LOCK 'N LOAD TACTICAL
CORE RULES

RULESET v5.1

LOCK 'N LOAD PUBLISHING

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MULTI-MAN COUNTERS [MMCs]

Squad

Front

Back

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

Yellow box around MF indicates Stealth Move / Fire Capable (6.4, 6.4.1)

Black box around red Range indicates Extended Range (5.4)

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

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

Half-Squads

Front

Back

Crew

Front

Back

SINGLE-MAN COUNTERS [SMCs]

Leader (11.1)

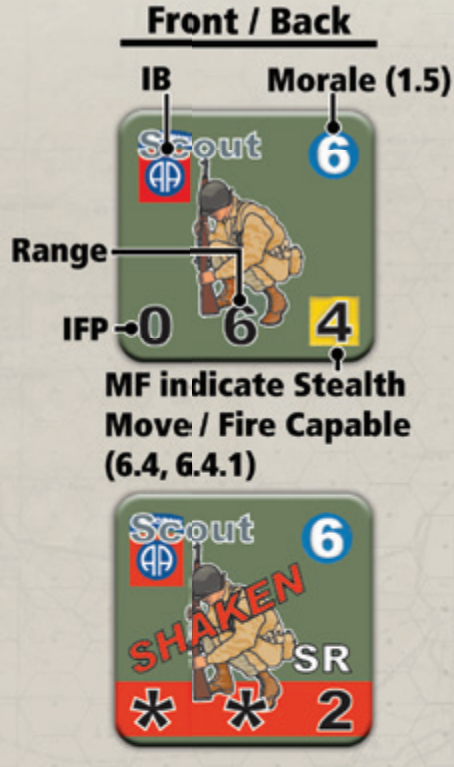
Hero (11.2)

Medic (11.3)

Sniper (11.4)

Armor Leader (11.5)

Scout (11.6)



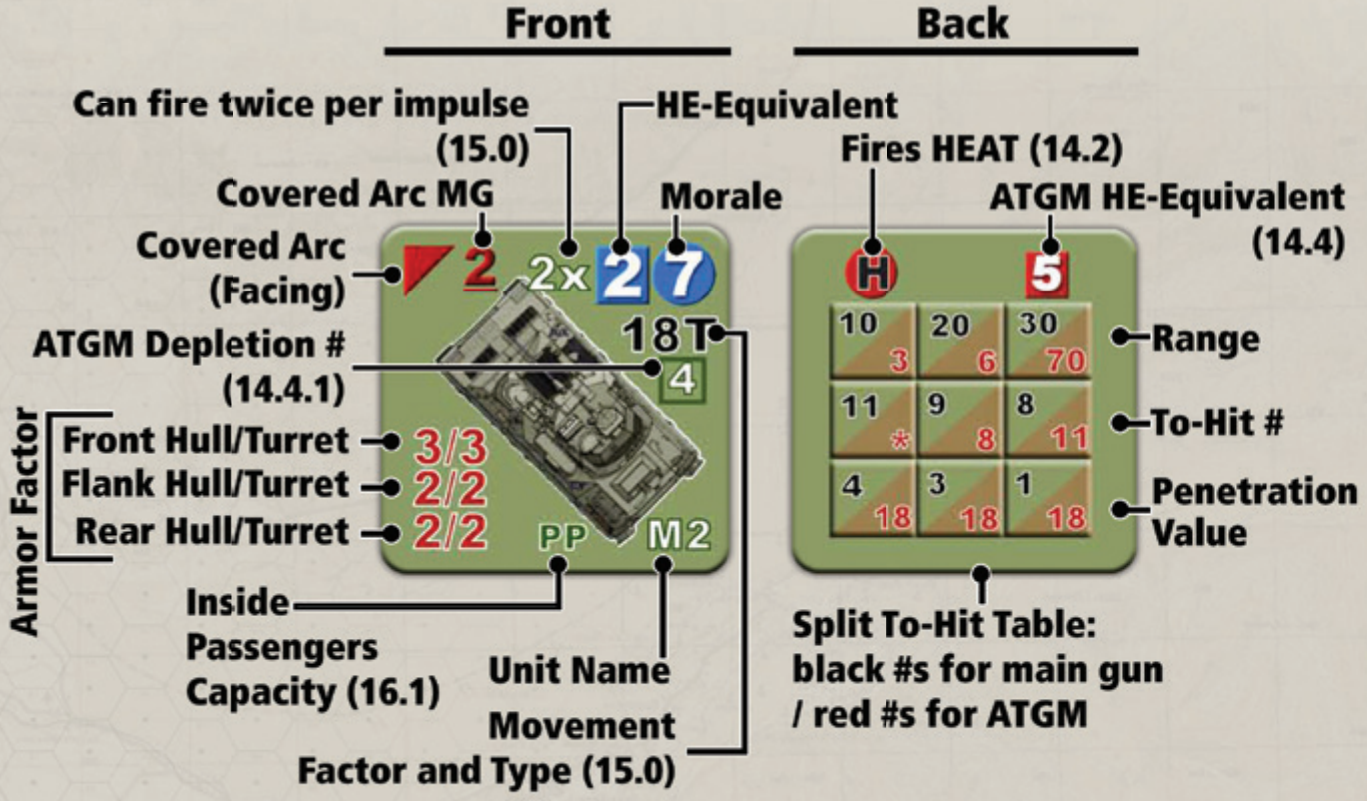
MOUNTED UNITS [MUs, 6.6]

Motorcycle Squad

Cavalry Half-Squads

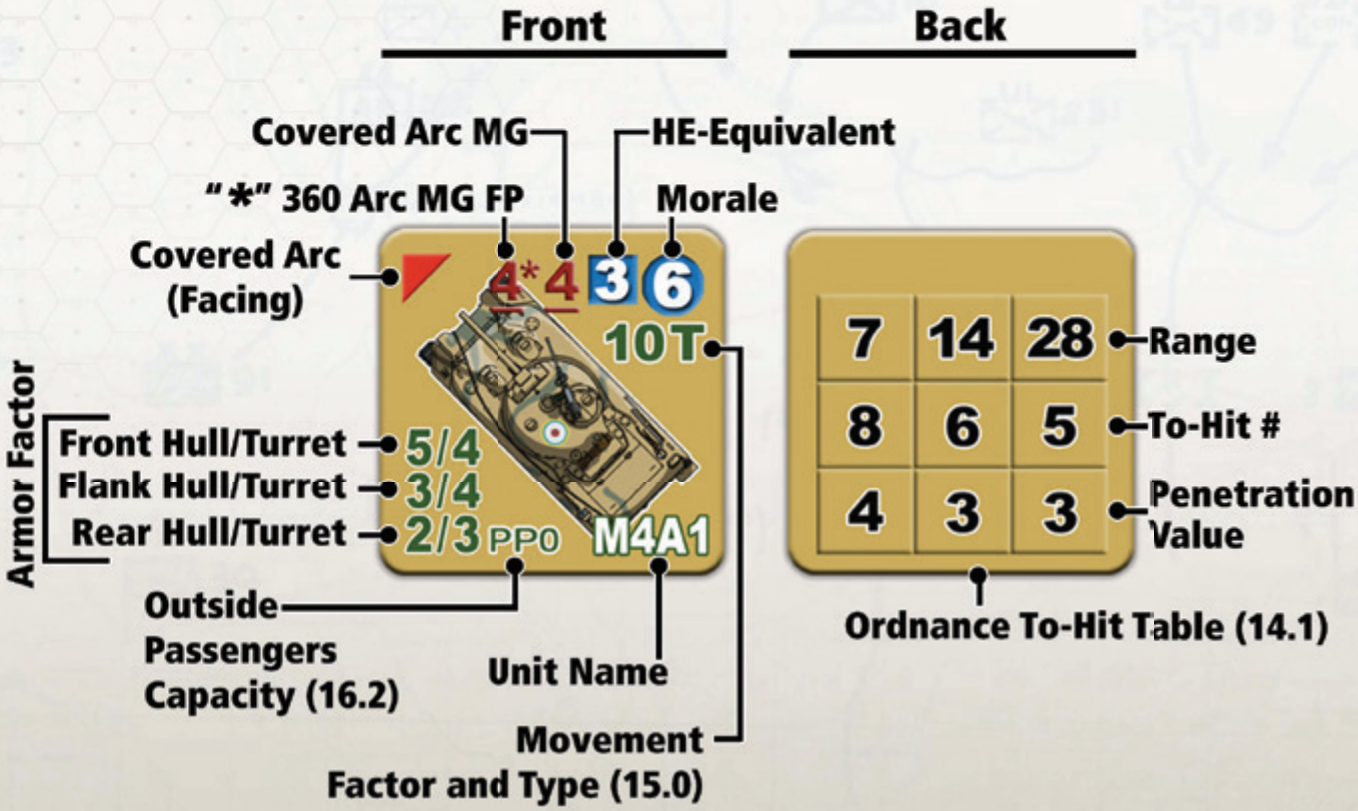
VEHICLES [15.0]

