

# LOCK 'N LOAD TACTICAL SOLO FIRE BEHAVIOR FLOWCHART

## Opportunity Fire Defensive Posture

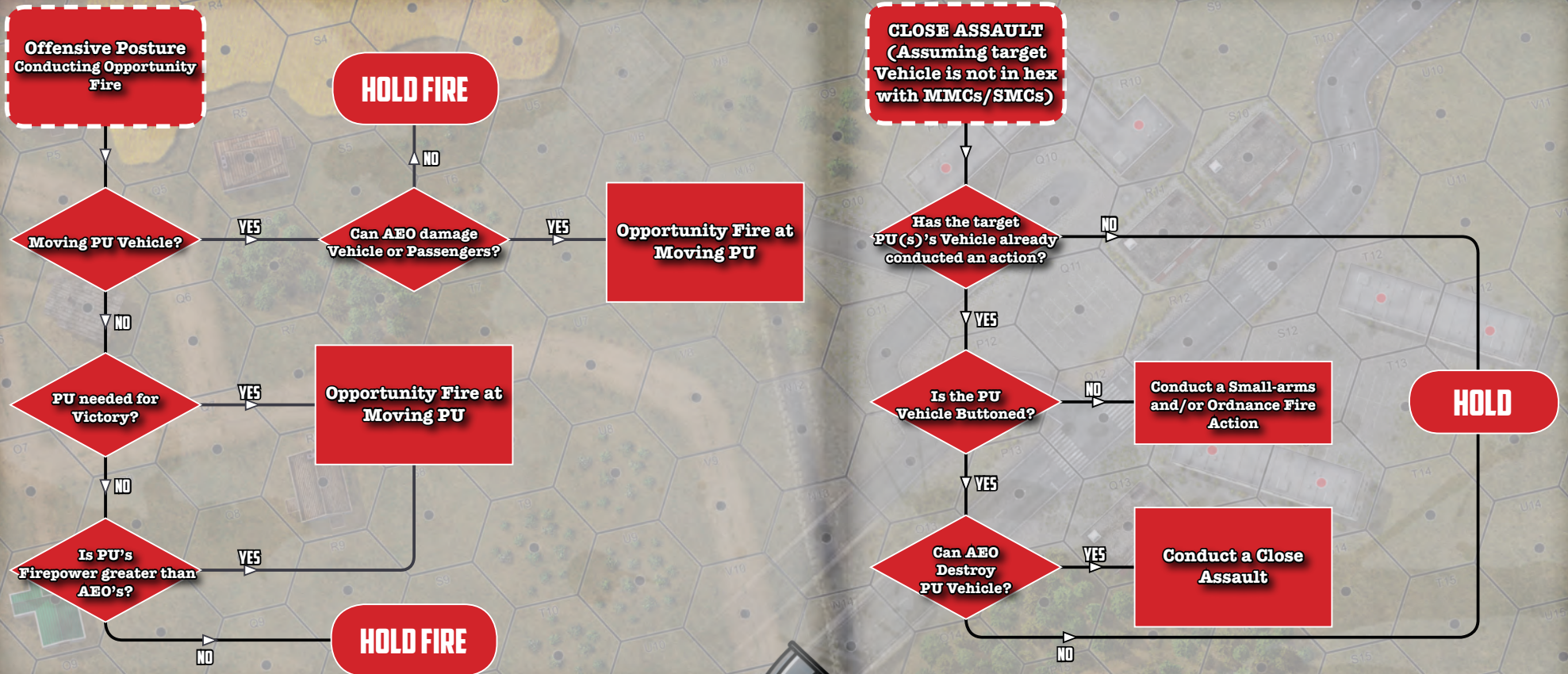
## Close Assault Defensive Posture



# LOCK 'N LOAD TACTICAL