chance for a Random Event. On a 2d6 result of a 9+ a Random Event will occur. **Two cards are drawn.**

A result of 6 means no Random Event occurs.

Now the order is resolved. Moving down the Priority Order section of the card, there *is* a PU within 2 hexes of an AEO unit, meaning the AEO *would* execute Priority Order 2. However, here the Player has to make another **Judgment Call**.

The Leader in Hex I2 is unable to draw LOS to the two tanks, so cannot fire them. It cannot lay smoke, but it *is* able to Move Towards. It is determined to be a unwise decision to move the AEO L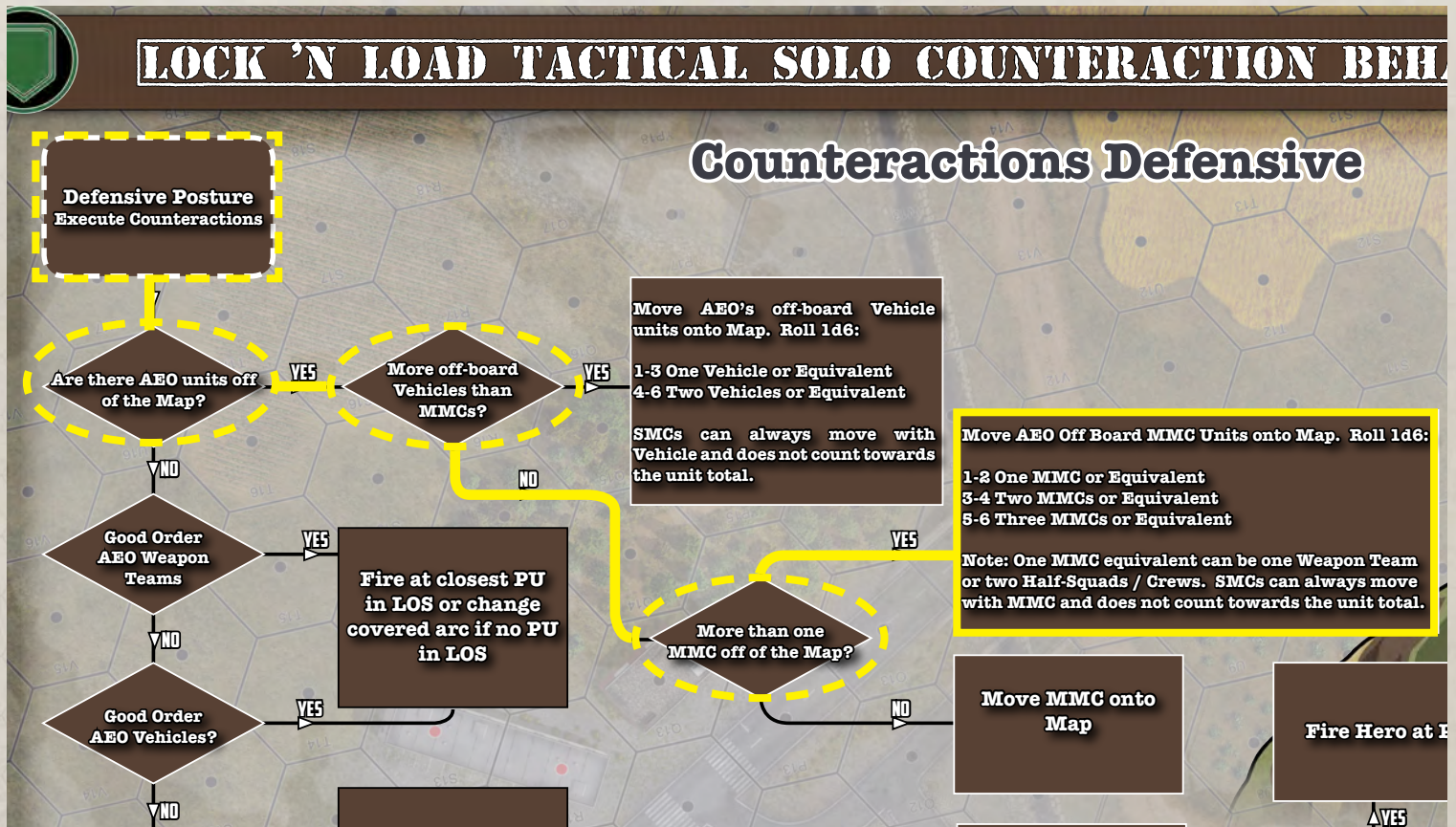eader adjacent to a tank, leaving their men behind. With this in mind, the player decides to ignore the "Move Towards" result of Priority Order 2, and instead we proceed to the third option: Execute Counteractions.

Looking at the Execute Counter Actions Defensive Posture Flowchart, move Off-board units on to map. The only Off board unit remaining is the Soviet T-34. It comes onto the map un-buttoned (Check Stances Table)

Judgment Call here. It will move into LOS but only because the opposing vehicle cannot fire (because of an activation). The T-34 moves to hex G3.