ATGM Vehicles

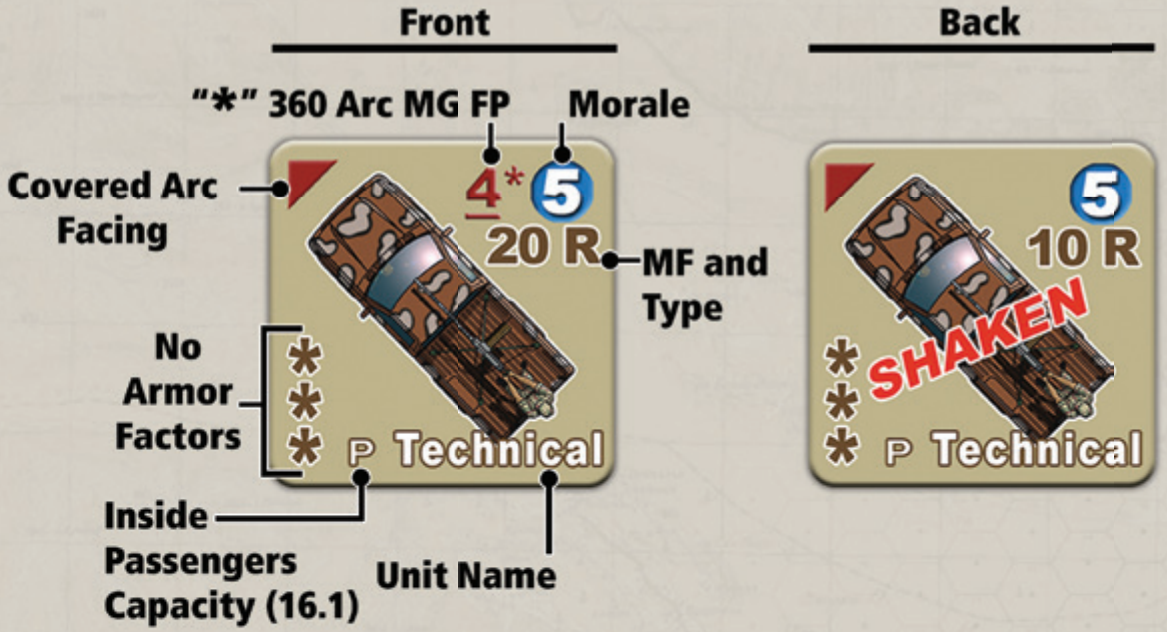


VEHICLES [15.0]

Armored Vehicles



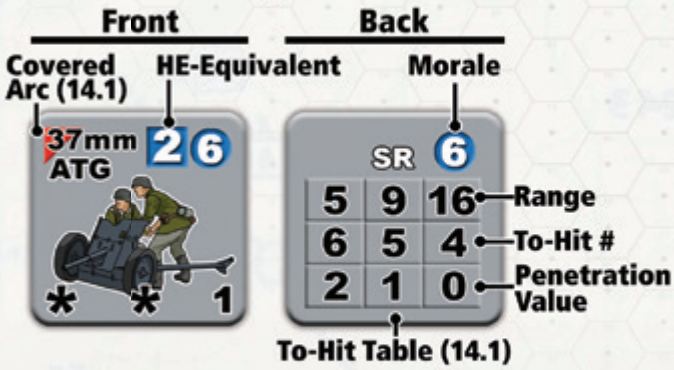
Unarmored Vehicles



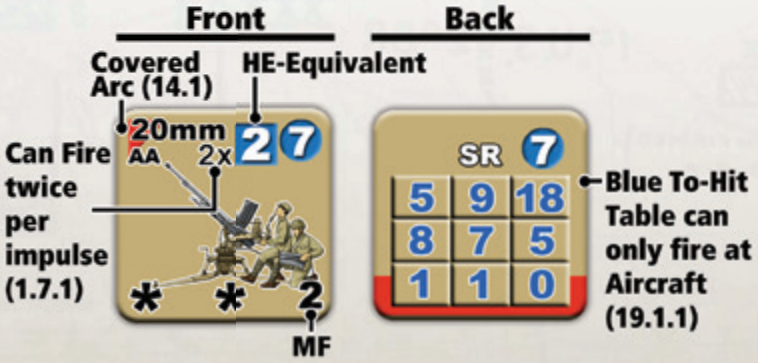
Weapon Teams (WTs, 1.7)

Direct-Fire WT (5.0)

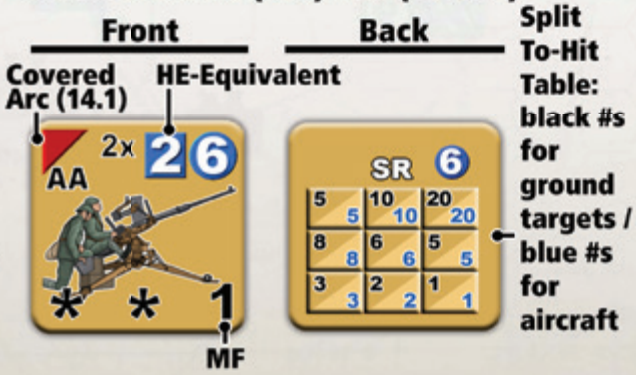
Ordnance-Firing WT (1.7.1, 14.1)



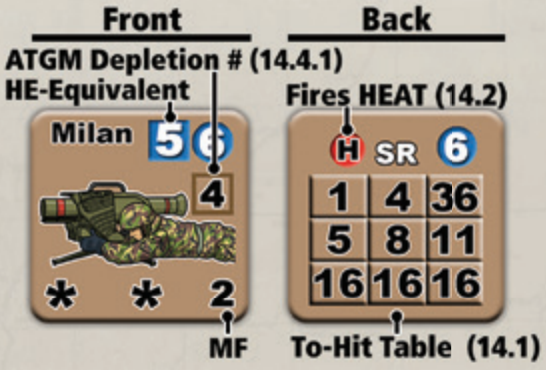
Anti-Aircraft (AA) WT (19.1.1)



Anti-Aircraft (AA) WT (19.1.1)



ATGM WT (14.4)



SUPPORT WEAPONS [SWs, 1.6]

Direct-Fire Support Weapons (5.0)

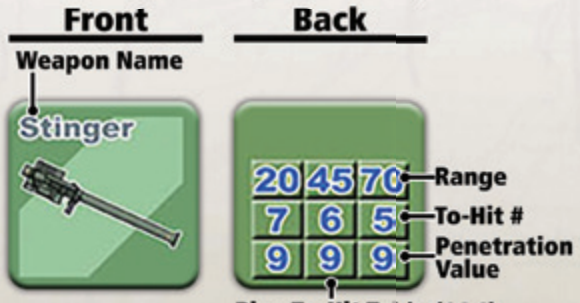
Machine Gun

Flamethrower

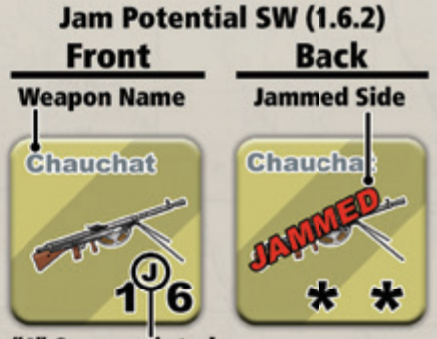
Satchel Charge

Ordnance-Firing SW (1.6.4, 14.1)

Anti-Aircraft SW (1.6.6, 19.1.1)



Jam Potential SW (1.6.2)



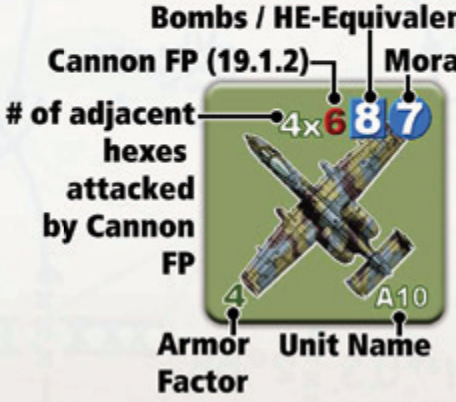
Tripod MG SW (1.6.1)

Mortar SW (1.6.5)

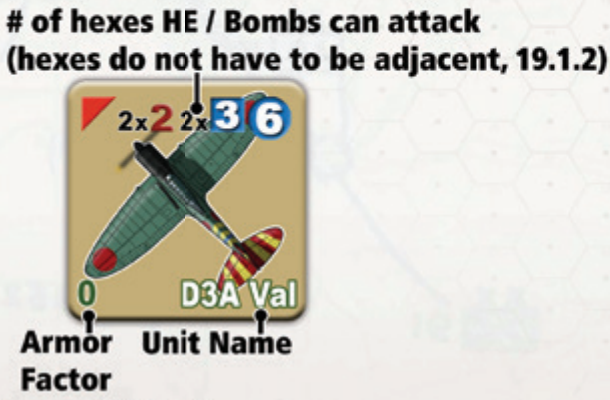
AIRCRAFT [19.0]

Fixed-Wing Aircraft (19.1)

Modern



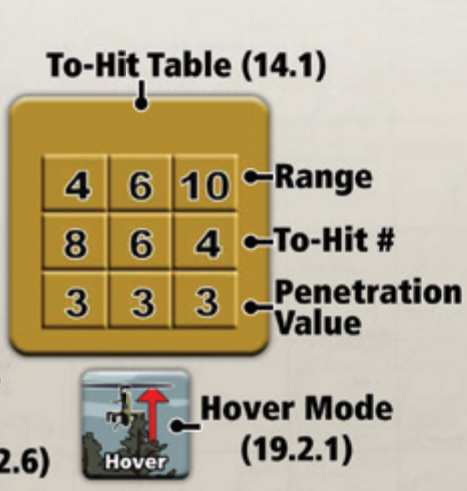
WW2



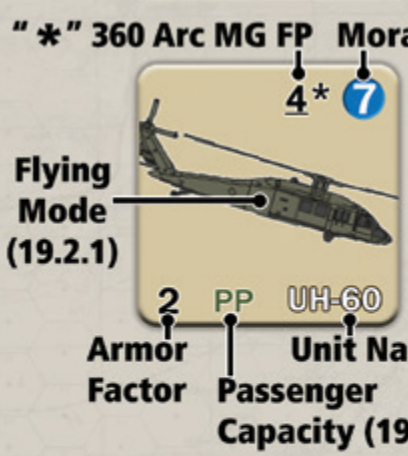
Helicopters (19.2)

Front

Back



Front



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Introduction

Welcome to the **Lock 'n Load Tactical system**! For almost 20 years the **Lock 'n Load Tactical system** has entertained gamers with its ease of game play while having an attention to battlefield conditions and tactics. The manual in your hands, or on your digital screen, is version 5.1 (v5.1) and contains the latest set of guidelines and regulations for the Lock 'n Load Tactical system. Over the years the system has grown and, with input from the community and our own experience with the system, we have come to the conclusion of the need for minor changes, tweaks, rules clarifications and subtle wording issues that need to be added and addressed.