SOLO FIRE BEHAVIOR FLOWCHART

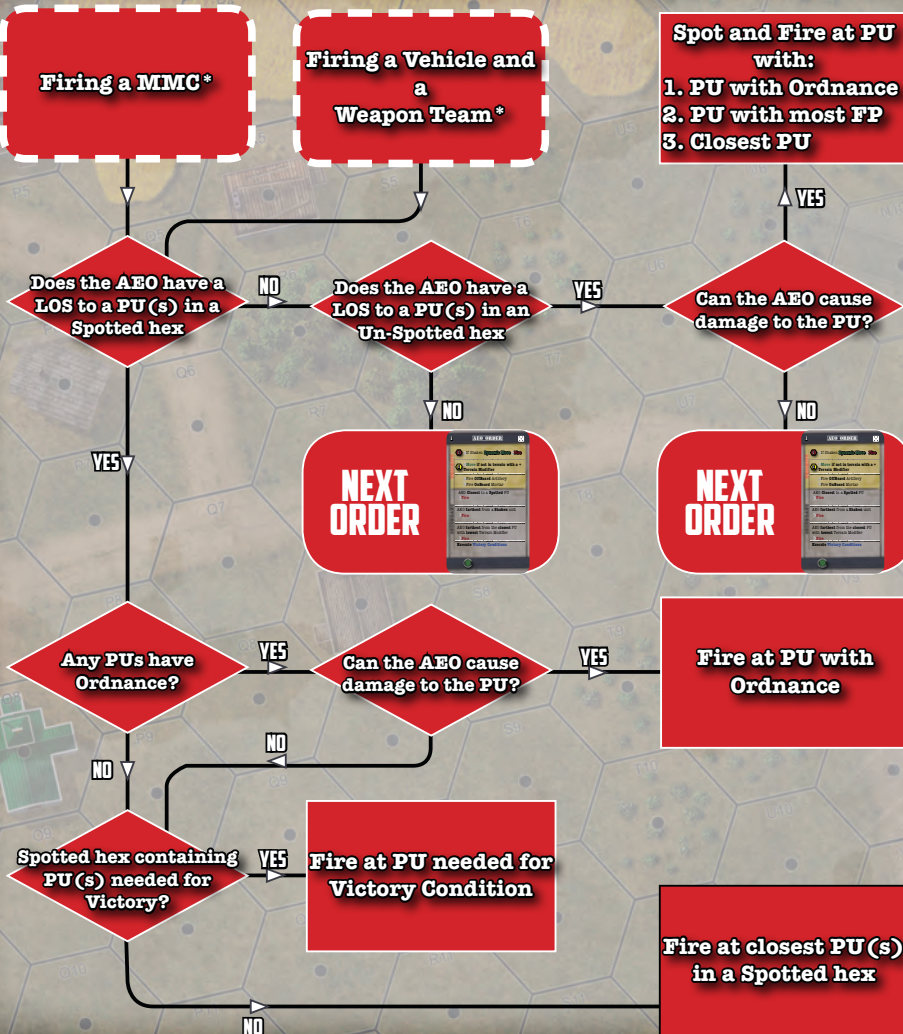
## Opportunity Fire Offensive Posture

## Close Assault Offensive Posture

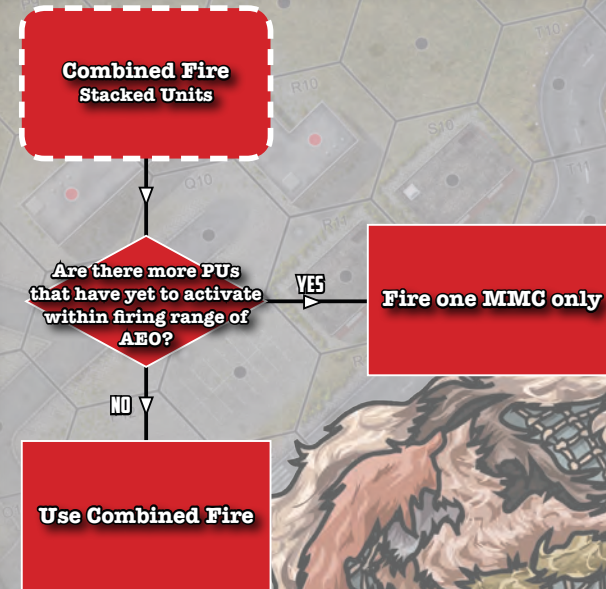