11.16   PLAYER IMPULSE

The Player must again Pass

11.17   AEO IMPULSE

A card is drawn, but no order on the card can be executed so the AEO has to Pass.

11.18   WRAP UP

This completes Turn 1. Reshuffle the Orders cards and then play would proceed onto Turn 2. You can also continue on with the scenario to its conclusion. We hope that this walkthrough gave you a good insight on how to enjoy **LnLT** using **LnLTS**. Good luck and GAME ON!

12.0 DEVELOPER NOTES:

Lock 'n Load Publishing licensed the Conflict of Heroes (CoH) Solo system from Academy Games in order to develop it further for use with the Lock 'n Load Tactical (LnLT) series. There was a fan based conversion of the CoH Solo system that could be used with LnLT. This conversion however was more an effort to make LnLT work with an action point system as used with CoH than using LnLT's current IGOUGO impulse system. As many of you know, the LnLT system is already solitaire friendly out of the box.

Looking back now, it is clear to us that our feature list was rather ambitious to complete. We wanted to achieve the following and acknowledged from the start that it might not all be possible. This was our goal for LnLT Solo system:

13. It would not be relying on scenarios that were designed for solitaire play only.

14. It would have to be able to use all or at least almost all of the scenarios already provided in the LnLT game series and any future scenarios.

15. It would be able to play either side as the attacker or defender.

16. It had to work with the LnLT Battle Generator.

17. It would have to be open for the implementation of Commander cards that would allow the player to use a specific military commander's style, like a Patton or Rommel.

We felt this would give players the best bang for their buck, making it a product fitted for the whole series. As an added bonus it could be used as a development tool to help scenario designers to design, develop and test homegrown scenarios.

The effort on LnLT Solo started with finding out if we had to adapt the existing scenarios, a thing we wanted to avoid in the first place, and this started the hard choices right at the start. We also had to come up with an AI that would behave in accordance with what was going on, on the ground, or in this case map board. We quickly realized that adapting the hundreds of designed scenarios was not going to be a small task. Another issue was that the CoH AI orders its units based upon a promotion system starting with units adjacent to enemy units and expanding outwards. It would then issue an order to units using action points. In LnLT this same system applies but that is where the two systems drifted apart drastically.

To accomplish features 1) and 2), we decided to have the player setup the solo player forces as well as the player's own forces. This works for almost every scenario in the series with a few exceptions, such as when there is a hidden setup. This really worked great during testing, allowing the players to try different setups with the ability to replay the same scenario over and over and try different tactics. A large percentage of the scenarios have an at-start setup area instead of fixed setup hexes. So, if we forced the same setup every time, the player would almost always face the same situation and it really limits the replay ability of the scenario. It would also be an impossible

task for us to review all LnLT scenarios and develop the best starting positions for the AI. This choice also served well for scenarios created with our Battle Generator.

Feature 3) was going to require a lot more work. Each order of a unit had to be vetted. The thinking on how to do this was to use a flowchart to ask a series of questions on how the ordered unit was to behave. Each situation had to be thought on. Another problem was Opportunity Fire for the AI. This would have to be resolved via a flow-chart, but this introduced timing issues. In order to prevent a player from gaming the AI we introduced several ideas to the forums and the play testers, but in the end, we decided to build an additional AI flowchart to prevent the AI from wasting its fire on decoy moves.

We also added a rule that would allow the player to intercede on behalf of the AI. This is no different from rule 42 in CoH's original Solo system. There has been some debate around the internet concerning this issue. Many players out there felt that the AI did not play like them and perhaps was making a poor move, and so the player interced-ed. We found this to be the single biggest issue for players to overcome. But the general consensus was to let the AI play the way it wants too. After some time, players began letting the AI do its thing and, to their surprise, the AI was winning games while pro-viding a challenge. This lead to player's changing their opinion about the AI. The AI could actually make moves that a player may not have thought of and actually yield a positive result for the AI. Let the AI play and only intervene if absolutely necessary. There have been a few reviews on this with some strong feedback and many of the re-viewers have come to this conclusion as well.

Based on the current feedback the LnLT Solo system seems to hold up in use with the Battle Generator, so this covered feature 4). In the end we had to drop the compati-bility with Commander cards, for now, because we couldn't agree on the best way to implement feature 5) and our attempts at it yielded poor results.

Players started using the LnLT Solo system in different ways, one player only uses the LnLT Solo system to activate the units and then makes all the choices from there. Another player uses the LnLT Solo system to activate the forces for both sides and handling the rest of the decisions. We designed LnLT Solo from the start to be an open-ended resource, this does call on the player to make more decision for the AI, but we feel it was worth the tradeoff. This gave us the ability to use one Solo system and allow it to be used across the entire LnLT game series.

After putting hundreds of hours of time into this project, we are proud with the end result and we thank you for your support.