For the most part we did not feel the need for a total rework of the entire system but just some adjustments here and there to make the game more playable and the rules easier to consume. As a result we have tried to make these implementations as painless and easy as possible for our players to identify and incorporate. Players familiar with the previous v5.0 rules will find that we have followed the same outlines and guidelines laid out in the v5.0 manual.

- Notable content changes from the v5.0 rules are presented in BLUE text.
- New section or subsection headers are also in Blue text, but existing rules content that has been re-organized remains in BLACK text.
- *Examples, new ones or those from previous editions, are in RED italicized text.*
- Rules sections and charts that only apply to Modern-era games, such as Helicopters(19.2), have an ● icon next to them

Developer's Notes *are in BLACK italicized text and enclosed in a Blue-gray box with a black border*

As a quick overview, some of the major modifications from v5.0 to v5.1 are listed below.

One of the biggest changes that people will notice is the layout of the Player Aid cards. We have totally revamped the look of the Player Aid cards as well as expanded some of the tables on them and included rules references for just about every condition shown on the Player Aid cards.

Support Weapons have been reworked with several new additions and changes to how the mechanics of SW's work. One of the major modifications that we have implemented is that every SW's with Ordinance To-Hit tables can now fire from inside buildings and we have laid out which SW's can fire from Bunkers and Caves as well. There have also been some minor changes for Weapon Teams as well. We have clarified and laid out in a more complete form how Fire Combat is conducted.

We have clarified how the laying of Smoke is conducted.

We have clarified and cleaned up who and what can be used in a Melee and who is Melee eligible.

The Fate of Crews and Passengers in Vehicles that are attacked are clarified and expanded upon.

Vehicle Overruns have been expanded and clarified.

We have included a variety of new Off-Board Artillery Fire Missions that players can use to tailor their Off-Board Artillery usage.

We have added the ability for vehicles to take up Hull Down positions to reflect more accurate tank operations on the battlefield.

The ability to set hexes on Fire and the rules for those fires to spread from hex to hex has been included as well. For many years we have had requests for this feature to be included in the game.

Bombers have been included as part of the Core Rules and not just a Module specific rule.

These, and a host of other clarifications and corrections await you to enhance and ease your Lock 'n Load Tactical playing experience.

Developer's Note: *When reading and using these rules, bear in mind that they are a statement of attributes (of concepts and what items represent) and abilities (of what is and/or is not allowed). Often the rules are explicit about what a certain unit or weapon cannot do; however, if the rules don't state that a unit or a weapon can do something, it cannot be done. Even after considering this, if you still have a question, please use our community forums to post your query.*

Please do not be dissuaded from attempting to learn this game system. The rules are thick and do cover a couple of hundred of pages. But we have endeavored to include a lot of examples and present everything in a large font so it is easy to read. In-depth examples of play have been included to show you how the game is played with a multitude of different situations shown. It is recommended that new players read the 2 gameplay narratives at the end of the book before reading the main rules to allow you to explore how a scenario is played out.

The most important thing we do want players to remember and to take to heart is to HAVE FUN!

Developer's Note: *These rules can be used with no issue with previously published modules. We have worked to ensure that previous modules are still fully compatible with each improved rules set we release. Also note that all counter art is representative. Not all the counters are the same from game to game. For example, the art for Smoke in one game may look differently from the art of Smoke from a different game, but they still function as Smoke. You will also note that there are some new Admin counter types introduced with this rules system and not available in older game modules. Owners of the older games can use a spare token, counter or coin that both players can agree upon to represent these new markers. While supplies last we are offering a new Admin sheet of counters that are available from our store that include many of these new counters now available.*

Community & Support

Check out the LnLP Forum if you have any game questions, or if you are just looking for other gamers with whom to chat, you can find quick replies:

- http://forums.lnlpublishing.com.

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.

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:

- http://support.lnlpublishing.com.

Developer's Note: *We highly recommend you make an account in our Community area to be able to access our forums, download re- sources or open a support ticket. This account is in addition to creating a store account. Our staff will need to approve your account once that is done you will have access to our Community area.*

1.0 General Concepts

1.1 SCALE & COUNTERS

The **Lock 'n Load Tactical (LnLT)** game system is played on a Map, or Maps, comprised of hexes. Each hex is approximately 50 meters wide. Most modules use standard geomorphic Maps that are 8 x 14 hexes, though some modules include larger historically based Maps. Each module's Terrain Effects Chart (TEC) Player-Aid Card (PAC, 1.9) contains images and significant details about the different terrain types.

LnLT has three counter sizes: 5/8", 3/4" and 7/8". The counters represent combat units and equipment, or are used as administrative or maintenance markers.

Multi-Man Counters (MMCs) include Squads, Half-Squads, vehicle Crews and Weapon Teams. (Mounted Units (MUs) are also considered MMCs, but they appear in limited use and are discussed at length in section 6.6.) The three numbers across the lower front of a MMC represent, from left to right, its Inherent Firepower (IFP), Range and Movement Factor (MF). Its MF represents the number of Movement Points (MPs) a unit has. Its Morale is the number in the circle in the upper-right corner.

Identification Badges: All Squads, Half-Squads and Single-Man Counters (SMCs) have an Identification Badge (IB) on the upper-left corner of their counter. The IB is usually a flag, a roundel or a combat formation's crest. (In *Heroes of the Nam*, only the US Marines have an IB; British Leaders in *Heroes of Normandy* do not have an IB.)

A Squad represents 8-12 men and is depicted 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.

Squad Half-Squad Crew

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. WTs are covered in section 1.7.

A **Single-Man Counter (SMC)** represents a single man or woman, and is depicted by a counter displaying an individual or a face. Leaders have a rank and name on the counter, and Heroes have a name. Leaders differ from other SMCs and MMCs in that they do not have an IFP or range on their counter; they have a Leadership Modifier (LM) on the right side between their Morale and MF. SMCs, including Leaders, Armor Leaders, Heroes, Snipers, Medics/Corpsmen and Scouts, to name a few, are covered in section 11.0.

MMCs, including WTs, and SMCs are also referred to as Leg units and infantry at times in the rules and on the Terrain Effects Chart (TEC), which delineates the Movement Point (MP) cost to enter each type of hex terrain or cross hexside terrain.

Support Weapons (SWs) are individual weapons that must be Fired by a Squad, Half-Squad, Crew or eligible SMC. SWs are covered in section 1.6.

Vehicles, fixed-wing aircraft and helicopters are on 7/8" counters, which represent a single vehicle or aircraft.

Vehicles are covered in section 15.0 and aircraft, including helicopters, are covered in section 19.0.

Turns represent about 2-4 minutes in duration; though players should consider that, for all intents and purposes, all actions during a turn are taking place at approximately the same time.

Developer's Note: *Throughout the rules are references to the Direct Fire Table (DFT) and the Ordnance Fire Table (OFT). Both can be found on the PACs (1.9), and so is another much-referred-to item, the Terrain Effects Chart (TEC).*

DFT attacks (5.0) are made by non-ordnance-firing weapons, e.g., a MMC's IFP, and OFT attacks (14.1) are made by a MMC/SMC-possessed Support Weapon, Weapon Team or vehicle. Ordnance-firing weapons/units have a to-hit table on the back of the counter. Modifiers to both types of attacks are on the PAC, and the DCT depicts the severity of all attacks against units after a Damage Check (DC) is conducted.

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: Inherent Firepower (IFP) - Range - Movement Factor (MF) - Morale and Shaken Morale (if different), e.g., the US Army Squad from *Heroes of the Nam* guarding these words is a 2-6-4-5.

If a side has units with the same Movement Factor but a different ability, such as Assault Movement (6.1), (AM) is added to the unit call-out in the OOB, e.g., 2-6-4(AM)-5.

1.2 DICE

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

1.3 STACKING

In a hex, each side can have up to:

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

And these conditions apply:

- One Weapon Team (1.7) or two Half-Squads/Crews are the equivalent of a Squad.
- ATGM WT are the equivalent of a Half-Squad
- Fixed-wing aircraft (19.1) do not count toward stacking limits.
- Flying/Hovering Helicopters (19.2) do not count toward ground stacking.
- Only one Helicopter or fixed-wing aircraft per hex.
- Each vehicle/aircraft Wreck marker counts as one vehicle for stacking.
- Only one Wreck marker can occupy a hex.

- A player cannot move units through a hex if the sum of the moving and stationary units in the hex exceeds stacking limitations.
- Passengers (MMCs/SMCs on or inside a vehicle; 16.0) are part of the vehicle, and cannot unload if their presence on the ground would exceed stacking limits; and they would be eliminated as necessary to conform to the stacking limits in case of a required Bailout (16.1.1).
- These stacking limitations apply at ALL TIMES—unless otherwise stated in a scenario's special rules (SSRs).
- You can always look at your opponent's stacks.

Developer's Note: *Mounted Units (MUs) are considered MMCs, but have different stacking limitations, which are covered in section 6.6.*

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 (10.4.1), with its own stacking limit.

Stacking Example: *A hex containing a Building with two levels can have three Squads on the ground level and three Squads on the upper level. The two stacks are separated by an Upper Level / Floor marker.*

Developer's Note: *You will notice that Upper Floor markers are now Vehicle marker sized. This will allow you to see and differentiate units between units on Ground Floor and Upper Floor now. You will also note we have changed the name from Upper Level to Upper Floor.*

They are identical in how the counter works, and both terms can be used interchangeably .

Not all vehicles can enter (attempt to Rubble) all Buildings. Consult 15.1.2 and 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.

