

LOCK 'N LOAD TACTICAL v4.1 WORLD WAR II ERA EDITION RULES

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SQUAD



FIREPOWER

RANGE

MOVEMENT FACTOR
(Red Square Indicates
Assault Movement Capable)

HALF SQUAD



SCOUT



SELF RALLY

MORALE

LEADER



LEADERSHIP

MOVEMENT FACTOR

SUPPORT WEAPON



RANGE
FIREPOWER

WEAPON TEAM



RANGE
MOVEMENT FACTOR

Introduction

The **Lock 'n Load Tactical** system's *Version 4.1* (v4.1) rules is the latest set of guidelines and regulations for the game system. These rules present the core rules for the game system for modules taking place in the World War II-era and prior to 1960. Notable changes from previous versions of the rules (v3.1 and earlier) will be presented in **BLUE text**. Feel free to use these rules with previously published modules.

Community & Support

If you have any game questions, or if you are just looking for other gamers with whom to chat, you can find quick replies on our Forums:

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

If any parts of this game are damaged, or you have any other support needs, please open a support ticket on our Support Tickets section:

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You can also find additional game resources such as scenarios, counters, special rules and other community-design ideas in our Resource section:

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

1.0 General Concepts

1.1 SCALE & COUNTERS

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

A Squad represents 8-12 men and is de-

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

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

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

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

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

Turns represent 2-4 minutes.

1.1.1 Squad Designations



As the **Lock 'n Load Tactical (LnLT)** system has grown, so has the number of Squads (and Half-squads) the system portrays. Thus, in a scenario's Order of Battle (OOB), Squads and Half-squads are delineated in the following manner: Firepower (FP) - Range - Movement - Morale and Shaken Morale (if different), e.g., the US Airborne Squad guarding these words is a 2-5-4-6.

1.2 DICE

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

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1.3 STACKING

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

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

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

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

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

For stacking purposes, units inside a vehicle are part of the vehicle, and cannot unload if their presence on the ground would exceed stacking limits; and they would be eliminated in case of a required bailout (16.1.1).

You can always look at your opponent's stacks.

1.4 HEXES

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

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

1.5 MORALE



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



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

Morale Checks (MCs) are resolved by rolling 2d6. The dice are summed and modifiers applied. The only modifiers that can be applied to an infantry MC (including rallying attempt) are a Leader's Leadership Modifier (LM) and a -2 for being in a hex with a positive Target Modifier (TM). If the result is equal to or less than the unit's Morale Rating, it passes the check; flip the counter from

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its Shaken side back to its GO side.

1.6 SUPPORT WEAPONS



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

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

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

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

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

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

During the Rally Phase, GO MMCs/SMCs not locked in Melee can swap SWs. Dropped 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).

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

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

1.6.1 Tripod Machine Guns



Machine guns shown with a tripod are special SWs. They cannot be moved when pictured with the tripod side up. Thus, units possessing a SW on its tripod side cannot move without abandoning their SW.



A GO MMC or SMC can flip the counter to its tripod/assembled or bipod/dismantled side during the Rally Phase **unless**

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the MMC or SMC is locked in Melee. A tripod machine gun's other side depicts either the machine gun in bipod configuration or dismantled. Either can be transported like any other SW. When units enter a scenario from off-board, their tripod weapons are either dismantled or in bipod mode. Shaken MMCs/SMCs can dismantle—but not assemble—a tripod SW during the Rally Phase.

1.6.2 Jamming



Some SWs have the potential to jam and/or be damaged when firing. These SWs have a “J” superscript above its Firepower (FP). Whenever one of these machine guns is participating in an attack (not Melee) and the opposed die-rolls match (e.g., both players roll a 1), the MG jams.



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

1.6.3 Flamethrowers & Satchel Charges



Flamethrowers are unique SWs that have three special capabilities: they can be used in Melee (8.0), they can cause

targeted units to retreat, and they can be used in Close Assault (17.1). If a Flamethrower, or a multiple-unit attack that includes one, Shakes an enemy unit when firing on the DFT, the Shaken enemy unit must retreat one hex.

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



A Satchel Charge is a rucksack stuffed with TNT. It can be used in Melee (8.0), thrown into an adjacent hex, or used when Close Assaulting a vehicle (17.1). Satchel Charges are used once and then removed from the Map. Satchel Charges can be used by any unit that is eligible to use a SW.

Leadership does modify Satchel Charge attacks unless the Leader himself is using the Satchel Charge. Satchel Charge attacks do not receive any other DFT Attacking Unit's Die-Roll Modifications. Resolve the Satchel Charge attack as you would any other SW.

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

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for the Satchel Charge).

1.7 WEAPON TEAMS



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

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

To be clear, WTs depicting machine guns cannot enter Melee (i.e., move into a Melee hex), but can defend and counterattack with their full IFP.



WTs with a red arrow in the corner of their counter can only fire in the direction defined by the arrow, as ex-

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

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

WTs cannot Close Assault (17.1) vehicles.

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

Some WTs (indicated in each module) cannot move. They use their MF to pivot within their hex, as described above. WTs cannot use Double-Time Movement (6.2) or Low Crawl (6.3).

1.8 EVENT MARKERS



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



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

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

2.0 Outline of Play

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

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

During the Operations Phase, the players alternate impulses. In an impulse, one hex and all the units in it can be activated to fire, move, lay smoke or any other unit-eligible action. When activat-

ing a Leader, units not only in the Leader's hex but also in all hexes adjacent to the Leader's hex can be activated.

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

3.0 Rally Phase

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

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

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

Units without a GO Leader in their hex cannot rally. However, units in a hex with a Hero can attempt to rally; vehi-

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cles can always attempt to rally; and units marked with a SR can Self-Rally.

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

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

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

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

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

Any GO MMC, excluding WTs, or eligible SMCs can pick up an unpossessed SW present in the hex if the hex contains no enemy units. Friendly GO units in the same hex can also swap SWs. Place a SW directly beneath a unit that possesses it. GO MMCs/SMCs can also flip a tripod/assembled SW to its bipod/dismanteled side and vice-versa.

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

4.0 Operations Phase

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

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

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

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

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

In hexes containing a Bunker or Cave, Leaders outside the Bunker or Cave can activate their hex, the six surrounding

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

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

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

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

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

Example: *A Squad might activate to fire its SW, a machine-gun with a FP of 2, at an enemy out of the range of the Squad's IFP. Even though the Squad does not fire separately from the SW during this activation, it cannot subsequently activate again until the next turn.*

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

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

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

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

Units/hexes activated in the same impulse can act in any order desired as long as all units that fire or move from a hex do so together, as per the rules under 4.0. Thus, in a situation where many hexes are activated at once (by a Leader's ability), unit A could fire from the first hex, then unit B could fire from

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a second hex and, finally, unit C, in the first hex with A, could move out of it.

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

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

4.1 OPERATIONS COMPLETE MARKER



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

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

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

Examples: A US Airborne 2-5-4 Squad under an Ops Complete marker Opportunity Fires (OFs) at a German Squad in Clear terrain that entered its LOS

two hexes away. The 2-5-4 Squad would have a FP of 2 (2 IFP - 1 = 1 FP + 1 for firing at a unit marked with a Moved or Assault Move marker). A 0-2-4 Half-squad would engage an enemy Squad with 0 FP (0 IFP - 1 = -1 FP + 1 for firing at unit marked with a Moved or Assault Move marker = 0 FP).

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

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

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

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

All units in the same hex as a successful spotting unit can fire with their full FP at the just-spotted hex, along with

the spotting unit. Note that in the case of multiple attacking units, 5.2 applies as well.

5.0 Fire Combat

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

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

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

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

If the attacker's modified die-roll is less than or equal to the defender's modified die-roll, the fire has no effect.

If the attacker's modified die-roll is

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



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

5.0.1 Leaders' Influence on Combat

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

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

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

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5.1 DIRECT FIRE TABLE (DFT) RESULTS

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



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

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

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

Heroes never Shake—just ask Daryl Dixon.

Moving units that are Shaken by Opportunity Fire (5.3) must end their movement. This includes units Shaken due to Casualties or Wounding. If not all of the moving units in a stack are Shak-

en, the remaining GO units can continue moving.