- David Heath and Sean Druelinger

AEO ORDER EXAMPLE 6.0

START

AEO adjacent to a PU?
- YES → **AEO shaken?**
  - YES → **Can you Dynamic Move the AEO?**
    - YES → **Dynamic Move the unit away from PU**
    - NO →
  - NO → **Can an adjacent AEO Fire?**
    - YES → **Execute a Fire Action**
    - NO →
- NO →

AEO within 2 hexes of a PU?
- YES → **Can the AEO Move?**
  - YES → **Execute a Move Action**
  - NO →
- NO →

Can an AEO Counteract?
- YES → **Execute Counteractions**
- NO →

In order, Secondary Orders?
- YES → **Execute a Secondary Action**
- NO →

AEO Passes

Card (AEO ORDER) — Card 3

PRIORITY	
⬡ 1	▷ If Shaken **Dynamic Move** ▷**Fire**
Q2	▷ **Move** if not in terrain with a + Terrain Modifier

Execute Counteractions

SECONDARY	
Highest Firepower AEO closest to Good Order PU	▷**Fire**
AEO farthest from a Good Order PU	▷**Fire**
Largest stack of AEOs closest to a **Victory Condition**	▷**Move towards**
Move Offboard units onto the Map	

In this example Card 3 is drawn for the AEO impulse. This card is a defensive card. The Flowchart details the progression in which orders are executed.

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LOCK 'N LOAD TACTICAL SOLO FIRE BEHAVIOR FLOWCHART

Combined Fire Action

Combined Fire Stacked Units → **Are there more PUs that have yet to activate within firing range of AEO?**
- YES → **Fire one MMC only**
- NO → **Use Combined Fire**

Fire Action

Firing a MMC*

Firing a Vehicle and a Weapon Team*

Spot and Fire at PU with:
1. PU with Ordnance
2. PU with most FP
3. Closest PU

Does the AEO have a LOS to a PU(s) in a Spotted hex
- YES → **Can the AEO cause damage to the PU?**
  - YES → (Spot and Fire at PU with...)
  - NO → **NEXT ORDER**

Does the AEO have a LOS to a PU(s) in an Un-Spotted hex
- YES → **Can the AEO cause damage to the PU?**
  - YES → **Fire at PU with Ordnance**
  - NO → **NEXT ORDER**

Any PUs have Ordnance?
- YES → (Can the AEO cause damage to the PU?)
- NO → **Spotted hex containing PU(s) needed for Victory?**
  - YES → **Fire at PU needed for Victory Condition**
  - NO → **Fire at closest PU(s) in a Spotted hex**

Fire at closest PU(s) in a Spotted hex

***Observe Combined Fire Flowchart if the AEO has stacked units.**

LOCK 'N LOAD TACTICAL SOLO FIRE BEHAVIOR FLOWCHART

Close Assault Defensive Posture

CLOSE ASSAULT (Assuming target PU(s)'s Vehicle is not in hex with MMCs/SMCs)

→ **Has the target PU(s)'s Vehicle already conducted an action?**
- NO → **HOLD**
- YES → **Is the PU Vehicle Buttoned?**
  - NO → **Conduct a Small-arms and/or Ordnance Fire Action**
  - YES → **Can AEO Destroy PU Vehicle?**
    - YES → **Conduct a Close Assault**
    - NO → **HOLD**

Opportunity Fire Defensive Posture

Defensive Posture Conducting Opportunity Fire

→ **Moving PU part of a stack?**
- YES → **Roll 1d6: Is the Result Odd?**
  - NO → **HOLD FIRE**
  - YES → **Fire 1 MMC, randomly determine which MMC will fire**
- NO → **Multiple AEO MMCs stacked together?**
  - YES → **Are there PUs within LOS that can still move?**
    - YES → **Fire 1 MMC, randomly determine which MMC will fire**
    - NO → **Conduct a Combined Fire Action**
  - NO → **Fire at Moving PU with Opportunity Fire**

LOCK 'N LOAD TACTICAL SOLO FIRE BEHAVIOR FLOWCHART

Close Assault Offensive Posture

CLOSE ASSAULT (Assuming target Vehicle is not in hex with MMGs/SMCs)

→ Has the target PU(s)'s Vehicle already conducted an action?

- **NO** → **HOLD**
- **YES** → Is the PU Vehicle Buttoned?
  - **NO** → Conduct a Small-arms and/or Ordnance Fire Action → **HOLD**
  - **YES** → Can AEO Destroy PU Vehicle?
    - **YES** → Conduct a Close Assault
    - **NO** → **HOLD**

Opportunity Fire Offensive Posture

Offensive Posture Conducting Opportunity Fire

→ Moving PU Vehicle?