1.4 HEXES

As stated in 1.1, a hex is approximately 50 meters wide. Unless otherwise noted in the scenario's special rules (SSRs), the half-hexes along the edge of the Map are playable and have the same stacking limitations and movement cost as full hexes. If two or more Maps are joined to make a larger playable area, any pair of joined half-hexes where Maps meet are considered a full hex. In almost all cases, these joined hexes are Clear or Road hexes.

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, examples, effects on movement and Target Modifiers (TMs).

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: 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 Damage Check Table (DCT) is the primary instigator.

1.5.1 Morale Checks

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

Morale Checks are resolved as follows:

- Roll 2d6, sum the dice and apply any modifiers.
- The only modifiers that can be applied to an infantry MC (including a rallying attempt) are a Leader (11.1), Chaplain (11.8), Nurse (11.10), or Piper's (11.11) Leadership Modifier (LM, 11.1.1) and a -2 for being in a hex with a positive Target Modifier (TM, see TEC, 1.9).
- If the result is equal to or less than the unit's Morale Rating, it passes the check; flip the counter from its Shaken side back to its GO side, if this was a rallying attempt.

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 (but not a Weapon Team) or eligible SMC—Leaders (11.1), Heroes (11.2), Scouts (11.6), Commissars/Political Officers (11.7) or Advisors (11.9). A side uses SWs that are the same color as their units; in some cases, SWs are shared by friendly sides, e.g., the NVA and the VC in *Heroes of the Nam*. Most SWs are used during direct fire (5.0) and the numbers on the front of the counter represent, from left to right, Firepower (FP) and Range.

Support Weapon Example 1: *The Bren machine gun pictured above has a FP of 1 and a Range of 7.*

The following conditions pertain to SWs:

- A Squad can carry up to two SWs.
- A Half-Squad or Crew can carry one SW and an eligible SMC (11.0) can carry one SW but forfeits two Movement Points (MPs) while doing so.
- The unit directly above a SW possesses that weapon.
- A Squad can fire one SW and retain its Inherent Firepower (IFP), or fire two SWs and forfeit its IFP.
- A Half-Squad or Crew can fire one SW, forfeiting its IFP in the process.
- Eligible SMCs (11.0) can fire a SW, be it captured or friendly, but do so at half the SW's FP (fractions rounded up), or with a +1 die-roll modifier (DRM) on the to-hit roll if the SW uses the Ordnance Fire Table (OFT, 14.0/1).
- Two eligible SMCs Crewing/firing a SW fire it without penalty (at full FP, no OFT DRM); both SMCs have to be in Good Order (GO).
- Heroes (11.2) firing a SW forfeit their IFP.
- Units that can't use their IFP if they use a SW (Heroes, Half-Squads, etc) can choose to use either, depending on the situation. Thus a Half-Squad toting a bazooka (NME SW) could use its IFP in Melee and, in another turn, use the bazooka against a vehicle.

- Medics/Corpsmen (11.3), Snipers (11.4), Armor Leaders (11.5), Chaplains (11.8), Nurses (11.10), Pipers 11.11) and Marksman (11.12) cannot carry or fire SWs.
- Leaders (11.1) that fire a SW forfeit their Leadership Modifier (LM, 11.1.1), even in their own attack.
- If a Squad carrying two SWs is reduced to a Half-Squad, it must drop one SW of its owner's choice. If a unit carrying one or more SWs is eliminated, the SWs remain in the unit's hex.
- During the Rally Phase (3.0), SWs can be dropped or destroyed by a GO MMC or SMC; leave a dropped SW in the hex, remove destroyed SWs from the Map.
- During the Operations Phase (4.0), SWs can be abandoned by GO or Shaken units that exit a hex for any reason; leave an abandoned SW in the hex, and those that were assembled on their assembled side.
- During the Rally Phase, GO MMCs/SMCs not locked in Melee (8.0/1) can swap SWs.
- Dropped or abandoned SWs can be picked up either during the Rally Phase—and only by GO MMCs/SMCs that are not locked in Melee—or during the Operations Phase by a moving GO MMC/SMC at a cost of two (2) additional Movement Points (MPs).
- During a scenario, units can capture and use enemy SWs, but the first attack with a captured SW that fails to cause a Damage Check (DC) on the by Damage Check Table (DCT) or score a hit, if firing ordnance such as a Bazooka and using the OFT, removes the SW after the attack.

A Support Weapons Portage and Usage Table is on one of the LNLT PACs (1.9), for easy reference of which units can carry and use SWs, plus additional limitations and exceptions.

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 the MMC or SMC is locked in Melee (8.1). A tripod machine gun's other side depicts the weapon in either bipod configuration or dismantled. Either can be transported like any other SW. When units enter a scenario from off of the Map, their tripod weapons are either dismantled or in bipod configuration. Shaken MMCs/SMCs can dismantle—but not assemble—a tripod SW during the Rally Phase.

A MG SW in tripod configuration on the upper level of a Multi-story Building or on a Rooftop (10.6) cannot fire on units on the lower level of that same Building hex, and vice-versa.

1.6.2 Jamming

Some SWs have the potential to jam and/or be damaged when firing. These SWs have a "J" superscript above their Firepower (FP). Whenever one of these machine guns is participating in a Fire Combat (5.0) attack (not Melee) and the unmodified 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 unjammed 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, and the following conditions apply:

- 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 (10.3).
- Retreating units are marked with a Moved marker and may trigger Opportunity Fire (5.3).
- 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 as follows:

- In Melee (8.0)
- Thrown into an adjacent hex, including into or out of the upper level of a Multi-story Building or up or down a Hill, at any level.
- When Close Assaulting (17.1) a vehicle.

The following conditions also apply:

- 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 (11.1.1) 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.
- Its FP is never halved when used by an eligible SMC.
- Resolve the Satchel Charge attack as you would any other SW.

Support Weapon Example 2: *A 2-6-4 Squad throws a 6-FP Satchel Charge into an adjacent hex; it attacks 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 attacks the hex with 10 FP (2 for its IFP + 2 for firing its IFP at an adjacent hex + 6 for the Satchel Charge).*

1.6.4 Ordnance-Firing Support Weapons

Some SWs, such as Bazookas and Anti-Tank Rifles (ATRs), fire ord-

nance (14.0/1) and use the Ordnance Fire Table (OFT); they have a to-hit table on the back of their counter and a number or an asterisk in a box on the lower-right front of their counter. The number in the box represents its High-Explosive-equivalent (HE), which is used against non-armored targets; the asterisk indicates that it cannot be Fired against non-armored targets.

Section 14.1 contains the procedure for firing ordnance.

Unless noted in module-specific rules, ordnance-firing SWs have unlimited ammo—they are **not** single-use weapons.

SWs that use the OFT can be Fired from Buildings, but not from Caves (10.7) or Bunkers (21.1). Anti-Tank Rifles (ATRs), the French FLG APAV (23.2.5) and the British PIAT (23.1.1) don't suffer any such restrictions. ATRs include the British and French Boys .55, the Soviet 14.5 PTRS, the Italian Solothurn 20 mm (23.1.5), the Japanese Type 97 and the German PzB39. All OFT SWs can be Fired from Rooftops (10.6), though the British PIAT cannot fire at targets that are at a lower level.

- Attacker targeting units with Ordnance SW allowed to fire from Buildings but not from Bunkers or Caves, in a building and marked Fired, benefits from a +1 on the DFT and a -1 on the OFT.

1.6.5 Mortar Support Weapons

Mortar SWs must be carried, Crewed and Fired by a Squad, Half-Squad, Crew or eligible Single-Man Counter (SMC). Mortar SWs have a Firepower (FP) and a range. A Mortar SW's range is printed as a minimum range to a maximum range.

Support Weapon Example 3: *The British 51 mm Mortar SW has a minimum range of 2 hexes and maximum range of 9 hexes; this means it cannot fire at targets in adjacent hexes.*

Mortar SWs can only fire at spotted hexes, but can attack in one of two ways:

1. The Mortar can **fire directly** at units in spotted hexes in its LOS. Roll 2d6, choose the higher of the dice and add it to the TOTAL FP of the attack the Mortar is participating in, apply all DFT modifications and resolve the attack.

Support Weapon Example 4: *A British 1-7-4-5 Squad with a 51 mm Mortar SW fires at a target five (5) hexes away. The British player rolls 2d6, selects the higher die, adds it to three (3) (3 = the Squad's IFP of 1 + the 51 mm Mortar's FP of 2), and resolves the attack as per 5.0.*

2. The Mortar can **fire indirectly**, and does not need to have a LOS to the spotted hex if the unit Crewing the Mortar is adjacent to a friendly unit that does. The following applies to indirect attacks:

- Only Squads, Half-Squads, Crews, Advisors, Leaders, Heroes, and Scouts not yet marked with a Moved, Fired, Ops Complete, Assault Move, Low Crawl, Stealth, Hit & Run (H&R) or Melee marker can direct the Mortar's fire.
- When firing indirectly, the Squad firing the Mortar does NOT add its IFP to the attack.
- A Leader's Leadership Modifier (LM, 11.1.1) does NOT affect the Mortar's FP when firing indirectly, nor does degrading terrain reduce it, but other DFT modifiers apply.

- Units that direct the Mortar's fire are marked Ops Complete (4.1).

Support Weapon Example 5: *A Japanese 1-5-4 Squad with a 50 mm Mortar SW has a blocked LOS to American units in a spotted hex five hexes away, but Sgt. Hiro (7-1-6), in an adjacent hex, does have a clear LOS to the American-occupied hex; thus the Japanese Squad can fire its 50 mm Mortar indirectly. The Squad does not add its IFP of 1 to the attack and Sgt. Hiro's LM of 1 cannot be added to the Mortar's FP either. But the terrain blocking the Squad's LOS does not affect the Mortar's FP.*

After the attack, the Squad is marked with a Fired marker and Sgt. Hiro is marked Ops Complete.