# LOCK 'N LOAD TACTICAL SOLO FIRE BEHAVIOR FLOWCHART

## Fire Action



## Combined Fire Action

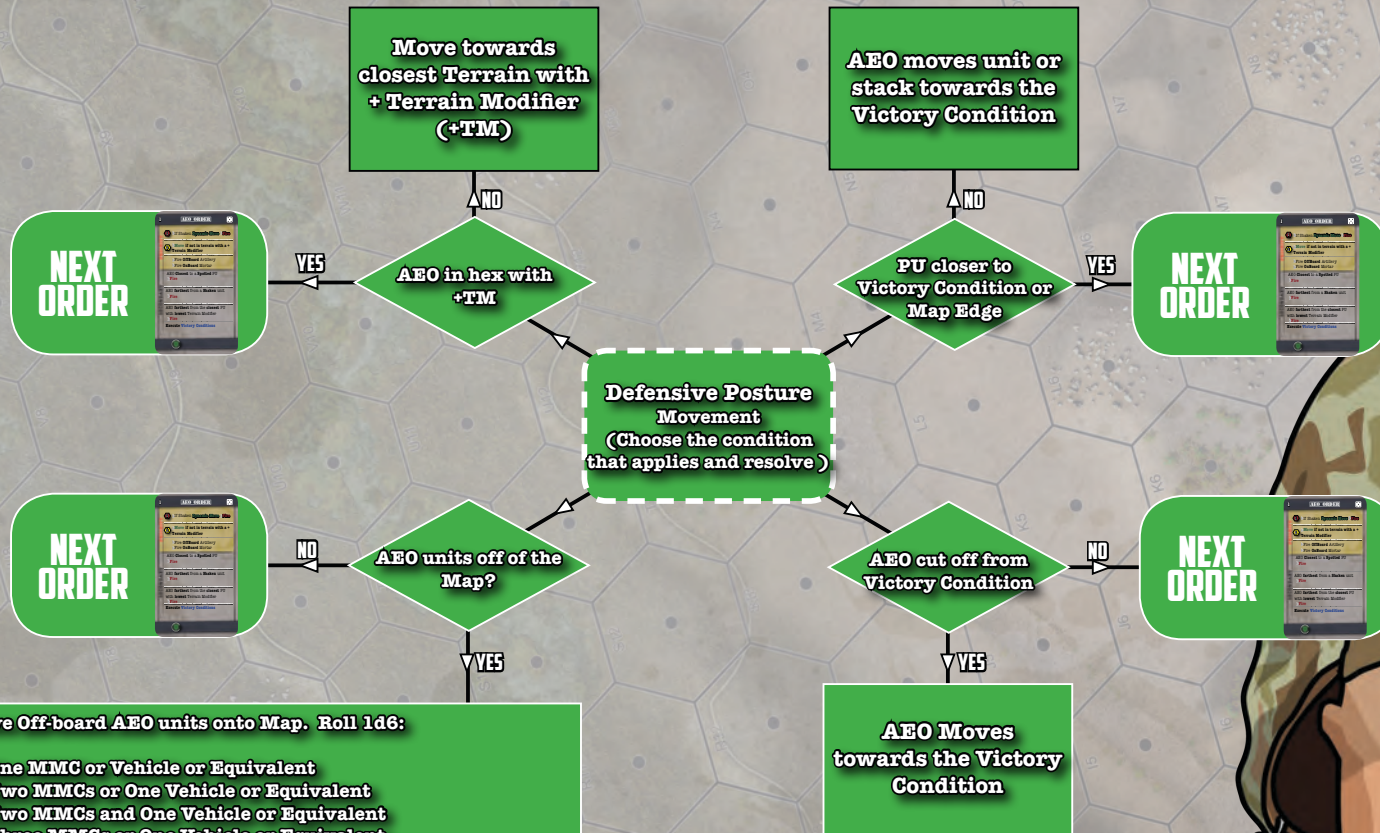


\* Observe Combined Fire Flowchart if the AEO has stacked units.