- **YES** → Can AEO damage Vehicle or Passengers?
  - **NO** → **HOLD FIRE**
  - **YES** → Opportunity Fire at Moving PU
- **NO** → PU needed for Victory?
  - **YES** → Opportunity Fire at Moving PU
  - **NO** → Is PU's Firepower greater than AEO's?
    - **YES** → Opportunity Fire at Moving PU
    - **NO** → **HOLD FIRE**

Banzai National Ability Defensive Posture

If the AEO Forces have the Banzai ability, please use the following flow chart for AEO determination for Infantry and Weapons Teams entering into a Banzai attack with a PU.

Column 1 (Primary Orders):

Banzai Check on Primary Order includes Enter Melee

→ PU controls a Victory Condition?
- NO → AEO Forces IFP Total > PU IFP Total?
  - YES → BANZAI!
  - NO → PU controls/obtains majority of victory Conditions?
    - YES → BANZAI!
    - NO → No Banzai Occurs Execute Primary Orders
- YES → AEO Forces IFP Total > PU IFP Total?
  - YES → BANZAI!

Column 2 (Secondary Orders):

Banzai Check on Secondary Orders that include "Dynamic Move Towards" or "Dynamic Move Towards PU"

→ PU controls a Victory Condition?
- NO → AEO Forces IFP Total > PU IFP Total?
  - YES → BANZAI!
  - NO → PU controls majority of victory Conditions?
    - YES → BANZAI!
    - NO → No Banzai Occurs Execute Secondary Orders
- YES → AEO Forces IFP Total > PU IFP Total?
  - YES → BANZAI!

LOCK 'N LOAD TACTICAL SOLO FIRE BEHAVIOR FLOWCHART

Banzai National Ability Offensive Posture

If the AEO has the Banzai ability, please use the following flow chart for AEO determination for Infantry and Weapons Teams entering into a Banzai attack with a PU.

Primary column flow:

- <= 2 turns until game end? — NO / YES
- PU controls Any victory Condition? — NO / YES
- Multiple AEO WT can activate for a Banzai? — YES / NO
- AEO controls a majority of the victory conditions — NO / YES

BANZAI!

No Banzai Occurs Execute Primary Orders

Banzai Check on Primary Order includes Enter Melee

Secondary column flow:

- <= 2 turns until game end? — NO / YES
- PU controls Any victory Condition? — NO / YES
- PU > 2 hexes of activatable units in LOS of Units eligible to Banzai? — YES / NO
- AEO controls a majority of the victory conditions — NO / YES

BANZAI!

No Banzai Occurs Execute Secondary Orders

Banzai Check on Secondary Orders that include "Dynamic Move Towards" or "Dynamic Move Towards PU"

LOCK 'N LOAD TACTICAL SOLO MOVEMENT BEHAVIOR FLOWCHART

Move Action Defensive

Defensive Posture Movement
(Choose the condition that applies and resolve)

PU closer to Victory Condition or Map Edge
— NO → **AEO moves unit or stack towards the Victory Condition**
— YES → **NEXT ORDER**

AEO cut off from Victory Condition
— YES → **AEO Moves towards the Victory Condition**
— NO → **NEXT ORDER**

AEO in hex with +TM
— NO → **Move towards closest Terrain with + Terrain Modifier (+TM)**
— YES → **NEXT ORDER**

AEO units off of the Map?
— YES → Move Off-board AEO units onto Map. Roll 1d6:

1 - One MMC or Vehicle or Equivalent.
2 - Two MMCs or One Vehicle or Equivalent.
3 - Two MMCs and One Vehicle or Equivalent.
4 - Three MMCs or One Vehicle or Equivalent.
5 - Three MMCs or Two Vehicles or Equivalent.
6 - Three MMCs and two Vehicles or Equivalent.

Note: One MMC equivalent can be one Weapon Team or two Half-squads / Crews. SMCs can always move with MMC or Vehicle and does not count towards the unit total.

— NO → **NEXT ORDER**

Move Action Offensive

Offensive Posture Movement
(Choose the condition that applies and resolve)

Move AEO Off-board MMC units onto Map. Roll 1d6:

1-2 One MMC or Equivalent
3-4 Two MMCs or Equivalent
5-6 Three MMCs or Equivalent

Note: One MMC equivalent can be one Weapon Team or two Half-Squads / Crews. SMCs can always move with MMC and does not count towards the unit total.