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



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



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



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

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

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Hero assumes the activation state of the MMC that spawned it.

Example: *If the Squad spawning the Hero is marked with a Fired marker, so is the Hero.*

However, when a Squad that spawns a Hero due to a Shaken result from Opportunity Fire (OF, 5.3) that ends the Squad's movement, the spawned Hero can continue to move, and is considered to have expended as many Movement Points (MPs) as the Squad had before it was Shaken; thus if the Squad had expended 1 MP and the Hero's MF is 6, he can expend 5 more MPs moving or 2 more on Assault Move (6.1) and then fire.

Crews and WT's do not spawn Heroes.

5.2 MULTIPLE ATTACKING UNITS

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

Remember that, for the most part, all units firing from the same hex, in the same impulse, must target the same hex. There are, however, exceptions. SWs with to-hit tables (OFT) on the back of their counters (e.g., Bazookas), WT's, and vehicles must fire separately

even when firing in the same impulse. Although WT's and vehicles CAN fire in a different impulse, SWs must fire during the same impulse as the Squad that possesses them.

5.3 OPPORTUNITY FIRE

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

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

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

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

Conduct OF attacks like any other, with the exception that the attacker receives a +1 bonus (unless firing at Low Crawling/Stealth units) to their die-roll for firing at moving units, unless the moving units are in terrain that negates that modifier, e.g., Low Crops.

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

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

Note that the moving unit caused the stationary unit in the hex to be automatically spotted; however, if the moving unit survives the OF, continues moving and leaves the hex, the stationary 1-6-4 Squad in the hex retains the unspotted status that it had prior to the attack. In other words, if the stationary unit wasn't spotted before the OF attack, it remains unspotted after the moving Squad departs the hex. Further, if there were two moving units and one

was Shaken and left behind in the hex, under a Moved marker, the previously stationary unit would also remain spotted.

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

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

5.4 EXTENDED RANGE



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

5.5 MAXIMUM TARGET MODIFIER

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

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

5.6 "A"-SUPERSCRIPED FIREPOWER (ASSAULTERS)



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

6.0 Movement



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

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

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

An unshaken, unwounded, unactivated Leader can activate both the units

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

The number of Movement Points (MPs) a unit can spend each turn is called its Movement Factor (MF) and is marked on the counter. As noted above, moving MMCs, WTs, and SMCs (not Low Crawl or Stealth)—or those under a Moved or Assault Move marker—that are fired upon suffer a modifier of +1 added to the attacker's DFT die-roll.

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

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

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

1. Unit(s) enters a hex.

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

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

6.1 ASSAULT MOVEMENT



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



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

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

Example: *Two US Airborne 2-5-4 Squads using AM would fire with a FP of 1 (2 for lead Squad + 1 for second Squad - 2 for AM = 1).*

Once the units fire they are also (in

addition to the Assault Move marker) marked with a Fired marker.

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

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

6.2 DOUBLE-TIME MOVEMENT

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

6.3 LOW CRAWL



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

Weapon Teams cannot Low Crawl.

6.4 STEALTH MOVEMENT



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



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

6.5 COORDINATED MOVEMENT

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

Example: *A Squad (Leg-movement type) and a tank (T-movement type) would spend 2 and 4 MPs respectively when entering a Light Woods hex. This*

rule is an exception (obviously) to 15.1.

7.0 Laying Smoke



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

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

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



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

8.0 Melee Combat

When units enter a hex containing enemy units, they must Melee. Units cannot use AM to enter Melee. Non-Melee-eligible (NME) units cannot enter a hex containing only enemy units, even if the enemy units are also NME units. Melee combat is simultaneous, but Na-

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tionality characteristics, Events and Skills (12.0) might alter the sequence, and losses aren't taken until the round of Melee combat is concluded.

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

The **IFP** of all the attacking units (the units that entered the hex) and Melee-eligible SWs (MGs, Satchel Charges, Molotov Cocktails and Flamethrowers) is compared to the FP of any defending units the attacker chooses and their Melee-eligible SWs, and an odds ratio is determined, **rounding up fractions**.

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

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

Eliminated units are NOT yet removed. The defender then follows the same procedure against any of the attacker's units he chooses. After assessing damage, remove eliminated units from both

sides, and mark the hex with a Melee marker.

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

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

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

Example: *Two US Airborne 2-5-4 Squads equal 4 FP factors in Melee combat and two German 1-6-4 Squads and a 2-FP MG-34 SW also equals 4 FP factors.*

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

Leaders/Heroes carrying a Melee-eligible SW attack and defend with half the SW's FP (**fractions rounded up**). Always remove single-use SWs such as Satchel Charges and Molotov Cocktails **after the first round of Melee (attack and defense)**. Heroes defend with their **IFP** un-

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less they are crewing/using a SW. Note that Skill special rules supersede these rules. If a captured SW is used and the enemy is not eliminated, the captured SW is removed from the game in the Admin Phase.

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

8.1 POST MELEE



Units remaining after the round of Melee are locked in Melee. Place a Melee marker on the units. Locked units cannot move (unless withdrawing) or fire, but can use an impulse in the following turn to either Melee or attempt to withdraw.

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

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

If a player withdraws all friendly units from the hex, the Melee marker is re-

moved and the remaining enemy units are eligible to OF on the withdrawing units. Note that a player can leave a unit behind as a rearguard to prevent this from occurring.

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

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

8.2 REINFORCING A MELEE

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

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

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

8.3 ZERO-FIREPOWER UNITS



In Melee, MMCs with an IFP of 0 attack and defend with a FP of 1, unless such units possess a Melee-eligible SW, in which case they use the SW's FP. For each zero-IFP MMC participating in an attack, 1 is subtracted from the die-roll. For each zero-IFP unit participating in defense, 1 is added to the attacker's die-roll.

Example: *Two 0-2-3 Half-squads attack a 2-6-4 Squad in Melee. The odds are 2 vs. 2 or 1:1 (each 0-IFP Half-squad counts as 1 FP for the attack). At these odds the Kill Number is 8. The player with the pair of 0-IFP Half-squads, however, subtracts 2 from his 2d6 roll. Hence, he needs to roll 10 or better ($10 - 2 = 8$, which is the minimum needed to kill the opposition in a 1:1 attack) to eliminate the 2-6-4. Conversely, the 2-6-4 Squad attacks the two Half-squads at 2 vs. 2 or 1:1, but adds two (+2) to its 2d6 roll. Accordingly, it eliminates the two Half-squads on a roll of 6 or better ($6 + 2 = 8$).*

8.4 AMBUSH

Some nationalities, units, or circumstances (Skill, 12.0, or Module-specific or scenario-specific rules) allow the initial round of Melee to be resolved as an Ambush. When an Ambush-capable unit (or stack of units) enters Melee with a unit that did not have LOS to it (the Ambusher) at the beginning of its impulse,

the unit's/units' total FP (IFP + SW) is tripled for the first round of Melee. A zero-FP MMC's FP is still 1, and tripled to 3, and 1 is subtracted from the die-roll. Additionally, this first round is non-simultaneous, and eliminated opponents are immediately removed from play, before they counterattack.

8.5 "M"-SUPERSCRIPTED UNITS



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

9.0 Administration Phase

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

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

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

10.0 Line of Sight and Spotting

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

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

10.1 SPOTTING

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

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

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



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

sault Move, Fired, or Melee marker or if the hex is open terrain.

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

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

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

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

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

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

Example: *If a unit is attempting to spot an enemy in a degrading-terrain hex, it*

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must roll a three or less to succeed.

One is added to the unit's die-roll for every hex of degrading terrain its LOS passes through en route to the target unit's hex. Note that the LOS must actually pass through a piece of the degrading terrain in the degrading-terrain hex. One is also added if it passes through the silhouette of degrading terrain that is in part of an otherwise open hex.

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

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

Spotting attempts do not constitute an impulse, but only one attempt can be made per friendly impulse, and a unit attempting to spot is marked with an Ops Complete marker regardless of the result of the attempt. *If the only action a side does during an impulse is perform a spotting attempt, it is considered a pass.*

Units marked with Fired, Moved, Low Crawl, Ops Complete, Stealth or Assault Move markers cannot spot for yet unspotted units, but they do automatically spot adjacent units, moving units, units marked with a Moved/Assault Move/Fired/Melee marker or units in open

terrain. Shaken units and buttoned vehicles don't automatically spot adjacent enemy units.