# LOCK 'N LOAD TACTICAL SOLO MOVEMENT BEHAVIOR FLOWCHART

## Move Action Defensive



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

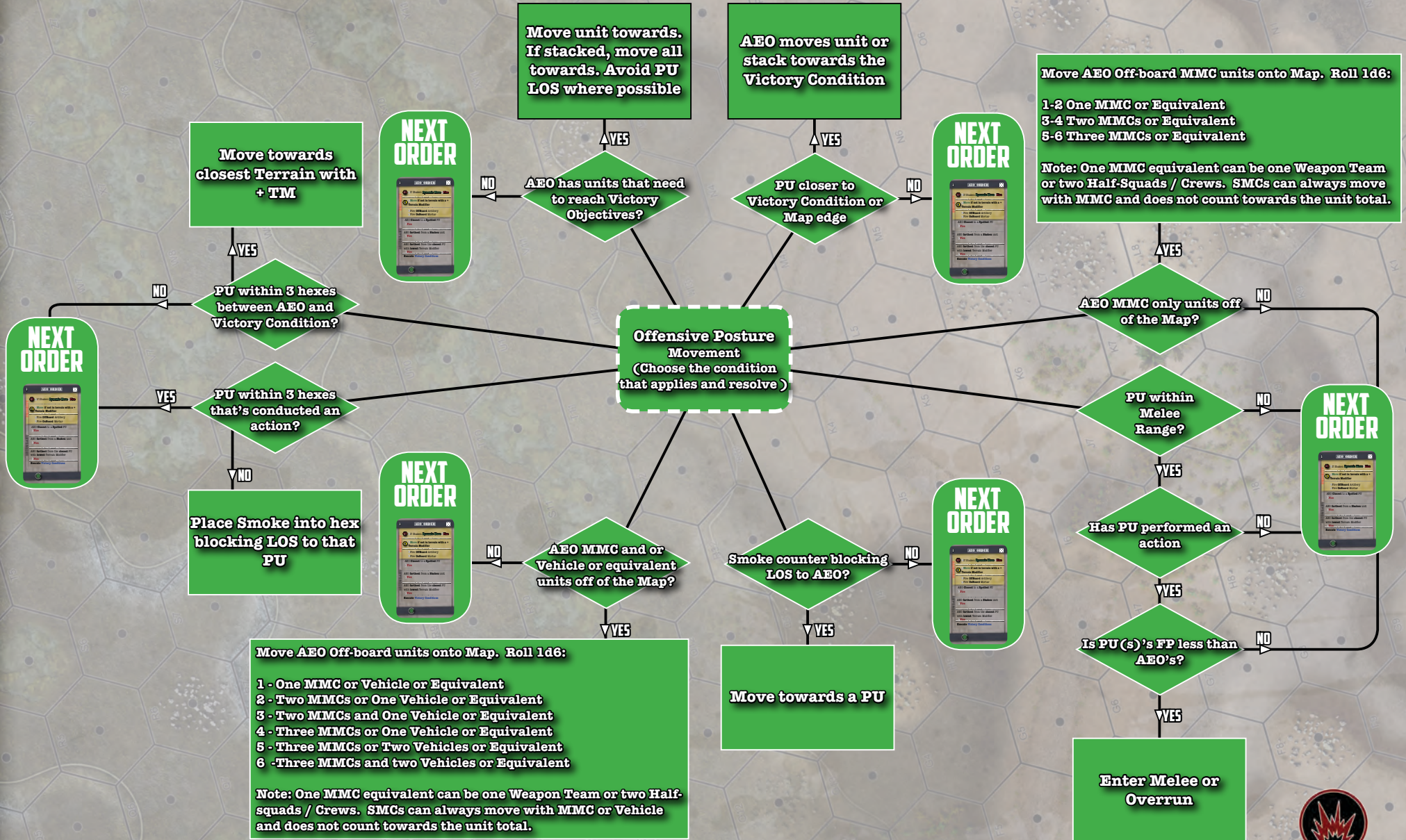
- 1 - One MMC or Vehicle or Equivalent
- 2 - Two MMCs or One Vehicle or Equivalent
- 3 - Two MMCs and One Vehicle or Equivalent
- 4 - Three MMCs or One Vehicle or Equivalent
- 5 - Three MMCs or Two Vehicles or Equivalent
- 6 - Three MMCs and two Vehicles or Equivalent