AEO MMC only units off of the Map? — YES / NO

PU within Melee Range? — YES / NO

Has PU performed an action? — YES / NO

Is PU(s)'s FP less than AEO's? — YES / NO

Enter Melee or Overrun

NEXT ORDER

PU closer to Victory Condition or Map edge? — YES / NO

AEO moves unit or stack towards the Victory Condition

NEXT ORDER

AEO has units that need to reach Victory Objectives? — YES / NO

Move unit towards. If stacked, move all PU towards. Avoid PU LOS where possible

NEXT ORDER

PU within 3 hexes between AEO and Victory Condition? — YES / NO

Move towards closest Terrain with + TM

PU within 3 hexes that's conducted an action? — YES / NO

Place Smoke into hex blocking LOS to that PU

NEXT ORDER

Smoke counter blocking LOS to AEO? — YES / NO

Move towards a PU

AEO MMC and or Vehicle or equivalent units off of the Map? — YES / NO

NEXT ORDER

Move AEO Off-board units onto Map. Roll 1d6:

1 - One MMC or Vehicle or Equivalent
2 - Two MMCs or One Vehicle or Equivalent
3 - Two MMCs and One Vehicle or Equivalent
4 - Three MMCs or One Vehicle or Equivalent
5 - Three MMCs or Two Vehicles or Equivalent
6 - Three MMCs and two Vehicles or Equivalent

Note: One MMC equivalent can be one Weapon Team or two Half-squads / Crews. SMCs can always move with MMC or Vehicle and does not count towards the unit total.

Counteractions Offensive

Offensive Posture
Execute Counteractions

Are there AEO units off the Map? — YES → **Move Off-board Vehicles then MMGs?**

Move Off-board Vehicles then MMGs?
- YES → Move AEO's off-board Vehicle units onto Map. Roll 1d6:
  - 1-3 One Vehicle or Equivalent
  - 4-6 Two Vehicles or Equivalent

  SMCs can always move with Vehicle and does not count towards the unit total.
- NO → Move AEO's off-board MMG units onto Map. Roll 1d6:
  - 1-2 One MMC or Equivalent
  - 3-4 Two MMCs or Equivalent
  - 5-6 Three MMCs or Equivalent

  Note: One MMC equivalent can be one Weapon Team or two Half-Squads / Crews. SMCs can always move with MMC and does not count towards the unit total.

More than one MMC off of the Map?
- YES → Move MMC onto Map
- NO → (continues)

Good Order AEO Weapon Teams? — YES → **Fire at closest PU in LOS or change covered arc if no PU in LOS**
- NO → **Good Order AEO Vehicles?**

Good Order AEO Vehicles? — YES → **Fire at Closest PU that can be damaged**
- NO → **Good Order MMCs in LOS and in Range?**

Good Order MMCs in LOS and in Range? — YES → **Fire at Closest PU**
- NO → **Snipers on the Map?**

Snipers on the Map? — YES → **Fire Sniper at Farthest PU**
- NO → **AEO Heroes on the Map?**

AEO Heroes on the Map? — YES → **Can Hero damage a PU**
- NO → **Medic and wounded SMCs on Map?**

Can Hero damage a PU
- YES → **Fire Hero at PU**
- NO → **Move Hero towards Victory Condition unless already occupied**

Medic and wounded SMCs on Map?
- YES → **Move Medic towards closest wounded SMC**
- NO → **NEXT ORDER**

LOCK 'N LOAD TACTICAL SOLO COUNTERACTION BEHAVIOR FLOWCHART

Counteractions Defensive

Defensive Posture Execute Counteractions

→ **Are there AEO units off of the Map?**

- NO → **Good Order AEO Weapon Teams**
  - NO → **Good Order AEO Vehicles?**
    - NO → **Good Order MMCs in LOS and in Range?**
      - YES → **Fire at closest PU that can be damaged**
      - NO → **Medic and wounded SMC on Map?**
        - YES → **Move Medic towards closest wounded SMC**
        - NO → **AEO Heroes on the Map?**
          - YES → **Can Hero damage a PU?**
            - YES → **Fire Hero at PU**
            - NO → **Move Hero towards Victory Condition unless already occupied**
          - NO → **Snipers on the Map?**
            - YES → **Fire Sniper at Farthest PU**
            - NO → **NEXT ORDER**
    - YES → **Fire at closest PU in LOS or change covered arc if no PU in LOS**
  - YES → **Fire at closest PU in LOS or change covered arc if no PU in LOS**

- YES → **More off-board Vehicles than MMCs?**
  - YES → **Move AEO's off-board Vehicle units onto Map. Roll 1d6:**

    1-3 One Vehicle or Equivalent
    4-6 Two Vehicles or Equivalent

    SMCs can always move with Vehicle and does not count towards the unit total.

  - NO → **More than one MMC off of the Map?**
    - YES → **Move AEO Off Board MMC Units onto Map. Roll 1d6:**

      1-2 One MMC or Equivalent
      3-4 Two MMCs or Equivalent
      5-6 Three MMCs or Equivalent

      Note: One MMC equivalent can be one Weapon Team or two Half-Squads / Crews. SMCs can always move with MMC and does not count towards the unit total.

    - NO → **Move MMC onto Map**

Helicopters

Helicopters

AEO Helicopters off-Map with passengers?

YES → **Enter Map, fly towards hex within 3 hexes of victory hex, hover then fire at closest PU, then disembark passengers**

NO ↓

Can AEO Helicopter Attack PUs?