10.2 BUILDINGS AND HILLS

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

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

Example: *Units on the upper level of a Building at Level-0 are at Level-1, or the same height as a unit on a Level-1 Hill.*

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

Units in adjacent hexes but on different levels of a Multi-story Building(s) ARE NOT considered adjacent and don't have LOS to each other. *Units in a hex*

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adjacent to a hex containing a Bunker or Cave ARE considered adjacent to the units both inside and outside of the Bunker or Cave for spotting and fire combat.

10.3 FIGURING LINE OF SIGHT

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

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

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

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

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

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

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

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

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

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



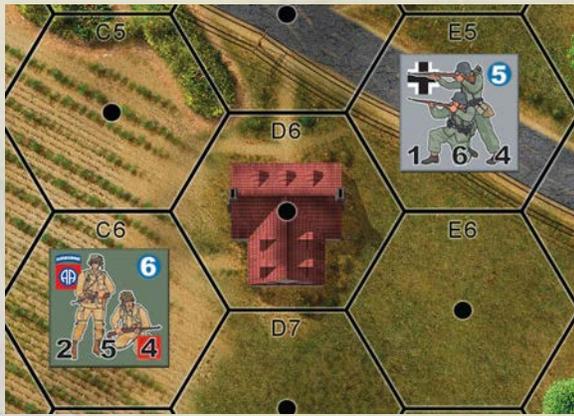
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Example: In the image at the bottom right of page 26, the Brush in hex M5 degrades LOS between the French Squad in M6 and the German Squad in M4 (all hexes at Level-0).

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



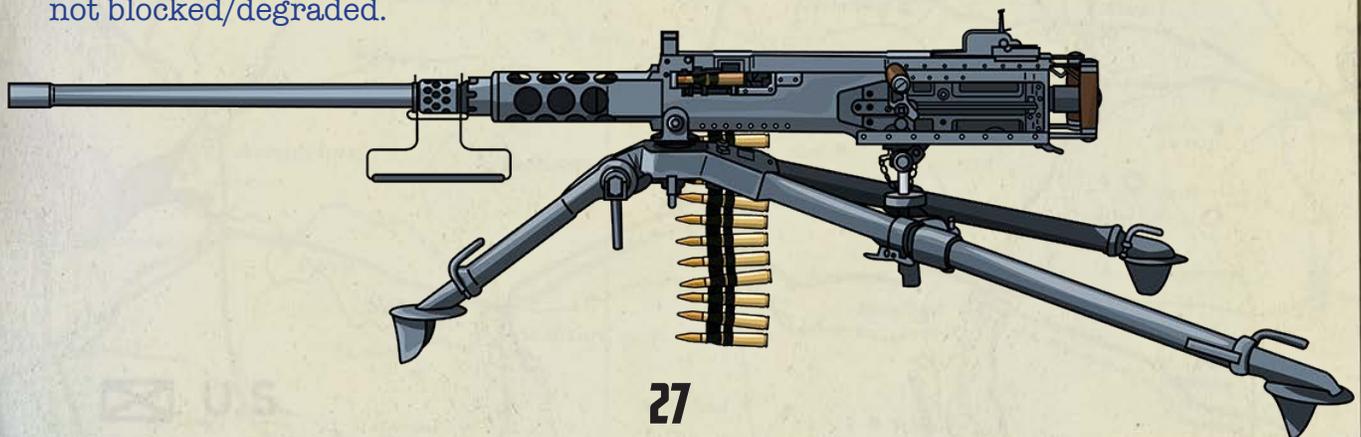
Example: In the image above, LOS traced from the German Half-squad in the second floor of the HC Building in hex G2 (Level-1) to the British Airborne Squad in the second floor of the HC Building in hex I3 (also at Level-1) is NOT degraded by the Rubble in hex H3, a Level-1 obstacle in a Level-0 hex.



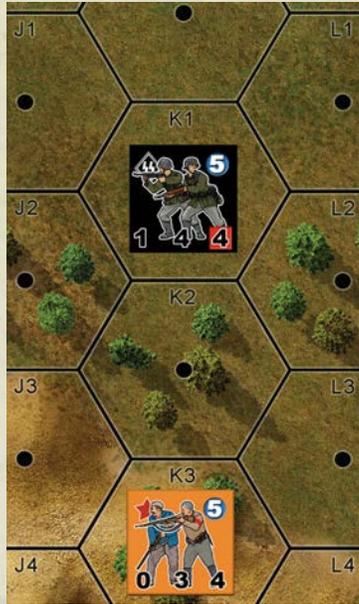
Example: In the image above, the US Airborne Squad in hex C6, at Level-0, does not have LOS to the German Squad in hex E5, also at Level-0, because it is blocked by the LC Building in hex D6, which is a Level-1 obstacle at Level-0, for a total obstacle height of Level 1.

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

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



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Example: In the image above, LOS from the Soviet Partisans in hex K3, a Level-1 Hill hex, to the German SS Squad in hex K1, a Level-0 hex, is degraded by the Light Woods terrain in hex K2, a Level-1 height as obstacle in a Level-0 hex, for a total obstacle height of Level-1, which casts a one-hex degrading shadow on hex K1. If the Light Woods in K2 was a LC Building, the LOS would be blocked to K1; in both cases LOS from K3 to K0 is clear.



Example: In the image above, LOS traced from the Soviet Sniper in the second floor of the HC Building in hex J4, at Level-1, is clear over the HC Building in J3 (obstacle height of Level-1) to the German SS Half-squad in hex J1, at Level-0, but the LOS is blocked to the German SS Squad in hex J2 because it is in the one-hex shadow of the HC Building in hex J3, a Level-1 obstacle.

In addition, the number of hexes in between the firer's hex and the hex containing the obstacle (not counting each) is added to the length of the cast shadow. Thus in the previous example, if the Building in J3 was actually in J2, hexes J1 and J0 would be in its blocking shadow.

Units in a hex at a level HIGHER than

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the total obstacle height of a blocking/degrading-terrain hex can see and fire over it into hexes at a lower level than the total obstacle height of said blocking/degrading terrain. Since the LOS in this situation is traced OVER the blocking/degrading terrain obstacle, it is not blocked/degraded in any way; but Level-1, -2 and -3 blocking/degrading-terrain obstacles cast a one-hex shadow that blocks/degrades LOS to units located directly behind them.



Example: In the image above, the US Squad in hex I4 (Level-2 Hill) has LOS to the Japanese Squad in hex I7 (Level-0), but it's degraded by the Light Jungle in I6, a Level-1 obstacle in a Level-0 hex. The US Squad has a clear LOS to the adjacent Level-1 Hill (I5), to hex

I6 (see 10.3.1), and to the Clear Level-0 hex in I8; LOS to I8 is unobstructed by the Light Jungle in I6.

10.3.1 Hills and Slopes

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

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

Here's another example:

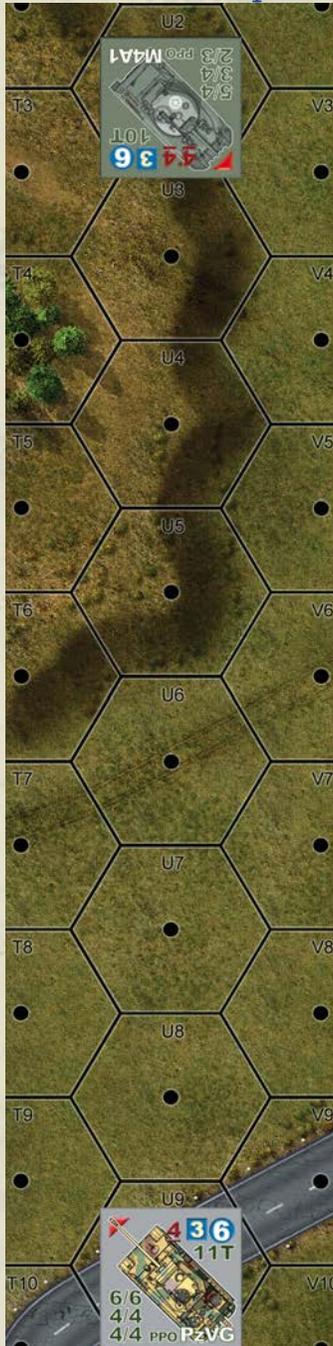


Example: In the image above, the Belgian Squad in hex I5 (Level-2 Hill) has LOS to both the SS Squad in hex I3 (Lev-

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el-O Road) at the foot of the slope and to the SS Hero in I2, also at Level-0. However, if hex I3 was also a Clear Level-1 Hill hex, the Belgians would NOT have LOS to the SS Hero in hex I2.