**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.



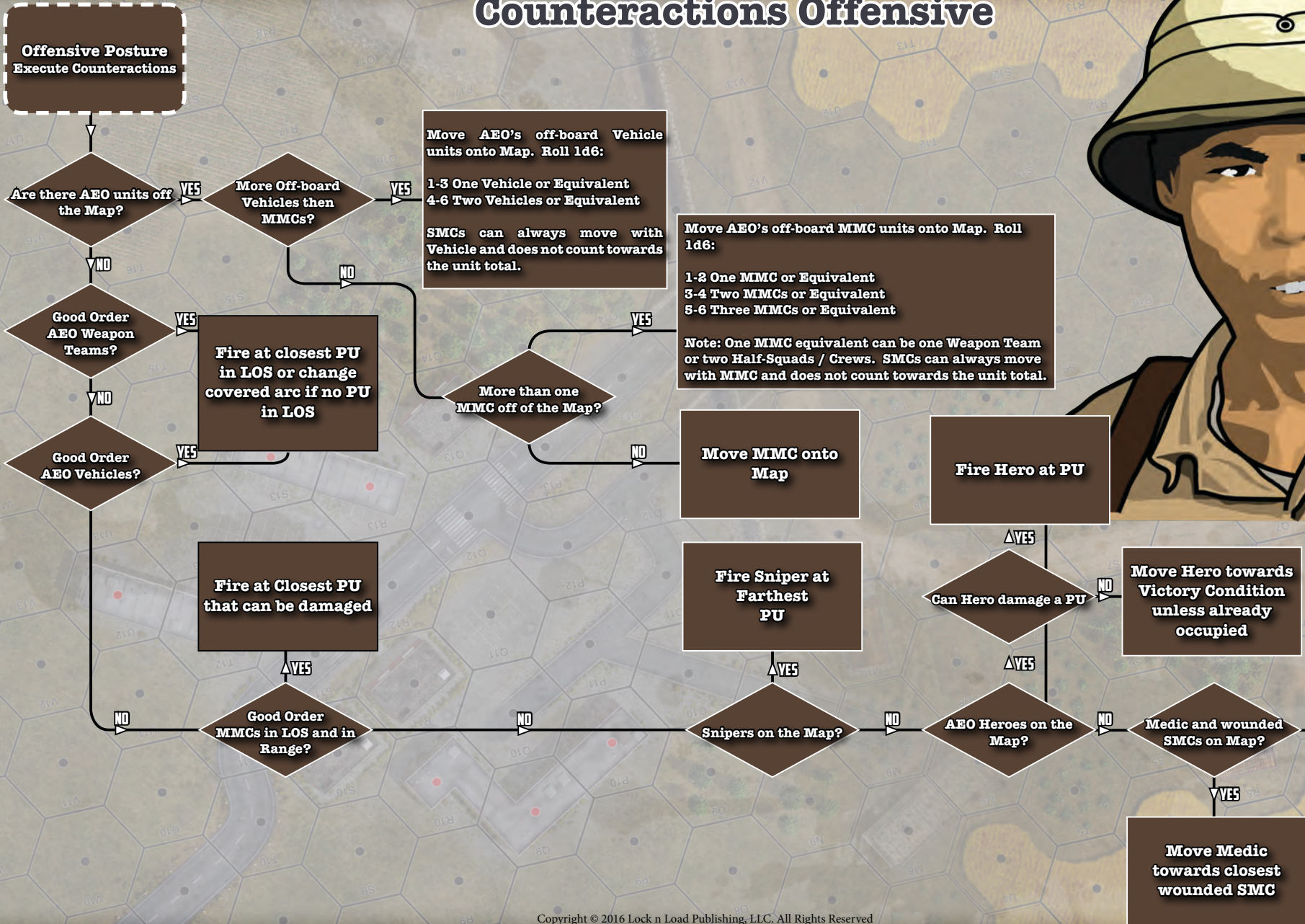
# LOCK 'N LOAD TACTICAL SOLO MOVEMENT BEHAVIOR FLOWCHART

## Move Action Offensive



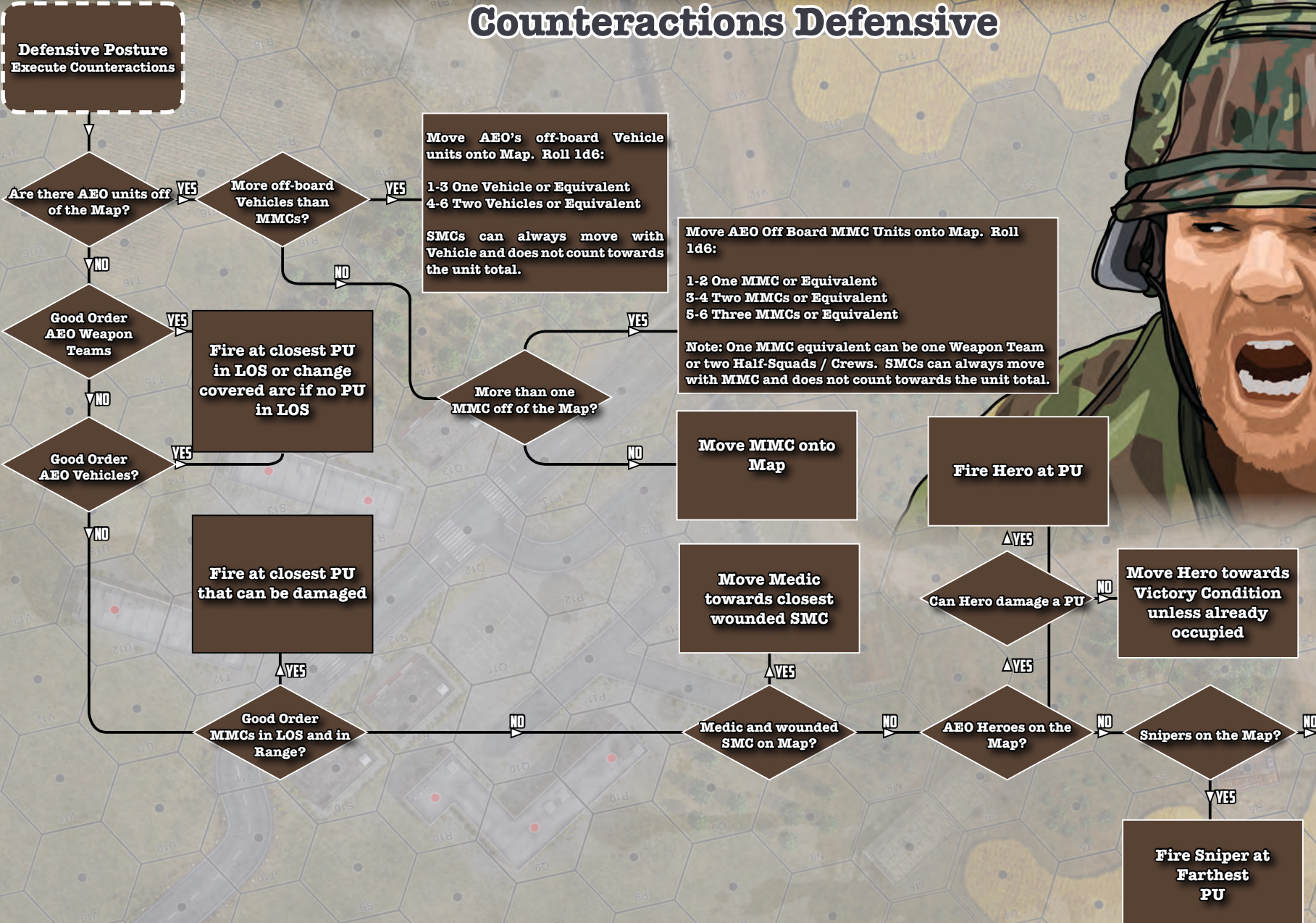
# LOCK 'N LOAD TACTICAL SOLO COUNTERACTION BEHAVIOR FLOWCHART

## Counteractions Offensive



# LOCK 'N LOAD TACTICAL SOLO COUNTERACTION BEHAVIOR FLOWCHART

## Counteractions Defensive



# LOCK 'N LOAD TACTICAL SOLO VICTORY CONDITIONS BEHAVIOR FLOWCHART

## 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** → **Are there more off-Map Vehicles than MMCs?**

**NO** → **More than one MMC off-Map?**

**AEO within LOS of  
Victory Condition  
Hexes?**

**NO** → **Move towards or execute action needed for the Victory Condition**

**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.**

**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.**

**Are there more off-Map  
Vehicles than MMCs?**

**YES** → **Move MMC onto the Map**

**NO** → **More than one MMC off-Map?**

**More than one  
MMC off-Map?**

**NO** → **Move MMC onto the Map**

**YES** → **Victory Condition involving a PU needed?**

**Victory Condition  
involving a PU needed?**

**NO** → **Move towards or execute action needed for the Victory Condition**

**YES** → **Move towards or execute action needed for the Victory Condition**

**NEXT ORDER**



**Move towards or  
execute action  
needed for the  
Victory Condition**

## 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?**

**Can AEO Helicopter  
Attack PUs?**

**YES** → **Within Range of PU?**

**NO** → **Enter Map, fly to hex with MMCs needed to be picked up, hover then fire at closest PU, then embark passengers**

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

**Within Range of PU?**

**YES** → **Fire at PU in order:**

**NO** → **Enter Map, fly to hex with MMCs needed to be picked up, hover then fire at closest PU, then embark passengers**