YES → **Within Range of PU?**

YES → **Fire at PU in order:**
1. PU needed for Victory Objective
2. GO PU (Highest FP)
3. Shaken PU

NO → **If off Map or on Map fly within range of AEO Weapons**

NO ↓

Victory Conditions to pick up MMCs?

YES → **Enter Map, fly to hex with MMCs needed to be picked up, hover then fire at closest PU, then embark passengers**

NO ↓

Helicopter needed for the Scenario Victory?

YES → **NEXT ORDER**

NO → **Helicopter exits Map**

More than one MMC off-Map?

YES → **Move AEO's off-board MMC units onto Map. Roll 1d6:**

1-2 One MMC or Equivalent
3-4 Two MMCs or Equivalent
5-6 Three MMCs or Equivalent

Note: One MMC equivalent can be one Weapon Team or two Half-Squads / Crews. SMGs can always move with MMC and does not count towards the unit total.

NO → **Move MMC onto the Map**

Are there more off-Map Vehicles than MMCs?

YES → **Move AEO's off-board Vehicle units onto the Map. Roll 1d6:**

1-3 One Vehicle or Equivalent
4-6 Two Vehicles or Equivalent

SMGs can always move with Vehicle and does not count towards the unit total.

NO → **NEXT ORDER**

Execute Victory Conditions
Defensive

Defensive Posture Execute Victory Conditions

PU within 3 hexes of Victory Condition?

YES → **If PU in LOS Spot if unspotted, Fire at PU, If not in LOS move towards**

NO ↓

AEO within 5 hexes of a Victory Condition?

YES → **Move towards Victory Condition**

NO ↓

Are there AEO units off Map?

YES → (to "Are there more off-Map Vehicles than MMCs?")

NO ↓

AEO within LOS of a Victory Condition Hex?

NO → **Move AEO into LOS or towards a hex with LOS to Victory Hexes**

YES → (to NEXT ORDER)

Helicopters

Helicopters

AEO Helicopters off Map with passengers?

— YES →

Enter Map, fly towards hex within 3 hexes of victory hex, hover then fire at closest PU, then disembark passengers

— NO →

Can AEO Helicopter Attack PUs?

— YES →

Within Range of PU?

— YES →

Fire at PU in order:
1. PU needed for Victory Objective
2. GO PU (Highest FP)
3. Shaken PU

— NO →

If off Map or on Map fly within range of AEO Weapons

— NO →

Victory Conditions to pick up MMCs?

— YES →

Enter Map, fly to hex with MMCs needed to be picked up, hover then fire at closest PU, then embark passengers

— NO →

Helicopter needed for the Scenario Victory?

— YES →

Helicopter exits Map

— NO →

NEXT ORDER

Execute Victory Conditions
Offensive

Offensive Posture Execute Victory Conditions

Is a PU(s) within 3 hexes of a Victory Condition?

— YES →

If PU in LOS, Spot if unspotted, Fire at PU. If not in LOS or range move towards

— NO →

AEO within 5 hexes of a Victory Condition?

— YES →

Move towards Victory Condition

— NO →

Are there AEO units off Map?

— YES →

Move AEO's off-board MMC units onto Map. Roll 1d6:

1-2 One MMC or Equivalent
3-4 Two MMCs or Equivalent
5-6 Three MMCs or Equivalent

Note: One MMC equivalent can be one Weapon Team or two Half-Squads / Crews. SMCs can always move with MMC and does not count towards the unit total.

Are there more off-Map Vehicles than MMCs?

— YES →

Move AEO's off-board Vehicle units onto the Map. Roll 1d6:

1-3 One Vehicle or Equivalent
4-6 Two Vehicles or Equivalent

SMCs can always move with Vehicle and does not count towards the unit total.

Move than one MMC off-Map?

— YES →

(above Vehicle box)

— NO →

Move MMC onto the Map

— NO →

AEO within LOS of Victory Condition Hexes?

— YES →

Move towards or execute action needed for the Victory Condition

— NO →

Victory Condition involving a PU needed?

— YES →

Move towards or execute action needed for the Victory Condition

— NO →

NEXT ORDER

RANDOM EVENTS [SOLO 11.1]