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



Example: In the long image on the left column of this page, the American M4A1 Sherman tank in hex U2 (Level-1 Clear Hill) has LOS to the three consecutive Clear Level-1 Hill hexes in front of it (U3 - U5), but it does not have LOS to the first three hexes after the level drops to Level-0: hexes U6 - U8. Its LOS resumes in hex U9, which contains a German Panther tank.

10.3.2 LOS Along Hexsides

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



Example: In the image above, LOS from the German Squad in hex E2 to the Dutch Squad in hex F4 is blocked by the LC Buildings in hexes E3 and F3, both blocking terrain hexes that share a hexside.

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



Example: In the image above, *LOS* from the American Squad in hex K5 to the German Half-squad in hex L7 is not blocked (thus clear) by the hexside Wall between K6 and L6.

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

10.4 TERRAIN CHARACTERISTICS

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

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

The terrain surrounding a hex's center dot defines its level and the type of terrain in the hex. The TM from a Wreck, Foxholes and Smoke (and any

other counter-placed features or fortifications) are cumulative with the other terrain in a hex. Remember, the maximum TM for any terrain is +4 (5.5) (exception, Snipers 11.4).

11.0 Single-Man Counters (SMCs)

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

11.1 LEADERS



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

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

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

Each Leader has an inherent Leader-

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

A Leader can only rally units in its own hex. Leaders cannot activate vehicles that are in an adjacent hex; and Armor Leaders (11.5) cannot activate MMCs/SMCs in adjacent hexes.

11.1.1 Leaders and Combat

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

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

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

11.1.2 Leaders and Skills

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

11.2 HEROES



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

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

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

If spawned by a moving MMC, the Hero is assumed to have spent the same number of MPs the MMC had spent before it spawned the Hero; and even if the spawning MMC is Shaken (and thus placed under a Moved marker), the Hero can continue moving, if desired, up to his total MF.

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

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

Units in the same hex (and on the same level in a Building) as a Hero can at-

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tempt to rally even if there is no Leader present.

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

If a Hero who begins the game on the Map is not assigned a Skill he does not draw one.

There can be only two Heroes per nation on the Map at any time. Heroes are always spawned at full strength (never wounded). Heroes are created even if the Damage Check result eliminates its parent unit.

11.3 MEDICS



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

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

During each Rally Phase, a GO Medic can either attempt to remove the Wounded marker from one SMC (including himself) or flip a Shaken MMC/SMC to its GO side. In either case, the subject of a Medic's attentions must be in the same hex (and level) as the Medic. To perform either function, the Medic must pass a Morale Check rolled with 2d6.

Two is subtracted from the roll if the Medic is in terrain with a positive TM. If the Medic passes the MC, one SMC is healed or one MMC/SMC is rallied. Only one roll is conducted. A Shaken Medic that Self-Rallies can, in the same Rally Phase, attempt to heal another SMC (including himself) or rally one MMC/SMC; in which case two rolls are performed.

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

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

11.4 SNIPERS



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

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

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

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

Snipers can be fired on like any other unit, but double their hex's TM (up to +8, see 5.5) when rolling against incoming attacks from all units except Artillery/Mortar barrages and enemy Snipers. Snipers can stack with MMCs and other SMCs, but forfeit their special TM when doing so. When stacked with MMCs or other SMCs they can attack in the same impulse as them, but fire separately within the impulse.

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

11.5 ARMOR LEADERS



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

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

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

Armor Leaders can only rally the tank

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

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

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

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

11.6 SCOUTS



Scouts are SMCs that have a few special abilities. They can use Stealth Movement (see 6.4). They subtract two (-2) from their spotting die-rolls. After using half of their MF they can fire without subtracting two from their FP or adding +1 to an OFT SW's to-hit roll. They can assist in crewing a SW, but lose all Scout abilities listed above when doing so. In Melee, Scouts fight as a 0-FP MMC (8.3).

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

Scouts can call-in off-board Artillery fire and onboard Mortar fire, including

Starshells (20.2).

12.0 Skills



Skills bestow unique characteristics on the SMC or MMC that possesses it. Place the Skill counter under the unit that possesses it. Some Skills bestow traits or advantages that can only be used once. Others give benefits that last for the entire scenario, and still others equip the owner with unique weapons or items. Each Skill's trait and when/how it can be used are explained on the Skills Player Aid.

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

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

13.0 National Characteristics

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

14.0 Ordnance



Ordnance weapons have a to-hit table on the back of the counter. Ordnance weapons cannot be used in Melee. They include SWs such as the Bazooka or Panzerfaust; WT's such as 57mm and 75mm Anti-Tank Guns (ATGs); and vehicle-mounted weapons such as the Sherman tank's 75mm cannon.

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

14.1 FIRING ORDNANCE

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



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

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7	14	28
8	6	5
4	3	3

Each piece of ordnance has three ranges, separated in to columns, printed on the back of the counter. (Vehicles or WTs

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

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

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

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

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

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

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

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

14.1.1 Non-Penetrating Hits

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

If the attacking weapon is being fired as a MMC's SW, the MMC, if eligible, can also attack the vehicle as described in 17.2.

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

14.1.2 Ordnance Hits on Unarmored Vehicles

Any ordnance hit on an unarmored ve-

hicle or an unarmored facing of an otherwise armored vehicle destroys the vehicle.

14.1.3 Angle and Point of Impact

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



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

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

If the target is turreted, use the turret

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

14.2 SPECIAL AMMUNITION

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

14.2.1 HEAT Effect on Infantry



Ordnance that fires HEAT ammunition (denoted by an H within a red circle on the back of the counter) was not as effective against infantry in the open or taking cover behind trees/rocks. This rule addresses that situation.

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

14.3 TARGET ACQUISITION



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

If the target doesn't move and the ordnance fires on it during its next im-

pulse, subtract one from the ordnance to-hit roll. If the ordnance again fails to destroy its target, place a -2 Acquisition marker on the target.

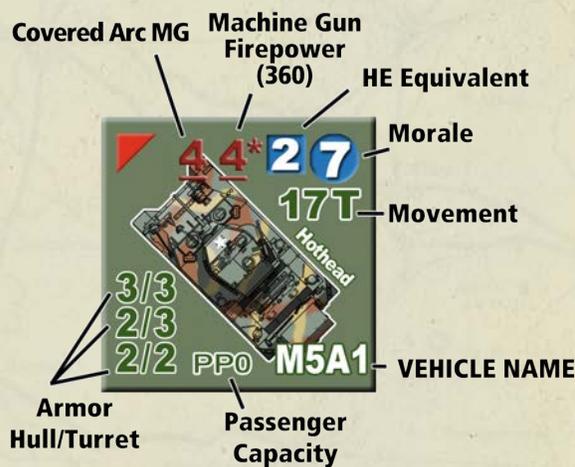
If the target doesn't move and the ordnance fires on it during its next impulse, two is subtracted from the ordnance to-hit roll. Remove the Acquisition and Acquiring markers if the target moves or the attacker switches targets. All non-vehicular units (if they were the targets) have to leave the hex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

Shaken vehicles lose their Acquiring and Target Acquisition markers.

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

15.0 Vehicles

Vehicles play an important role in **LnLT**. Vehicle counters are 7/8", and the counter contains all the information needed to play. An M5A1 Tank with its values explained is illustrated here.



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

Open vehicles have some/all of their crew hatches open and some crew members are riding with their heads and shoulders exposed to enemy fire. Buttoned vehicles have all their hatches closed. Open vehicles can see the enemy better, but risk injury to crew members from enemy small-arms fire. Buttoned vehicles are invulnerable (if armored) to small-arms fire, but cannot fight as well as an opened vehicle.