The following rules also apply to Mortar SWs:

- Mortar SWs CANNOT be Fired from Buildings, Bamboo Huts, Heavy Jungle, Dense Palms or Forest hexes, or from a Bunker (21.1).
- A unit can spot a hex and still direct the Mortar's fire in the same impulse.
- A Mortar SW's FP is never halved as part of a multi-unit attack (but IS halved, fractions rounded up, if Fired by a lone SMC).
- Do NOT place a FFE marker in the target hex after firing a Mortar SW; these Squad-level weapons rarely expended the amount of ammo needed to create a barrage.
- Mortar SWs cannot Opportunity Fire.
- Mortar SWs are not Melee-eligible SWs.
- Mortar SWs cannot be moved when the assembled (FP and Range showing) side is up.
- A Good Order MMC or SMC(s) can flip the counter in the Rally Phase. If forced to retreat from a hex because of an Overrun (15.3), a Flamethrower (1.6.3) or a Molotov Cocktail attack (1.6.7), the Mortar is abandoned and left in the hex.
- Mortar SWs can be voluntarily abandoned during the Operations Phase if the possessing/Crewing MMC or SMC(s) choose to leave the hex.
- An attack that includes more than one Mortar SW combines the FP of each Mortar and still only rolls 2d6, choosing the higher die.
- SW Mortar attacks are unaffected by Hills, hexside terrain (such as Wall, hedges, etc.), degrading terrain hexes (up to a maximum of 2 such hexes), unless they direct fire with another unit.
- SW Mortar must select their target (vehicle or Leg units) in a hex; they don't affect the whole hex like Mortar WTs and Off-Board artillery do (17.4). That target must be the same as the unit direct firing the Mortar SW, if any.

Support Weapon Example 6: *A British 1-7-4-5 Squad possesses **two** 51 mm Mortar SWs (2 FP each). The Squad forfeits its IFP for the attack since it is firing two SWs, and conducts the attack by rolling 2d6, choosing the higher die and adding it to 4 FP.*

Examples of Mortar SWs include the British 51 mm Mortar, the Japanese 50 mm Mortar and the Italian Brixia 35 (45 mm) Mortar.

1.6.6 Anti-Aircraft Support Weapons

Blowpipes, Stingers and SA-7s are examples of Anti-Aircraft (AA) SWs that fire surface-to-air missiles. The blue or green numbers on the to-hit table on the back of the counter indicate that it is an AA SW.

See section 19.1.1 for the procedure on firing AA SWs.

The following rules apply to AA SWs:

- AA SWs can only be Fired at fixed-wing aircraft and helicopters (19.1/2).
- AA SWs cannot be Fired from Buildings, Huts or Bunkers.
- An AA SW cannot be Fired unless it has LOS to its target; thus during Night Combat (20.0) the target must be within two hexes of the firing unit or within the hexes illuminated by a Star-Shell (20.2).

1.6.7 Molotov Cocktails

Molotov Cocktails are **single-use** Support Weapons with unique characteristics, including a range of 1 hex and a Firepower (FP) of 1.

The following rules pertain to the use of Molotov Cocktails:

- Molotov Cocktails can be used whenever a unit is eligible to use a SW.
- They are used once and then removed from play.
- They can be used along with a MMC or SMC's IFP during direct-fire attacks against infantry (5.0) and vehicles (17.2/3).
- They can be used in Melee (8.0).
- Their FP is added to a unit's IFP when Close Assaulting a vehicle (17.1).
- If a Molotov Cocktail, or a multi-unit attack (5.2) that includes one, Shakes an enemy unit when firing on the DFT (not when used in Melee) the enemy unit must retreat one hex, as described in 1.6.3 for Flamethrowers.
- If a Molotov Cocktail, or a multi-unit attack (5.2) that includes one, Shakes a vehicle when firing on the DFT (17.2/3) the Crew must Abandon the vehicle and retreat one hex, as described in 1.6.3.
- Leadership Modifiers (LMs, 11.1.1) DO affect Molotov Cocktail attacks, unless the Leader is throwing it himself.
- Molotov Cocktails receive no other DFT modifications, although a MMC using its IFP in addition to throwing the Molotov Cocktail receives DFT modifications if applicable.
- A Molotov Cocktail's FP is NOT halved when used by an eligible SMC (Leader, Hero, Scout, Advisor).

1.6.8 Captured Support Weapons

There are two kinds of captured SWs: assigned and picked up.

Assigned: Some games in the **LnLT** system have captured enemy SWs as a part of the countermix. These SWs are assigned in a scenario's Order of Battle (OOB, 22.0) and have the same background color as the side to which it is assigned. The possessing units are deemed to have trained with the weapon and suffer no penalty for using them.

Picked Up: Abandoned or dropped enemy SWs (and friendly SWs) can be picked up during a scenario either during the Rally Phase (3.0)—and only by GO MMCs/SMCs that are not locked in Melee (8.0/1)—or during the Operations Phase (4.0) by a moving GO MMC/SMC at a cost of an additional 2 Movement Points (MPs). Captured enemy SWs that have been picked up during a scenario can be used, but with the following stipulations:

- The first attack that fails to cause a Damage Check (DC, 5.0) on the Damage Check Table (DCT) or score a hit, if firing ordnance such as a Bazooka and using the OFT (14.0), removes the SW after the attack.
- If used in Melee (8.0) and the enemy is not eliminated, the captured SW is removed from the game in the Administrative Phase (9.0).
- If used in a Close Assault, a captured SW is removed from play if it fails to destroy a vehicle in Close Assault.

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; they have their own Movement Factor (MF) and IFP or HE-equivalent, depending on the weapon type. WTs have the following restrictions:

- Only machine gun (MG) Weapon Teams can set up in or enter Buildings (Huts, Stone/Heavy Construction and Wooden/Light Construction Buildings), Rooftops (10.6) and Bunkers (21.1), or cross hexside terrain.
- Only MG and Mortar WTs can set up in or enter a Cave (10.7).
- WTs cannot possess or fire SWs.
- WTs fire separately from other units in their hex, even when firing during the same impulse.
- WT can attack a different target than other units in their hex in the same impulse, but they must attack the same hex while doing so.
- WTs cannot enter Melee (8.0). If engaged in Melee, non-MG WTs defend with a nominal FP of one (1), and cannot counterattack. WTs depicting a MG can defend AND counterattack with their full IFP. 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.
- If a WT is eliminated, its weapon is considered destroyed and cannot be captured or re-Crewed as SWs can.
- Some WTs (indicated in each module) cannot move; they use their MF to pivot within their hex.
- WTs cannot use Double-Time Movement (6.2) or Low Crawl (6.3).
- Non-MG WTs cannot be passengers (16.0) on vehicles unless specified in a module-specific or Special Scenario Rule (SSR).
- WTs cannot Close Assault (17.1) vehicles.
- A MG WT on the upper level of a Multi-story Building or on a Rooftop (10.6) cannot fire on units on the low-

er level of that same Building hex, and vice-versa.

- Mortar WTs are covered in section 18.1.
- The Russian AGS17 and the KPV are exceptions to the general rule allowing only MG WT to set up in or enter Buildings (Huts, Stone/Heavy Construction and Wooden/Light Construction Buildings), Rooftops (10.6) and Bunkers(21.1), or cross hexside terrain.

1.7.1 Ordnance-Firing Weapon Teams

Weapon Teams (WTs) with a to-hit table on the back of their counter fire ordnance (14.0). They also have a red arrow in the upper-left corner of their counter, and can only fire in the direction defined by the arrow, as explained in the section on ordnance (14.0/1).

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.

WTs pivoting in their hex expose themselves to Opp fire.

During an impulse, all ordnance-firing WTs can rotate/pivot, up to their MF, and fire, which incurs a +1 penalty on the Ordnance Fire Table (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. Section 14.1 contains the procedure for firing ordnance. 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.

An asterisk (*) in the box means the weapon has no HE-equivalent. 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 at more than one target in the same impulse but the targets must be in the same hex or an adjacent hex.

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.

These new Event Markers will be used in upcoming modules to expand upon the type of events in future games.

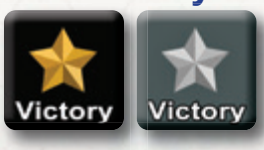
Line of Sight markers are activated when the side indicated in the scenario has a Line of Sight to the marker's hex. When an Event marker is activated, read the indicated paragraph from the scenario's Paragraphs section (22.0).

No reading ahead—it spoils the fun!

Developer's Note: *Events add a lot of intrigue, suspense and fun to a scenario. The best Events have multiple outcomes, which make for better replayability.*

Knowing the outcome of an Event does not, however, inhibit a scenario's replayabilty, and thus should be treated like expected and/or conditional reinforcements.

1.8.1 Victory and Objective Markers



Some scenarios include Victory Locations and others include Objectives. These counters are now available for players to place on the map to keep track of the locations. The counters are Weapon Team sized so they stand out more on the map and you will be able to see them easier if there is a stack of units on the Victory Location or the Objective location. The Victory markers are used to denote Victory Locations on the map and players decide what color they wish to use to represent them.

The Objective markers are labeled A-D on the back sides and are used to represent hidden variable victory points or special conditions that are in effect when one side or another in is possession of the Objective marker as directed by Module rules and Scenario Special Rules.

Developer's Note: *These new counters are not in all modules at this time.*

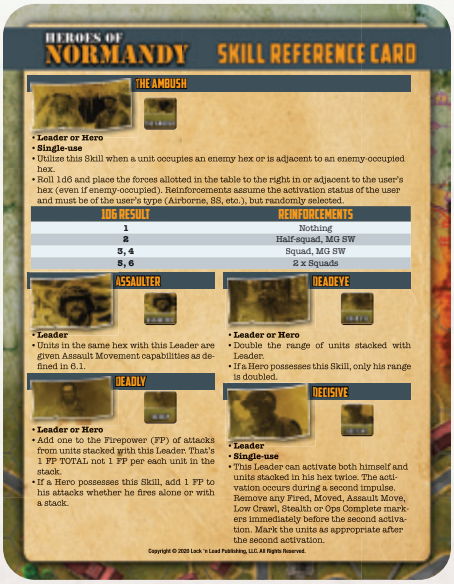
1.9 PLAYER-AID CARDS (PAC)

Each complete game in the LnLT system comes with a set of Player-Aid Cards (PACs).