11	**What Time Is It*:**	Roll 1d6: on a 1-2, move Turn marker back one box; the Turn marker can never be lower than Turn 1. On a 3-4, no change; and on a 5-6, move the Turn marker one box ahead. If the Turn marker passes the last turn of the scenario, the scenario ends immediately.
12-14	**AEO Surge*:**	AEO can select and play 2 Orders Cards during this impulse.
15-16	**Battle Fatigue:**	Movement Factors (MFs) of SMCs/MMCs are reduced by 1; if a SMC/MMC's MF is reduced to 0 or less, it's MF is considered to be 1. A SMC or MMC can always move one hex if it normally would be allowed to. Roll 1d6 to find how long the Battle Fatigue effect lasts. On a 1-2, for the reminder of the current turn; on a 3-6, until the end of the next turn.
21	**Rally on Me:**	Select a hex with a + TM that has one or more friendly Shaken MMCs or a MMC with a SMC farthest from an enemy unit. For each Shaken unit, take a Morale Check and subtract two (**-2**) from the die-roll; Leadership Modifier applies.
22-23	**Enemy Spotted:**	Place a Spotted marker on an unspotted hex. (In **LnLT** hexes are spotted, not units.) The unspotted hex must by at least two hexes away from a friendly unit, but not more than eight.
24-26	**Sniper:**	Select any hex with a + TM that has an enemy unit and is at least two hexes away from a friendly unit but no more than 7 hexes away. Then conduct a **0-FP + 2d6** attack vs. a random unit as per 5.1
31-33	**We Are Not Done:**	Randomly remove one Ops Complete marker from any friendly MMC or SMC; this unit can now activate as per normal.
34-35	**Hero is Born:**	Select a GO MMC that is at least two hexes from an enemy unit. This MMC spawns a Hero with a randomly selected Skill counter. If two Heroes are already on the Map, no Hero is Born.
36	**Minefield Attack:**	The Squad or AFV unit that is in a Clear, Wheat Field or Road hex that is closest to the last unit that conducted an action conducts a Mines attack. A Mines attack uses a Firepower of **2 + 1d6** against all units the same hex.
41-43	**Unexploded Ordnance Attack:**	The MMC closest to the last unit that conducted an action takes a Morale Check. If the MMC passes, read **A**; if it fails, read **B**. **A.** MMC notices unexploded ordnance and harmlessly avoids it. **B.** MMC triggers the unexploded ordnance! The ordnance uses a Firepower of **3 + 1d6** against all units the same hex, and apply all TMs; and the Firepower is **1 + 1d6** against all units in hexes adjacent to the unexploded ordnance hex and apply all TMs.
44	**Weather Changes*:**	Select the location and roll 1d6 to see if the weather changes. If you are playing a scenario without a date on it, roll 2d6 add the result together for the month in which the scenario takes place. For results, use the Weather Possibilities Table.
45	**Sniper:**	Select any hex that has an enemy unit and is at least two hexes away from a friendly unit but no more than 10 hexes away. Then conduct a **0-FP + 2d6** attack vs. a random unit as per 5.1

Note: Any event that can not be conducted is consider to have no effect and play continues as normal.

46,51	**Medic:**	Select a hex with one or more Shaken MMCs closest to an enemy unit. For each Shaken MMC, roll 2d6, subtracting two (-2) from the die-roll if it's in a hex with a +TM; if the result is a 7 or less, the unit rallies. If a Shaken or Wounded SMC is in the hex, the Medic can also attempt to rally and/or heal the SMC, too.
52-55	**Hero is Born:**	Select a GO MMC that is at least two hexes from an enemy unit. This MMC spawns a Hero with a randomly selected Skill counter. If two Heroes are already on the Map, no Hero is Born.
56,61	**Booby Trap:**	Select a Building hex with a MMC that is farthest from the last unit that conducted an action and conduct a Booby Trap attack. The Booby Trap uses a Firepower of **0 + 2d6** against all SMC/MMC units in the hex, TMs apply. A result of a 2 is always considered to be no effect. A result of a 12 is always considered to be a critical hit and the SMC/MMC unit is removed from play and counts towards any Victory Conditions. If the result is equal to or less than the SMC/MMC's Morale, flip it to its Shaken side and then roll for that unit again; if it passes the 2nd time, it stays on the Map on its Shaken side; if it fails the 2nd time, it is removed from the Map and counts toward the scenario's Victory Conditions.
62-66	**AEO Surge*:**	AEO selects and uses 2 Orders Cards in this impulse!

1. Roll 2d6: use one to represent tens and another to represent ones. A common usage is for a colored die to be tens and the white die to be ones.

2. Any Event with an * can only be played by the AEO.

3. After an Event without an * has been selected, roll 1d6. On a 1-3, the Event is played on or by the AEO; and on a 4-6, it is played on or by the PU.

WEATHER POSSIBILITIES

BATTLE LOCATION	WEATHER POSSIBILITIES
Temperate Areas:	Roll 1d6: 1-2, No Change; 3, Fog; 4-6, Rain or Snow
Tropical Areas:	Roll 1d6: 1, No Change; 2-4, Light Rain; 5-6, Heavy Rain
Desert Areas:	Roll 1d6: 1-2, No Change; 3-5, Dust; 6, Heavy Dust Storm

Rain is always Snow on Oct - Feb Months and Tropical and Desert areas can never have Snow.

WEATHER EFFECTS

- **Fog:** Reduce Range by 2. Any Range reduced to 0 is always a 1.

- **Rain:** Reduce Range by 1. Any Range reduced to 0 is always a 1.

- **Heavy Rain:** Reduce Range by 2. Any Range reduced to a 0 is always a 1. Dirt Roads are considered Clear hexes.