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

- **Vehicle Name:** Provides the vehicle's designation.
- **Movement:** The vehicle's Movement Factor (MF) and type. There are three vehicle-movement types: Tracked (T), Off-road (O), and Road (R). Tracked are fully tracked. Off-road vehicles are either half-tracked or off-road capable multi-wheeled vehicles. Road vehicles perform best on Roads. See the Terrain Effects Chart (TEC) for further explanation.
- **Morale:** Is the unit's Morale. Shaken vehicles must button up (close all hatches), they cannot fire their weapons, their MF is halved (rounded up), and they cannot spot. Vehicles can Self-Rally, and if an Armor Leader is onboard, the vehicle uses

the Leader's Morale rating to rally. The Leader can also subtract his LM from the rally dice-roll. Vehicles DO subtract 2 from their rallying-attempt die-roll for being in terrain with positive TM.

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

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

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

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

Unless otherwise noted, a vehicle

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

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

- **Rear-facing Machine Guns:** Units with a MG Firepower followed by an "R" can use the FP in the turret's rear arc, which is defined as a covered-arc directionally opposite that of the turret's front arc (see 14.0). This MG must fire in the same impulse as the remainder of the vehicle's weapons, but need not engage the same target.
- **Machine-gun Firepower (Optional):** Non-asterisk Firepower-4 MGs fire their entire FP up to a range of 14 hexes when both the turret and vehicle's covered-arc are aligned. If the turret's covered-arc is different from the vehicle's covered-arc the owner must split the FP, firing 2 FP in the turret's covered-arc, and 2 FP in the vehicle's covered-arc—both to a maximum range of 10 hexes. Obviously, the MGs must engage different targets, but all the vehicle's weapons must still fire in the same impulse.
- **Armor (Hull/Turret):** The three numbers to the left of the vehicle represent the vehicle's front, flank, and rear armor (listed top to bottom). The number before the slash is the hull armor; the number after the slash is the turret armor. If there is only one number, the vehicle has no

turret.

15.1 VEHICLE FACING AND MOVEMENT

Vehicles move similarly to foot soldiers, but much faster. There are several terrain types that vehicles cannot enter, and some Buildings that vehicles can enter and turn to Rubble. The TEC has complete details. Vehicles can continue moving after rubbing a hex, provided they have MPs left.

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

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

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

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.

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

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

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

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

15.2 ASSAULT MOVEMENT AND VEHICLES

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

15.3 OVERRUNS

Vehicles with machine guns or other main armament can Overrun infantry (MMCs and SMCs) in Clear (or other non-water, open-type terrain), Brush, Low Crops, Road, or any pertinent mod-

ule-specific-terrain hexes. The vehicle performing the Overrun cannot have outside passengers riding on it. Units subject to an Overrun can't Opportunity Fire against the vehicle in the Overrun hex nor can any other units.

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

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

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

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

Following an Overrun attempt, any surviving GO MMCs/Heroes can Close Assault the vehicle as described in section 17.1. Ignore any reference to moving

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into the vehicle's hex, as the counter-attackers are already there. MMCs/Heroes that wish to Close Assault must, however, still pass a Morale Check prior to Close Assaulting.

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

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

15.4 VEHICLE CREWS AND ARMOR

LEADERS

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

Armor Leaders (11.5) belonging to destroyed or abandoned vehicles are removed from play.

15.5 CONTINUOUS VEHICLE MOVEMENT

Good Order vehicles marked with a Moved or Assault Move (AM) marker have the option of continuing their movement during the next Operations Phase. If desired, leave the marker on the vehicle in the Admin Phase, but turn it 180 degrees. During the next Ops Phase a vehicle marked as such must continue its movement, but can switch to AM or vice-versa. This allows a targeted moving vehicle to retain the +1 to-hit modifier on the OFT and -1 DFT modifier from one turn to another.

15.6 OPTIONAL VEHICLE SIZE & SPEED

OFT DRMS

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

16.0 Passengers

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

16.1 PASSENGERS INSIDE VEHICLES



Vehicles marked with "P" can carry up to one-Half-squad, one SW, and one SMC. Those marked with "PP" can carry up to one Squad (or its stacking equivalent), two SWs, and two SMCs. In either case, these passengers are considered to be

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

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

16.1.1 Bailout Checks

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

Passengers are automatically eliminated in vehicles destroyed by Close Assault.

16.2 PASSENGERS ON TOP OF VEHICLES



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

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

If the vehicle fires ordnance (not machine guns), the passengers immediate-

ly disembark, are marked with a Moved marker, and must pass a Morale Check to avoid becoming Shaken.

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

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

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

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

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

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do so are marked with a Fired marker.

Example: A US Airborne 2-5-4 Squad riding outside a moving tank fires at 0 FP ($2 - 2 = 0$).

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

16.3 PASSENGERS OF ABANDONED VEHICLES

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

16.4 MOUNTING AND DISMOUNTING

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

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

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

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

Units that unload can move separately from their carrier.

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

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

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

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

17.0 Infantry and Artillery Against Vehicles

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

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

17.1 CLOSE ASSAULT

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

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

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

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

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

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

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

Next, move the assaulting MMCs/Heroes into the vehicle's hex. Now, each MMC/Hero individually assaults the tank.

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

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

Example: A 2-6-4 Squad is assaulting a tank with a lowest armor factor of 0. The Squad adds 2 (2 IFP) to his die-roll. The owner of the tank adds 0 to his

die-roll. If the Squad's modified die-roll is greater than the tank's die-roll, the tank is destroyed. Place a Wreck marker in the hex and a Melee marker on the attacking Squad.

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

If the vehicle is destroyed, its Crew and passengers are also eliminated, the assaulting MMCs/SMCs remaining in the vehicle's hex, are marked with a Melee marker, and any other non-Melee-eligible enemy units present in the hex are eliminated. If the vehicle isn't destroyed, the assaulting MMCs/Heroes are returned to the (adjacent) hex from which they initiated the assault and are marked with a Moved marker.

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

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

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

17.2 SMALL-ARMS VS. ARMORED VEHICLES

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

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

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

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

Combat resolution (5.0) is nearly identical to that discussed under Fire Combat. Attacking units must meet range and LOS requirements. The attacking unit's FP is summed and added to 1d6. The attacker's FP is modified as indicated on the DFT's die-roll modifications. The target vehicle rolls 1d6. The vehicle adds the TM of the terrain in its hex and the LOWEST armor factor on the vehicle's counter (usually rear hull) to its die-roll. If the attacker's modified die-roll is less than or equal to the defender's modified die-roll, the fire has no effect. If the attacker's modified die-roll is greater than the defender's

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modified die-roll, the target vehicle and all passengers riding on top of the vehicle must take a Damage Check. If the vehicle is buttoned, only external passengers take the DC. Roll 1d6, add the difference between the attacker's modified die-roll and the defender's modified die-roll, and consult the Direct Fire Table (DFT). If a GO Armor Leader is present, use his Morale instead of the target vehicle's Morale.

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

Shaken EXTERNAL passengers must immediately disembark, and unshaken passengers can choose to disembark with them or not. Place a Moved marker on the disembarked units.

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

17.3 SMALL-ARMS VS. UNARMORED VEHICLES

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

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

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

1d6.

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

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

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

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

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

17.4 MORTARS AND ARTILLERY VS.

ARMORED VEHICLES

Onboard Mortars and off-board indirect fire (18.0) affect vehicles the same as small-arms fire; however, both OPEN AND BUTTONED armored vehicles compare their lowest armor factor and terrain TM plus 1d6 to the attacker's FP plus 1d6. A vehicle with an unarmored facing is attacked as if it were unarmored.

18.0 Indirect Fire

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

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

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

18.1 ONBOARD MORTARS

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



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

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

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

Mortars cannot Opportunity Fire.



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

18.2 OFF-BOARD ARTILLERY

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



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

Add the number of degrading-terrain hexes the Leader/Scout's LOS passes through to the white die, subtract the Leader's LM, and divide the remaining modified white-die total (white-die number + degrading terrain - LM) by 2 (rounding up fractions).

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

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

the Leader/Scout.