- Terrain Effects Chart (TEC), (Module Specific)

- Turn Record Track (Module Specific)

- Skills Reference (Module Specific)


HEROES OF NORMANDY SKILL REFERENCE CARD

THE AMBUSH
- Leader or Hero
- Single-use
- Utilize this Skill when a unit occupies an enemy hex or is adjacent to an enemy-occupied hex.
- Roll 1d6 and place the forces allotted in the table to the right in or adjacent to the user's hex (even if enemy-occupied). Reinforcements assume the activation status of the user and must be of the user's type (Airborne, SS, etc.), but randomly selected.

1D6 RESULT	REINFORCEMENTS
1	Nothing
2	Half-squad, MG SW
3, 4	Squad, MG SW
5, 6	2 x Squads

ASSAULTER
- Leader
- Units in the same hex with this Leader are given Assault Movement capabilities as defined in 6.1.

DEADEYE
- Leader or Hero
- Double the range of units stacked with Leader.
- If a Hero possesses this Skill, only his range is doubled.

DEADLY
- Leader or Hero
- Add one to the Firepower (FP) of attacks from units stacked with this Leader. That's 1 FP TOTAL not 1 FP per each unit in the stack.
- If a Hero possesses this Skill, add 1 FP to his attacks whether he fires alone or with a stack.

DECISIVE
- Leader
- Single-use
- This Leader can activate both himself and units stacked in his hex twice. The activation occurs during a second impulse. Remove any Fired, Moved, Assault Move, Low Crawl, Stealth or Ops Complete markers immediately before the second activation. Mark the units as appropriate after the second activation.

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- Weapons Ammo and Targets 1 and 2 (LnLT PAC 05-06)

LOCK 'N LOAD TACTICAL v5.1 WEAPONS AMMO AND TARGETS 1
LnLT PAC 05

SMALL-ARMS VS INFANTRY - Target must be spotted and within weapon's range (5.0)

LOCK 'N LOAD TACTICAL v5.1 WEAPONS AMMO AND TARGETS 2
LnLT PAC 06

ORDNANCE (TO-HIT) - must first hit its target (less than or equal to the 'to-hit' number at range to target) (14.1)

Attacker: Rolls 2d6 + OPT Modifiers (2 is always a hit, 12 is always a miss)

Aircraft/Helicopters are considered one level above the hex they occupy and therefore do NOT receive its Terrain Modifier. Only guided anti- aircraft (AA) weapons (blue to-hit tables) can attack flying helicopters and air support.

Passengers riding on a vehicle that fires or is hit must dismount (Moved) and take a Morale Check

A hit from an even dice roll (2d6) that is greater than 2 hits a tank's turret (if none, it hits the hull).

ATGM-firing unit can be Op-Fired upon before resolving its attacks (any DC causes a miss)
If colored die is less than the firing unit's boxed ATGM Depletion Number, can no longer fire (ATGM Expended)

If the target is not destroyed, place Target Acquisition markers (and the target remains spotted)

Bail-out. Roll 1d6: 1 = Crew Survives Good Order, 2-6 = Eliminate. Passengers: even = Shaken, odd = eliminated

ORDNANCE VS ARMORED VEHICLE AND AIRCRAFT (14.1) (19.1.1)

Attacker: Rolls 1d6 + penetration value at range to target (- 4 firing HEAT ammo vs. red armor factors)

Target: Rolls 1d6 + target's armor thickness value (from front, side or rear impact angle)

An Attacker's roll of '1' against a Target's roll of '6' is a dud, '6 vs 1' is catastrophic (target destroyed).

Aircraft/Helicopters are considered one level above the hex they occupy and therefore do NOT receive its Terrain Modifier. Only guided anti- aircraft (AA) weapons (blue to-hit tables) can attack flying helicopters and air support.

- If Attacker's roll greater than the Target's roll, target destroyed (Crew/passenger Bail-out - aircraft crash 6 FP attack)
- If Attacker's roll is = Target's roll, vehicle takes a Morale Check (MC)/Damaged aircraft abort. If MC fails, Crew abandons vehicle, is shaken and placed under a Moved marker. If MC passes, vehicle is Shaken
- If Attacker's roll is less than the Target's roll, the target takes a MC - (the difference of die rolls). If MC fails, vehicle is Shaken/Damaged Aircraft abort; If MC passes, the impact has no effect

ORDNANCE VS INFANTRY / WEAPON TEAMS - if hit, both players roll 1d6 (14.1)

Attacker: Rolls 1d6 + HE-equivalent
HEAT ammo (red to-hit table or H on back): -1 to HE if infantry target is not in a Building or Bunker.

Target: Rolls 1d6 (once hit, no TMs or LMs apply)
- If Attacker's roll is greater than the Defender's roll, all targeted units in the hex must take a Damage Check.

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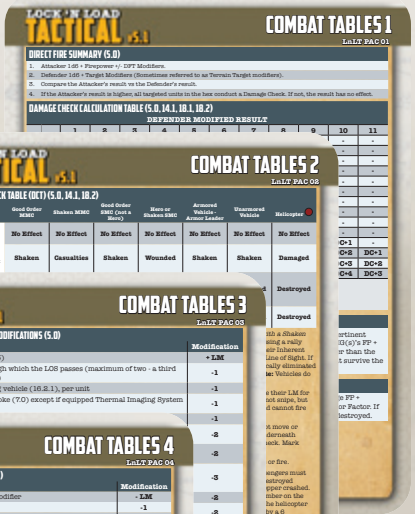
- Combat Tables 1 through 4 (LnLT PAC 01-04)


LOCK 'N LOAD TACTICAL v5.1 COMBAT TABLES 1
LnLT PAC 01

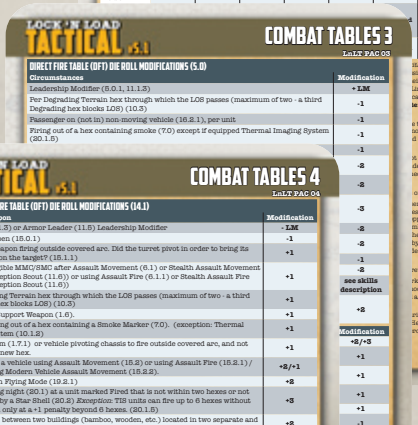
DIRECT FIRE SUMMARY (5.0)
1. Attacker 1d6 + Firepower +/- DPT Modifiers.
2. Defender 1d6 + Target Modifiers (Sometimes referred to as Terrain Target modifiers).
3. Compare the Attacker's result vs the Defender's result.
4. If the Attacker's result is higher, all targeted units in the hex conduct a Damage Check. If not, the result has no effect.

DAMAGE CHECK CALCULATION TABLE (5.0, 14.1, 18.1, 18.2)
DEFENDER MODIFIED RESULT
1 2 3 4 5 6 7 8 9 10 11

LOCK 'N LOAD TACTICAL v5.1 COMBAT TABLES 2
LnLT PAC 02

DAMAGE CHECK TABLE (DCT) (5.0, 14.1, 18.2)

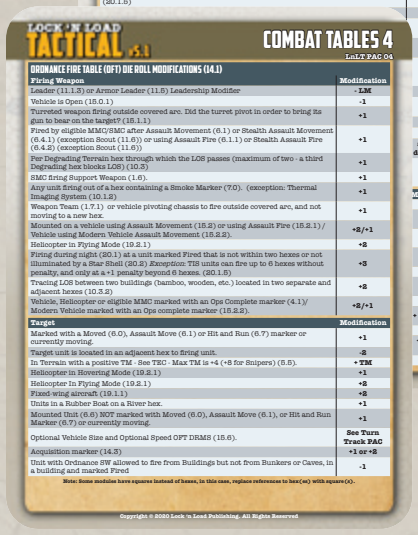
Die Roll vs. Morale	Good Order MMC	Shaken MMC	Good Order SMC (not a Hero)	Hero or Shaken SMC	Armored Vehicle - Armor Leader	Unarmored Vehicle	Helicopter
Die Roll less than or equal to Morale	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
Die Roll greater than Morale and less than 2x Morale	Shaken	Casualties	Shaken	Wounded	Shaken	Shaken	Damaged
C-1	-	-	-	-	-	-	-
C-2	DC-1	-	-	-	-	-	-
C-3	DC-2	DC-1	-	-	-	-	-
C-4	DC-3	DC-2	DC-1	-	-	-	Destroyed


LOCK 'N LOAD TACTICAL v5.1 COMBAT TABLES 3
LnLT PAC 03

DIRECT FIRE TABLE (DFT) DIE ROLL MODIFICATIONS (5.0)

Circumstances	Modification
Leadership Modifier (5.0.1, 11.1.3)	+ LM
Per Degrading Terrain hex through which the LOS passes (maximum of two - a third Degrading hex blocks LOS) (10.3)	-1
Passenger on (not in) non-moving vehicle (16.2.1), per unit	-1
Firing out of a hex containing smoke (7.0) except if equipped Thermal Imaging System (20.1.5)	-1
	-1
	-2
	-2
	-3
	-2
	-2
	-1
	-2
	see skills description
	+2

Modification
+2/+3
+1
+1
+2/+1
+1
+1
+1
-1
-2
+ lowest AV
+ AF
+TM (see TEC)


LOCK 'N LOAD TACTICAL v5.1 COMBAT TABLES 4
LnLT PAC 04

ORDNANCE FIRE TABLE (OFT) DIE ROLL MODIFICATIONS (14.1)