**Fire at PU in order:**

1. PU needed for Victory Objective
2. GO PU (Highest FP)
3. Shaken PU

**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?**

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

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

**Helicopter needed for  
the Scenario Victory?**

**NO** → **Helicopter exits Map**

**YES** → **NEXT ORDER**

**Helicopter exits Map**

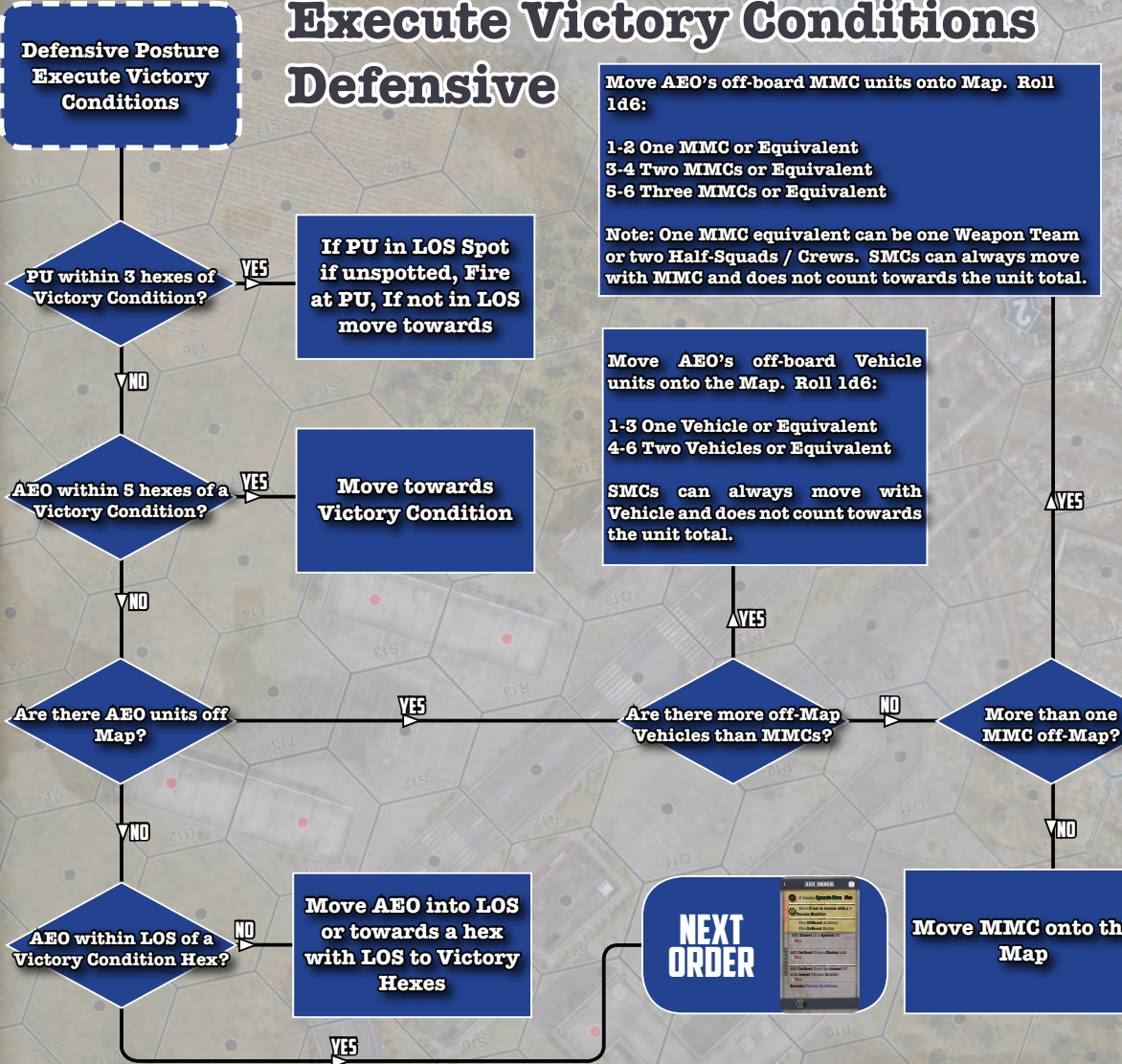
**NEXT ORDER**






# LOCK 'N LOAD TACTICAL SOLO VICTORY CONDITIONS BEHAVIOR FLOWCHART

## Execute Victory Conditions Defensive



## Helicopters