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

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

The FFE marker stays on the Map until the Admin Phase and attacks any units that enter its hex or any of the six adjacent hexes, including hexes under a Melee marker. If a previously attacked unit moves into a new FFE hex, it is attacked again. If a unit(s) enters an FFE hex containing enemy units, perform the FFE attack against the entering unit(s) first, and then, if it (they) survives, perform the Melee. If the entering unit(s) is rendered NME by the FFE, the Melee proceeds as per 8.0 and the unit(s) is eliminated. Note this all happens in ONE impulse.

If the Leader/Scout decides to abort the mission, remove the Spotting Round marker; this does not eliminate the Fire Mission; it can be attempted again on a later turn or by another Leader/

Scout in another impulse. The Leader/Scout's impulse is over. Only Leaders/Scouts can call for indirect fire. Leaders cannot call OBA and add their LM to a direct-fire attack in the same turn.

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

18.3 OFF-BOARD FIRE MISSION

LIMITATIONS

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

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

19.0 Aircraft

These pre-1960 **LnLT** rules include rules for fixed-wing aircraft, though not all pre-1960 modules have fixed-wing aircraft in them.

19.1 FIXED-WING AIRCRAFT



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

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

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

Example: *The German player has a Stuka air-support mission. It is his impulse and he decides to take a shot at a British Matilda II with a Pz IV F2. The to-hit roll produces doubles. The German player resolves the attack normally and concludes his impulse. The next impulse (yes, before the British player gets another impulse) the German Stuka air support arrives.*

If in the Rally Phase either player rolls doubles while attempting to rally a unit, the air support arrives in the first impulse of the following Operations Phase, regardless of who holds the initiative.

Roll 1d6 to determine from what direction the air support enters the Map. A roll of 1 signifies north, 2 east, etc. If the roll comes up 5 or 6, the air support enters from a direction of the owning player's choosing.

The air support has an unlimited MF, but it spends one MP per hex for the purposes of Opportunity Fire (5.3). It must, however, enter, move across, and exit the Map in the same impulse.

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

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



SR 6			
5	5	10	20
8	6	6	5
3	2	1	1

At any time during the air support's flight across

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

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

in the hex, or, if it's a Building hex, a Rubble marker.

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

19.1.1 Cannon/MGs and Bombs

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

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



Air-support units are marked with a series of numbers, such as YxZ, where Y and Z are numbers. This represents the air support's cannon FP. Air support can attack a number of adjacent hexes along its flight path indicated by the number before the x (2 for the British Hurricane Mk II D). The air-support unit attacks the hex it currently occupies and the next adjacent hex in its flight path with its cannons. Air support do not receive the adjacency bonus for their attacks.

Example: A Hurricane Mk II D can attack two (2) adjacent hexes along its flight path with the FP indicated after the x: 2 FP. This FP represents FP fac-

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tors (5.0) or penetration value (14.1), and represents different methods of attack to different targeted units within the same hex.

The Hurricane can attack a hex containing two German Squads and a Pz IV F2 as follows:

The Hurricane rolls 1d6 and adds 2 (its FP) when attacking the Squads. The German Squads make a normal opposed die-roll as described in 5.0, TMs apply.

The Hurricane then attacks the Pz IV F2 using a penetration value of 2. The Hurricane does not make a to-hit roll; instead it goes straight to the opposed penetration roll as described in 14.1. **The target uses its lowest armor value (turret or hull) + 1d6 when making the opposed roll.** Resolve results.

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

Thus a Hurricane can attack units in two hexes with its cannon and drop its bombs on both of those two hexes (resolve separate attacks), or drop its bombs on one of those hexes and on any other hex, or on any two hexes before it fires its cannon, or on any hex, or hexes, after it has fired its cannon, as long as the bomb-drop hex(es) is in its hex-row flight path.

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

20.0 Night Combat

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

20.1 NIGHT RULES

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

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

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

20.1.1 Ordnance Attacks at Night

Units using the OFT (i.e., ordnance) can fire at any target within two hexes

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(count the target's hex but not the firer's).

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

20.1.2 Melee at Night

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

20.1.3 Shaken Unit Movement at Night

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

20.1.4 Spotting for Artillery

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

20.2 STARSHELLS



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

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

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

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

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

21.0 Fortifications

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

21.1 BUNKERS



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

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

Place units in the Bunker under the

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

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

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

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

21.1.1 Bunkers and Spotting

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

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

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

and the hex containing it.

21.1.2 Attacking Bunkers from the Rear

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

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

21.2 FOXHOLES



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

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

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

21.3 WIRE



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

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

21.3.1 Wire Destruction

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

21.4 MINES



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

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

Mines cannot be placed in Buildings.

Friendly units are not attacked when entering the hex, but must pay an additional MP to enter the hex.

22.0 General Scenario Rules

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

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

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

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

22.1 CONTROL

Often, the Victory Conditions of a scenario are contingent upon the control of a hex or a number of hexes. Control of a hex is defined as the side that occupies a hex with a GO MMC or Hero or the side that last passed a GO MMC or Hero through the hex. **Different levels**

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of a Multi-story Building, Bunkers and Caves are all considered to be a separate hex within a hex.

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

Example of Play: Basic Infantry Combat

The following is an example of play of infantry combat in the **Lock 'n Load Tactical** system. It details the basics of all three phases of a turn. In this situation, a group of units from the American 82nd Airborne is attempting to take a German-held position. Two Squads of a German platoon, commanded by Lt. Koch, is holding a Light Construction (LC) Building in hex D6; they have a supporting Squad with a MG34 Support Weapon, and a 50mm Mortar Weapon Team dug-in in Foxholes in the Low Crops near the LC Building. The Americans, commanded by Lt. Clarkson, have four platoons, two armed with a BAR Support Weapon, and a Medic (see Figure 1).

Figure 1



Turn 1 Rally Phase

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

Turn 1 Operations Phase

The Americans get the first impulse. Although the American player can see the German units on the Map, none of them are spotted yet, so they cannot be fired on. The American player activates Lt. Clarkson's hex, F7. Lt. Clarkson makes a spotting attempt against hex C6, a Low Crops hex containing a German Squad armed with a MG34. The intervening two hexes are both Clear, and Low Crops is degrading terrain, so the American player needs to roll 1-3 on 1d6 to spot the hex; and Lt.

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Clarkson's Leadership Modifier (LM) of 1 is subtracted from the 1d6 roll. The American player rolls a 3 ($3 - 1 = 2$), and thus hex C6 is Spotted (with a marker) and Lt. Clarkson is marked Ops Complete, but he can still add his LM to fire against the just-spotted hex, and he can activate units in adjacent hexes during this same impulse.

The pair of Airborne Squads in F7 open fire on the German Squad in the just-spotted hex, C6. It's three hexes away, within their range of 5. One Squad leads the fire, with its full Inherent Firepower (IFP) of 2, and the second Squad adds half of its IFP ($\lceil \frac{1}{2} \times 2 = 1 \rceil$); Lt. Clarkson's LM (1) is also added to the attack, for a total FP of 4 ($2 + 1 + 1$). No other Die-Roll Modifications (DRMs) on the Direct Fire Table (DFT) affect the fire. The American player rolls 1d6 + 4. The German player rolls 1d6 + the Target Modifier (TM) of the hex, which is 0 for the Low Crops and +1 for the Foxholes; thus 1d6 + 1.

The American player rolls a $5 + 4 = 9$
The German player rolls a $2 + 1 = 3$

The German player now performs a Damage Check (DC) by rolling 1d6 and adding the difference between the American's modified die-roll (9) and his modified die-roll (3)—thus, 6—and checking the DFT under the appropriate column; in this case, under the Good Order MMC column. (If more than one unit was in the hex, a DC 6 would be rolled for each unit.) The German player rolls 4 + 6, for a total of 10. The Squad's Morale is 5. Since 10 is greater than or equal to the Morale of 5, the Squad suffers Casualties; it is replaced with a Shaken Half-squad. All three American units in Lt.

Clarkson's hex, F7, are now marked as Fired, and the Ops Complete marker is removed from Lt. Clarkson (see Figure 2).

Figure 2



The Fired marker on Lt. Clarkson and his two Squads means his hex, F7, a Light Woods hex, degrading terrain, is now spotted. Since Lt. Clarkson, and all Leaders, can activate units in adjacent hexes, the American impulse continues. Knowing there are still plenty of Good Order Germans out there, the American player chooses to pass instead, saving the Squad in F8 for a later impulse.