Firing Weapon	Modification
Leader (11.1.3) or Armor Leader (11.5) Leadership Modifier	- LM
Vehicle is Open (15.0.1)	-1
Turreted weapon firing outside covered arc. Did the turret pivot in order to bring its gun to bear on the target? (15.1.1)	+1
Fired by eligible MMC/SMC after Assault Movement (6.1) or Stealth Assault Movement (6.4.1) (exception Scout (11.6)) or using Assault Fire (6.1.1) or Stealth Assault Fire (6.4.2) (exception Scout (11.6))	+1
Per Degrading Terrain hex through which the LOS passes (maximum of two - a third Degrading hex blocks LOS) (10.3)	+1
SMC firing Support Weapon (1.6).	+1
Any unit firing out of a hex containing a Smoke Marker (7.0). (exception: Thermal Imaging System (10.1.2))	+1
Weapon Team (1.7.1) or vehicle pivoting chassis to fire outside covered arc, and not moving to a new hex.	+1
Mounted on a vehicle using Assault Movement (15.2) or using Assault Fire (15.2.1) / Vehicle using Modern Vehicle Assault Movement (15.2.2).	+2/+1
Helicopter in Flying Mode (19.2.1)	+2
Firing during night (20.1) at a unit marked Fired that is not within two hexes or not illuminated by a Star Shell (20.2) .Exception: TSI units can fire up to 6 hexes without penalty, and only at a +1 penalty beyond 6 hexes. (20.1.5)	+3
Tracing LOS between two buildings (bamboo, wooden, etc.) located in two separate and adjacent hexes (10.3.2)	+2
Vehicle, Helicopter or eligible MMC marked with an Ops Complete marker (4.1)/ Modern Vehicle marked with an Ops complete marker (15.2.2).	+2/+1

Target	Modification
Marked with a Moved (6.0), Assault Move (6.1.) or Hit and Run (6.7) marker or currently moving.	+1
Target unit is located in an adjacent hex to firing unit.	-2
In Terrain with a positive TM - See TEC - Max TM is +4 (+8 for Snipers) (5.5).	+ TM
Helicopter in Hovering Mode (19.2.1)	+1
Helicopter In Flying Mode (19.2.1)	+2
Fixed-wing aircraft (19.1.1)	+2
Units in a Rubber Boat on a River hex.	+1
Mounted Unit (6.6) NOT marked with Moved (6.0), Assault Move (6.1), or Hit and Run Marker (6.7) or currently moving.	+1
Optional Vehicle Size and Optional Speed OPT DRMS (15.6).	See Turn Track PAC
Acquisition marker (14.3)	+1 or +2
Unit with Ordnance SW allowed to fire from Buildings but not from Bunkers or Caves, in a building and marked Fired	-1

Note: Some modules have squares instead of hexes, in this case, replace references to hex(es) with square(s).

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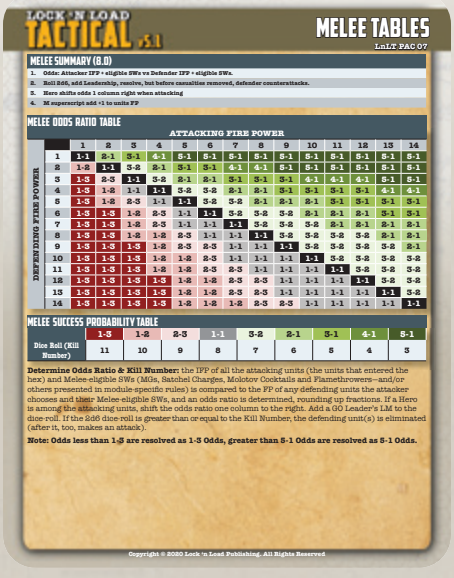
- Melee Tables (LnLT PAC 07)


LOCK 'N LOAD TACTICAL v5.1 MELEE TABLES
LnLT PAC 07

MELEE SUMMARY (8.0)
1. Odds: Attacker IFP + eligible SWs vs Defender IFP + eligible SWs.
2. Roll 2d6, add Leadership, resolve, but before casualties removed, defender counterattacks.
3. Hero shifts odds 1 column right when attacking
4. M supercript add +1 to units FP

MELEE ODDS RATIO TABLE

DEFENDING FIRE POWER \ ATTACKING FIRE POWER	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	1-1	2-1	3-1	4-1	5-1	5-1	5-1	5-1	5-1	5-1	5-1	5-1	5-1	5-1
2	1-2	1-1	3-2	3-1	5-1	5-1	4-1	4-1	5-1	5-1	5-1	5-1	5-1	5-1
3	1-3	2-3	1-1	3-2	3-1	3-1	5-1	5-1	5-1	4-1	4-1	4-1	5-1	5-1
4	1-3	1-2	1-1	1-1	3-2	3-2	3-1	3-1	3-1	5-1	5-1	5-1	4-1	4-1
5	1-3	1-2	2-3	1-1	1-1	3-2	3-2	3-1	3-1	3-1	5-1	5-1	5-1	5-1
6	1-3	1-3	1-2	2-3	1-1	1-1	3-2	3-2	3-2	3-1	3-1	3-1	5-1	5-1
7	1-3	1-3	1-2	2-3	1-1	1-1	1-1	3-2	3-2	3-2	3-1	3-1	3-1	3-1
8	1-3	1-3	1-2	1-2	2-3	1-1	1-1	1-1	3-2	3-2	3-2	3-2	3-1	3-1
9	1-3	1-3	1-3	1-2	2-3	2-3	1-1	1-1	1-1	3-2	3-2	3-2	3-2	3-1
10	1-3	1-3	1-3	1-2	1-2	2-3	1-1	1-1	1-1	1-1	3-2	3-2	3-2	3-2
11	1-3	1-3	1-3	1-2	1-2	2-3	2-3	1-1	1-1	1-1	1-1	3-2	3-2	3-2
12	1-3	1-3	1-3	1-3	1-2	1-2	2-3	2-3	1-1	1-1	1-1	1-1	3-2	3-2
13	1-3	1-3	1-3	1-3	1-2	1-2	2-3	2-3	1-1	1-1	1-1	1-1	1-1	3-2
14	1-3	1-3	1-3	1-3	1-2	1-2	1-2	2-3	2-3	1-1	1-1	1-1	1-1	1-1

MELEE SUCCESS PROBABILITY TABLE

Odds Ratio	1-3	1-2	2-3	1-1	3-2	2-1	5-1	4-1	5-1
Dice Roll (Kill Number)	11	10	9	8	7	6	5	4	3

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

Note: Odds less than 1-3 are resolved as 1-3 Odds, greater than 5-1 Odds are resolved as 5-1 Odds.

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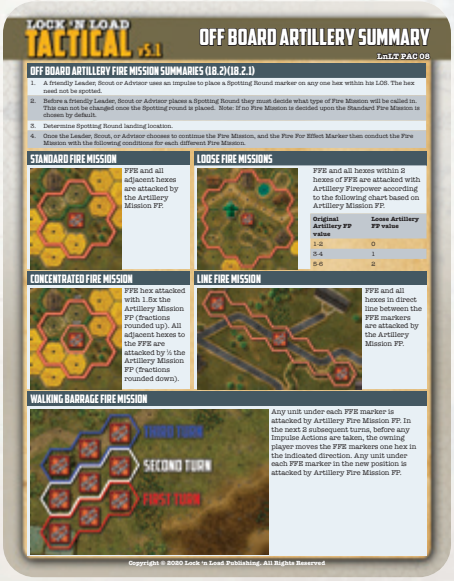
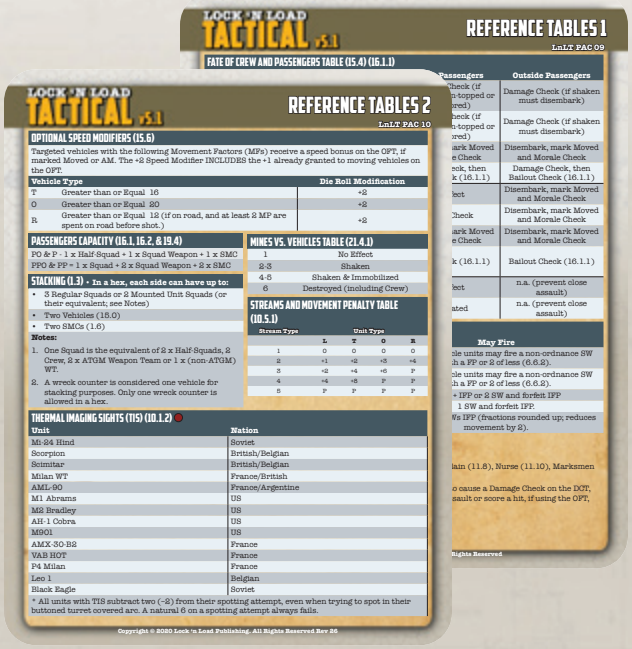
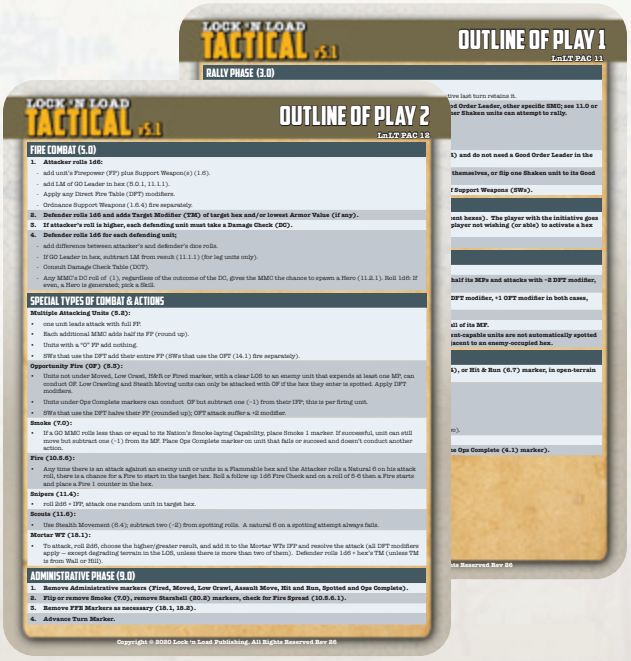
- Off Board Artillery Summary (LnLT PAC 08)



- Reference Tables 1 and 2 (LnLT PAC 09-10)



- Outline of Play 1 and 2 (LnLT PAC 11-12)



Each LnLT game has its own unique terrain, and everything you need to know about terrain is on the Terrain Effects Chart (TEC). The TEC is referred to all the time in the rules, and it's your best friend and resource while playing; it also contains info not found in the rules.