- **Snow:** Reduce Range and Movement Factor by 1. Any Range or MF reduced to 0 is always a 1.

- **Heavy Snow:** Reduce Range and Movement Factor by 2. Any Range reduced to a 0 is always a 1. If a unit's MF is reduced to 0, to move, it must first roll 1d6: on a result of 3-6, it can move 1 hex; on a result of 1-2, it can't move and an Ops Complete marker is placed on it.

Note: Any event that can not be conducted is consider to have no effect and play continues as normal.

LOCK 'N LOAD TACTICAL SOLO MOVEMENT STANCES TABLE 8.3.2

Vehicle Stances

Off-board Vehicles	Vehicle Scenario Start	Vehicles in Battle	Vehicles and Being Adjacent	PU LOS
Vehicles that start off-board arrive un-buttoned	Vehicles start unbuttoned at setup unless they are within range and LOS of a PU.	If ordered to move Vehicles button if within LOS of a PU	Multiple AEO Vehicles will not end their movement adjacent to another AEO Vehicle if they are in LOS of a PU and the PU has off-board artillery available.	If a Vehicle is not in LOS of a PU, Vehicles unbutton before a Move action.

Dynamic Movement SMC/MMC

Low Crawl Movement	Stealth Movement	Assault Movement
An AEO with no Assault and no Stealth Movement will use Low Crawl towards a PU entering a + Terrain Modifier. It can move into Clear terrain only if it's the only choice to move towards the PU	An AEO in LOS of a PU will use Stealth Movement	An AEO in LOS of a PU will use Assault Movement to then attack a PU between it and the Victory Objective

Fixed Wing Aircraft

When the AEO receives a fixed-wing airstrike [Core 19.1], roll 1d6 as per normal to determine the Map edge from which it enters; however, if the result is a 5 or 6, reroll until the result is 1-4. The aircraft's flight path is that which attacks the greatest number of PUs. This calls for the PL to be objective despite any impending destruction. If needed, randomly determine which hex of an adjacent pair targeted by the aircraft's cannons are also attacked by its bombs.

LOCK 'N LOAD
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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 our family, friends and, of course, our customers.

LOCK 'N LOAD TACTICAL
SOLO

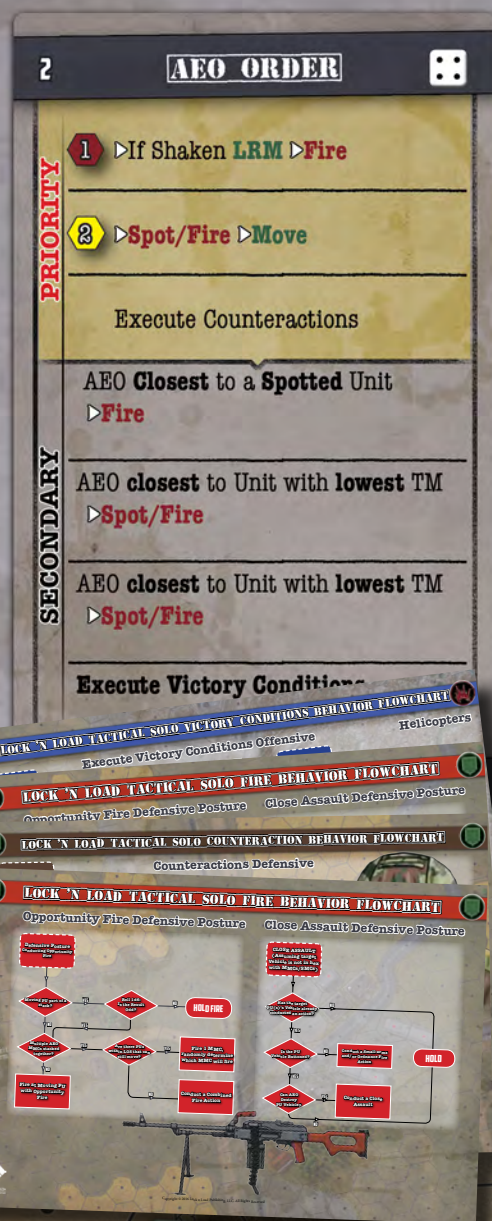**Lock 'n Load Tactical Solo - Play Anytime, Anywhere with Any Game.**

Lock 'n Load Tactical Solo is our next evolution in our *Lock 'n Load Tactical* series. **Lock 'n Load Tactical Solo** system allows players to fight against an Artificial Enemy Opponent (AEO) that operates using a series of cards drawn from a deck, which makes decisions for the AEO game units. You can play almost every scenario, aby side from any game in the LnLT series.

But we wanted to go beyond that and provide a solitaire system that would work with our Battle Generator and across the entire *Lock 'n Load Tactical* game series past, present and future game editions.

One Solo System for all your Lock 'n Load Tactical gaming needs!