The German player activates his 50mm Mortar Weapon Team (WT) in hex C7. The Mortar has a range of 2-30 hexes so it can still fire at the Americans that are 3 hexes away. The WT meets range (3 hexes) and LOS (clear) requirements to the Americans that just fired from hex F7 (degrading-terrain hex spotted due to the Fired marker).

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A Mortar attack is resolved exactly like the previous fire attack, but 2d6 is rolled and the player chooses the best (highest) result and adds the Mortar's IFP (2) to the higher die result. The American player rolls 1d6 and adds the TM of the Light Woods in the hex (+1).

The German player rolls a 3 and 4; he chooses the 4, and thus has a modified die-roll of 6 (4 + 2). The American player rolls a 5 + 1, for a modified die-roll of 6. The results are equal so the Mortar attack has no effect. The Mortar is marked with a Fired marker and hex F7 is marked with a Fired For Effect marker; if any unit (German or American) enters the hex later this turn it will be subject to a Mortar attack.

It's now the American player's impulse. He decides to take a gamble and attempt to advance on the Mortar position with the Squad in F8. The Squad enters E8 without receiving Opportunity Fire (OF) from any German units, but when it enters hex D8 fire erupts from the LC Building in hex D6.

The German player adds the IFP of the lead Squad in the hex (1) plus 1/2 the supporting Squad's IFP rounded up (1: 1/2 of 1 rounded up) plus Lt. Koch's LM (1) plus 1 more because the American Squad is currently moving, thus a total FP of 4 (1 + 1 + 1 + 1). The Americans are caught out in the open, have no defensive TM, and thus have no die-roll modifier.

The German player rolls a 6 + 4 = 10
The American player rolls a 2 + 0 = 2

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

The American player rolls a 1 + 8 = 9. Nine (9) is > the Squad's Morale of 6, and on the DFT, this causes the Squad to be Shaken. They cannot continue moving, and are marked with a Moved marker.

But wait! Since the American player rolled a 1 on a MMC's DC, there's a chance that a Hero may be spawned from the Shaken Squad. The player rolls again, and if the result is even, a Hero is spawned.

The player rolls a 4, and a Hero is spawned. A Hero from the 82nd Airborne and a Skill counter from the cup is randomly chosen.



The Hero Layer and the Deadly Skill counter are picked and placed in the hex

(D8) with the Shaken Squad. Since the Shaken Squad that spawned the Hero had only expended 2 Movement Points (MPs), Layer can continue moving, up to his MF of 6—leaving the Squad behind. Heroes need to act like Heroes, and Layer jumps into the adjacent Foxholes with the German Mortar WT.

Melee is odds-based. The FP of the attacker and defender are determined and compared as odds. Layer has an IFP of 2, and he has the Deadly Skill, which adds one (+1) to his FP; thus he has a total FP of 3. The German Mortar, being a non-MG WT, defends (and cannot counterattack) with a nominal FP of 1. The odds are 3:1 in favor of Layer. But in Melee, if a side has a Hero, the odds are shifted one column in their favor during the attack (not during the defender's counterattack), thus the odds

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shift to 4:1. The American player needs to roll \geq to the 4:1 Kill Number, which is 4, with 2d6. The player rolls a 7 and the German WT is eliminated. If the German WT had been a MG WT, a MMC or Melee-eligible SMC, it would get to counterattack. Since they cannot, the WT is removed from the Map and Layer is left in the hex under a Melee marker (see Figure 3).

Figure 3



On his impulse, the German player passes.

Then the American player Assault Moves (AMs) the Squad with the BAR SW in F5 into hex E5, spending only 1 of the 2 MPs it can move using AM (half its MF of 4); it is placed under an AM marker. There are no Germans to Op Fire on the paras, so the Americans fire on the Germans in the LC Building in D6. The Squad has an IFP of 2 and the BAR's FP of 1. Being adjacent to their target, they add an additional +2 DRM, for a total of 5 (2 + 1 + 2), but firing after using AM subtracts two (-2) from

the total FP of the unit (or stack, when applicable); thus the total FP is 3, and they roll 1d6 + 3. The Germans, in a LC Building with a TM of +3, also roll 1d6 + 3.

The American player rolls a 5 + 3 = 8
The German player rolls 4 + 3 = 7

Damage Check 1 (8 - 7 = 1). All German units must roll for a DC 1, as described earlier, rolling for the Leader, Lt. Koch first. With a Morale of 7, he cannot be Shaken by a DC 1. His LM of 1 is then subtracted from the DC for the two Squads. The first passes, with a 3, but the second rolls a 6, which is higher than its Morale of 5, and it is Shaken—the counter is flipped. A Fired marker is placed on the American Squad; the AM marker remains.

Having no units left to activate, the German player passes. The American player then moves his Medic from F8 up to D8, in order to assist the Shaken Squad there during the Rally Phase at the start of the next turn (see Figure 4; next page). Since all units have activated, the Operations Phase ends.

Figure 5



American Impulse

Sgt. Darius, now at the lead of the column, is exposed in his open turret (open is the default setting of a turreted-vehicle, and a turret marker is only used if the turret faces outside the vehicle's covered arc), and he auto-spots the German Half-squad in the adjacent hex, F5, but he also spots a more threatening target ahead of him, a Pz IV H three hexes away in hex D4, a Clear hex. He calls for fire against the panzer. The first task is to determine if the round hits the target.

7	14	28
8	6	5
4	3	3

The American player checks the to-hit table on the back of the Sherman's counter. The target is 3 hexes away, thus under the "7" column; for targets at a range of ≤ 7 hexes, the to-hit number is 8, rolled on 2d6. But there are Ordnance Fire Table (OFT) Die-Roll Modifiers (DRMs) to consider. That the Sherman is open and Sgt. Darius has a LM (of 1), a total of two (-2) is subtracted from the to-hit roll, but the fire goes through the Wreck

hex in E5, which adds one (+1) to the roll; thus the final OFT DRM is -1, and the American player must roll a 9 or less in order to hit the Pz IV H. The player rolls a 6 and hits the panzer.

Against turreted vehicles, it needs to be determined whether the round hits the target's turret or hull. If the to-hit roll is both > 2 and an even number, the shell hits the target's turret; since the to-hit result was 6, the shell hits the panzer's turret. Now, we check to see if the round penetrates the panzer's front turret armor—the number to the right of the / at the top of the series of six numbers at the lower left of the Pz IV H's counter.

At this range, under the "7" column, the Sherman has a penetration value of 4 (bottom of the three numbers). The American player rolls 1d6 + 4. He rolls a 2 + 4, for a modified penetration value (MPV) of 6. The Pz IV H's frontal turret armor value is 3, so the German player rolls 1d6 + 3. He rolls a 5 + 3, for a modified armor value (MAV) of 8. Since the MAV of 8 is $>$ the MPV of 6, the shell does not penetrate the panzer; however, the German player must roll for a Morale Check (MC) for the panzer, subtracting the difference between the MAV and the MPV ($8 - 6 = 2$) from the 2d6 roll. If it fails the MC, it is Shaken; if it passes there's no effect. The German player rolls a 10 - 2, for an 8, which is $>$ its Morale of 6, thus it is Shaken. A Shaken marker is placed on the panzer and a Fired marker on Sgt. Darius' Sherman.

Since the panzer wasn't destroyed, an Acquiring marker is placed on the Sherman and an Acquired -1 marker is placed on the Pz IV H. If neither move,

Glossary

- 1d6:** Roll of one die
2d6: Roll of two dice
AP: Administrative Phase
APC: Armored Personnel Carrier.
AM: Assault Move
ATG: Anti-Tank Gun
ATR: Anti-Tank Rifle
BC: Bailout Check
CA: Close Assault
DC: Damage Check
DFT: Direct Fire Table
DRM: Die-Roll Modification
DT: Double-time
FFE: Fire For Effect
FP: Firepower
GO: Good Order
HC: Heavy Construction (Building)
HEAT: High Explosive Anti-Tank
HE: High Explosive
IB: Identification Badge
INFANTRY: Generic term that includes all MMC and SMC counters.
IFP: Inherent Firepower; the FP printed on a counter. Example: a U.S. Army Squad's IFP is 2.
KN: Kill Number (Melee)
LC: Light Construction (Building)
LC: Low Crawl (Movement)
LM: Leadership Modifier
LOS: Line of Sight
LR: Leadership Range
MAV: Modified Armor Value
MF: Movement Factor
MG: Machine Gun—normally interchangeable with LMG, but also used to denote machine-gun Weapon Teams (3/4" counters).
MMC: Multi-Man Counter (Squad, Half-squad, Crew, Weapon Team)
MC: Morale Check
MP: Movement Point(s)
MPV: Modified Penetration Value
MT: Melee Table
NME: Non-Melee Eligible
O: Denotes an Off-road vehicle.
OC: Operations (Ops) Complete
OF: Opportunity Fire
OFT: Ordnance Fire Table
OP: Operations Phase
ORDNANCE: Ordnance is a weapon that has a to-hit table on the back of the counter. They include Support Weapons (Bazooka or Panzerfaust), Weapon Teams (75mm ATG), and vehicle-mounted weapons (M4A1 tank's 75mm cannon). These weapons use the OFT to determine modifications to their To Hit die rolls.
P: Denotes a vehicle that can carry passengers inside—up to one Half-squad, one SW, and one SMC.
PO: Denotes a vehicle that can carry passengers outside—up to one Half-squad, one SW, and one SMC.
PP: Denotes a vehicle that can carry passengers inside—up to one Squad, two SWs, and two SMCs.
PPO: Denotes a vehicle that can carry passengers outside—up to one Squad, two SWs, and two SMCs.
R: Denotes a Road vehicle.
RP: Rally Phase
RPG: Rocket-Propelled Grenade
RR: Recoilless Rifle
SMC: Single-Man Counter (Leader, Hero, Sniper, Medic)
SR: Self-Rally
SSR: Special Scenario Rule
SM: Stealth Movement
SW: Support Weapon
T: Denotes a Tracked vehicle.
TEC: Terrain Effects Chart
TM: Terrain Modifier, also known as terrain Target Modifier
UNIT: Generic term that includes all moveable units—tanks, MMCs, etc.
VP(s): Victory Point(s)
WT: Weapon Team

LOCK 'N LOAD TACTICAL v4.1 WORLD WAR II ERA EDITION RULES

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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.

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Rule Reference Table

COMBINED FIREPOWER

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

DAMAGE CHECK

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

DIRECT FIRE

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

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

MELEE

• Cannot be entered via Assault Move

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

• Attacking Heroes shift one column right

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

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

• Defender is allowed to counterattack before casualties are removed

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

SNIPER FIRE

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

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

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

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

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

SMALL-ARMS VS ARMOR

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

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

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

• Shaken passengers must disembark

• Unshaken passengers *may* disembark

SMALL-ARMS VS UNARMORED

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

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

• for vehicle and passengers

• Shaken passengers must disembark

• Unshaken passengers *may* disembark

ONBOARD MORTAR FIRE

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

$\text{A} = \text{D6} * 2 + \text{FP} + \text{DFT}$

*choose higher die

[†] ignore degrading terrain and leadership if indirect fire

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

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

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

OFF-BOARD ARTILLERY

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

• US can roll

• ≤ 3: additional call past limit

• > 3: no more calls

Roll to place Spotting Round

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

Direction =

• 1=N 2=NE 3=SE 4=S 5=SW 6=NW

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

• Adjust target hex by one hex within LOS

• Abort fire

• Fire affects target and all six surrounding hexes

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

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

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

• Mark target hex with FFE marker

• Units entering hex after initial attack are also attacked

CLOSE ASSAULT

• Target vehicle hex cannot contain Good Order enemy units

• Units must pass preliminary $\text{VC} * - \text{LC}$

* -2 if assaulting from positive TM

• Each unit Close Assaults individually

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

[†] one anti-tank weapon

[‡] can assist only one unit

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

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

Else: Assaulting unit returns to previous hex

ORDNANCE VS UNARMORED

$\text{TOH} = \text{D6} * 2 + \text{DFT}$

* 2 always hits, 12 always misses

If Hit: Target Destroyed and ^{BC}

• If target survives place Target Acquisition marker

ICON LEGEND

= D6

= Attack Roll

= Defense Roll

= To Hit Roll

= Firepower

= Eligible Leadership

= Morale

= Heat Round

= HE Equivalent

= Penetration Value

= Armor Value

= Damage Check

= Morale Check

= Bailout Check

= DFT Modifiers

= OFT Modifiers

= Terrain Modifier

= Degrading Terrain*

* 1 per degrading hex, max 2

ORDNANCE VS INFANTRY

$\text{TOH} = \text{D6} * 2 + \text{DFT}$

* 2 always hits, 12 always misses

If Hit:

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

* -1 if ^{HC}, +1 if target moved

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

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

• If target survives place Target Acquisition marker

ORDNANCE VS ARMOR

$\text{TOH} = \text{D6} * 2 + \text{DFT}$

* 2 always hits, 12 always misses

If Hit:

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

[†] $\frac{1}{2} \text{PV}$ if ^{HC} vs red ^{AV}

• $\text{A} > 2$ and even hits turret

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

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

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

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

• $\text{A} = \text{D}$ Vehicle ^{BC}

• Pass: Vehicle Shaken

• Fail: Crew Abandons and ^{BC}

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

• Pass: No effect

• Fail: Vehicle Shaken

• If target survives place Target Acquisition marker

VEHICLE OVERRUN

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

• Costs +4 MPs

$\text{A} = \text{D6} + 2 + \text{LC} + \text{HE} + \sum \text{MG FP}$

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

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

• Good Order survivors can immediately Close Assault (17.1)

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

• Shaken WTs eliminated

LOCK 'N LOAD TACTICAL v4.1 WORLD WAR II ERA EDITION RULES

Rule Reference Table



STACKING LIMIT

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

INITIATIVE CHECK

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

MORALE CHECK

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Passed if ≤

RALLY ATTEMPT

- Good Order Leader or Hero must be present*
* except Vehicles and SR units
- Leaders rally first
- Unit must pass - {-2[†]}
- † if in terrain with positive

SPOTTING CHECK

Roll: * + -

* -2 for Scouts

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

LAYING SMOKE

- Good Order MMCs only in own or adjacent hex
- ≤ 2 lays Smoke (note: not always 2)

HERO CREATION

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

BAILOUT CHECK

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If Even: Shaken

If Odd: Eliminated

EXTENDED RANGE

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

ASSAULT MOVEMENT

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

DOUBLE-TIME

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

LOW CRAWL

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

STEALTH MOVEMENT

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

NIGHT COMBAT

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

STARSHELLS

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

OUTLINE OF PLAY (2.0)

RALLY PHASE (3.0)

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

OPERATIONS PHASE (4.0)

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

ADMINISTRATIVE PHASE (9.0)

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

SPOTTING (10.1)

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

MELEE (8.0)

Atk: IFP + eligible SWs vs. Def: IFP + eligible SWs

- Roll 2d6, add LM, resolve, but before casualties are removed, defender counterattacks
- Hero shifts odds 1 column right when attacking

DIRECT FIRE COMBAT (5.0)

1. Atk: FP + 1d6 + DFT DRMs
2. Def: 1d6 + Terrain Modifiers (TMs)
3. Damage Check (DC) Resolution:
 - Add difference between Atk and Def modified die-rolls to 1d6
 - versus the defender's Morale (DRM: - LM in hex)

ORDNANCE (14.0)

Must 'hit' to do damage (see Ordnance Chart on back of unit)

CLOSE ASSAULTING VEHICLES (17.1)

Each unit must pass a Morale Check (1.5)

- MMC / Hero adds 1d6 + FP + HE (SW) + LM
- Vehicle adds 1d6 + lowest armor factor

If Attack die-roll > vehicle/Def die-roll, the vehicle is destroyed!

OVERRUN (15.3)

In Clear (or other non-water, open terrain), Brush, Low Crops or other pertinent module-specific terrain. Costs the vehicle +4 MPs to enter Overrun hex

- Vehicle rolls 1d6 + 2 + HE + MGs + Armor LM; MGs with an asterisk* can only be added if the vehicle is open; defender rolls 1d6
- If vehicle's modified die-roll > defender/target's modified die-roll: All defenders must take a DC