The TEC is divided into rows and columns; from left to right it shows Terrain Images, Terrain Names, Terrain Type (whether it's open, degrading or blocking), the Movement Costs (there are three vehicle types + Leg units, i.e., infantry), Target Modifiers (TMs), Obstacle Height and any notes, if applicable.

The Turn Track PAC is one-sided and contains the aforementioned Turn Track, on which the Turn/Initiative marker is placed and advanced; the side with the initiative has their flag or symbol facing up.

The Turn Track PAC also contains the Squad to Half-Squad step reductions, the Optional Vehicle Size OFT DRMs and Optional Speed Modifiers Tables (15.6). Also provided on this PAC are boxes for placing each side's Casualties.

Developer's Note: *The Vehicle Size OFT DRMs and Optional Speed Modifiers Tables are only provided in the newer module editions and are not available in the older game editions.*

The Skills PAC is a one- or two-sided PAC that contains the information pertaining to all of the Skills (12.0) in a particular game. Those who wish to free up table space or prefer using Playing Cards can order Skill Card Decks from Wargame Vault. You can find more information in our Series Resource section of this game manual.

The Combat Tables are two double-sided PAC and includes the Damage Check Calculation Table, Damage Check Table, Direct Fire Table Die Roll Modifications and the Ordnance Fire Table Die Roll Modifications.

The Weapons Ammo and Targets is one double-sided PAC and provides summary for Small-Arms, Ordnance and modifiers.

The Melee Tables has everything you need for in your face hand to hand combat and is one single-sided PAC.

The Off Board Artillery Summary is a single-side PAC and contains all of the different fire mission types and their effects.

The Rules Reference contains summaries of almost all game actions on one double-sided PAC.

The Outline of Play PAC is double-sided PAC, and contains a detail outline of play as well as summaries of how to conduct gameplay actions such as Direct Fire (5.0), Spotting (10.1), Melee (8.0), Close Assaults (17.1) and Overruns (15.3).

Expansion modules contain a Turn Track PAC and, in some cases, other necessary PACs that feature pertinent information.

Developer's Note: *The Player Aid Cards listed are for 5.1. Note that older editions of the cards from previous games may have different tiles and names. All of these new charts and tables can be found at the back of his rule book.*

2.0 Outline of Play

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

In the Rally Phase (3.0), Shaken units can be rallied and Half-Squads can be combined. Additionally, if there are no enemy units in a hex, eligible Good Order (GO) units can pick up dropped/abandoned Support Weapons (SWs) or swap SWs with other eligible GO units.

During the Operations Phase (4.0), the players alternate impulses. In an impulse, one hex and all the units in it can be activated to fire, move, low crawl or any other unit-eligible action. When activating a Leader (11.1), units not only in the Leader's hex but also in all hexes adjacent to the Leader's hex can be activated; this is because Leaders have an inherent Leadership Range (LR, 11.1.2) of one (1) hex. Wounded Leaders lose their LR.

In the Administrative Phase (9.0), players clean the Map of irrelevant markers, including Fired, Fire for Effect, Moved, Assault Move, Low Crawl, Ops Complete, Smoke 2, Starshell and Spotted markers. Smoke 1 markers are flipped to Smoke 2 markers. Fire 1 markers are checked to see if they go out or grow to Fire 2, then check to see if any Fire spreads from hex to hex.

3.0 Rally Phase

The Rally Phase (RP) on Turn 1 of a scenario rarely has anything for a player to perform, and the initiative is called out in a scenario's Scenario Essentials section (22.0).

Thereafter, at the start of the Rally Phase, each player rolls 1d6. The player who rolls highest has the initiative (first impulse) on that turn. Ties go to the player who had the initiative the previous turn.

During the RP, the player with the initiative rallies any Shaken units first. When he is finished with all rally attempts, the other player performs his rally attempts.

The player with the initiative not only tries to rally any Shaken units first but also do all the actions that are allowed in the Rally phase, in particular assembling/dismantling tripod SW, before the second player tries to rally.

A Shaken unit rallies when it passes a Morale Check (1.5.1). In each hex, Shaken Leaders rally first. Shaken Leg units in the same hex with a Good Order Leader (11.1), Hero (11.2) or Chaplain (11.8) can attempt to rally by rolling less than or equal to their Morale with 2d6. Medics/Corpsmen (11.3), Nurses (11.10) and Pipers (11.11) can also rally Shaken units, with some exceptions.

The following conditions/modifiers apply to rally attempts:

- If a Leader, Chaplain, Nurse or Piper is in Good Order (GO), his or her Leadership Modifier (LM, 11.1.1) is subtracted from the die-roll of all Shaken units (see below for other pertinent conditions). Nurses can only attempt to rally a maximum of two units (11.10).

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

Developer's Note: *For Leader rules, consider the words "color", "type" and "nationality" synonymous and interchangeable.*

Half-Squads can only be created by combat or provided in a scenario's Order of Battle (OOB). Two GO Half-Squads (not Crews) of the same type (same IB) and from the same root Squad (as denoted in module-specific rules, in National Characteristics (13.0), under Squad reduction) can join to form a Squad if they are in the same hex as a GO Leader of the same type (same IB). The units cannot be locked in Melee (8.1).

If recombining Half-Squads can result in more than one type of Squad and you can't clearly remember or figure out their parent Squad, roll a die to decide which Squad they will form.

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 tripod/assembled SWs and Mortar SWs to their bipod/dismantled side, and vice-versa.

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

3.1 SELF-RALLY PAIRS (SRP)

Some elite MMCs have SRP on their Shaken side. MMCs marked with SRP on their Shaken side can Self-Rally, but, to rally, they must roll a pair—any pair—on their 2d6 Morale Check. The pair does NOT have to be equal to or less than its Morale. A terrain's Target Modifier (TM) and Leadership Modifiers (11.1.1) do not affect the die-roll.

SRP Example 1: *A Shaken 2-3-4(AM)-6 French Foreign Legion Squad is in a Hammada hex (+2 TM) by itself. During the Rally Phase it can attempt to Self-Rally since it has SRP on its Shaken side; but, to rally, it needs to roll a pair with 2d6. That it is in a hex with a +TM has no effect on the roll, and its Morale of 6 is irrelevant. If it rolls a 5 and a 5, it rallies; if it rolls a 3 and a 7, it doesn't. If it rolls a 2 and 2, it rallies; if it rolls a 3 and 1, it doesn't.*

SRP MMCs can attempt to rally normally, with a Leader, Hero or other eligible SMC; however, a SRP MMC cannot attempt to rally twice during one Rally Phase—once normally, with a Leader, etc., and, if that fails, again using SRP. A SRP MMC stacked with a Shaken Leader or other eligible Shaken SMC can use its SRP ability instead.

SRP Example 2: *A Shaken 2-3-4(AM)-6 French Foreign Legion Squad is in Wadi hex (+1 TM for Leg units) with Ltn. Ries (7-1-6). Though it has SRP on its Shaken side, the Squad can rally normally because it's in a hex with a Good Order Leader; it also subtracts two (–2) from its die-roll for being in a Wadi hex, which has a +TM, and another one (–1) for Ltn. Ries's LM of 1; thus, the Shaken Squad, with a Morale of 6, rallies on a 2d6 roll of 9 or less. If Ltn. Ries was Shaken, too, and failed his own rally attempt, the Shaken Squad could use its SRP ability to attempt to rally on a 2d6 roll of any pair.*

4.0 Operations Phase

The Operations Phase (OP, Ops Phase) consists of the players engaging in alternating impulses. During an impulse, a player activates and controls units in one hex or passes. The player with initiative goes first, then his opponent, and so on until the phase is complete.

Once all activated 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 (9.0) begins.

Developer's Note: *Passing can be done whether you have units yet to activate or not. When playing as a defensive side it's often wise to pass in order to force the offensive player to act and expose his forces.*

During an impulse, the active player can activate all or some of the units in a hex.

If the activated hex contains an unwounded Leader, the player can also activate any units in adjacent hexes because of the Leader's Leadership Range (LR, 11.1.2), but with the following caveats:

- A Leader in a Multi-story Building can only activate units in adjacent hexes on the same level as himself (inside or outside of the Building) and the Building level/hex directly above or below himself (see 10.2, 10.4.1 and 10.6 for more on Multi-story Buildings and Buildings with accessible Rooftops).
- If an adjacent hex includes a Bunker (21.1) or Cave (10.7), the adjacent Leader can only activate the units outside the Bunker or Cave.
- In hexes containing a Bunker or Cave, Leaders outside the Bunker or Cave can activate their hex, the six surrounding 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 Leg units (MMCs/SMCs) in adjacent hexes.

Each unit in an activated hex can either move or fire (not both, except in the special case of Assault Move/Fire (6.1/6.1.1) or Stealth Assault Move/Fire (6.4.1/6.4.2)) 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 in their Firepower 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 and at the same hex. Support Weapons cannot activate separately from the unit that possesses them.

Ops Phase Example 1: *A Squad activates 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 or fire its IFP at another hex within the range of its IFP.*

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.

Ops Phase Example 2: *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 Road. 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, Hit & Run (H&R) or Stealth marker (see 6.0), and those that fire with a Fired marker (see 5.0). Those units cannot be used again that turn except to defend in Melee (8.0). (See 6.1, Assault Move; 6.4, Stealth Movement; and 6.7, H&R Movement, for the exceptions 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. Thus, in a situation where many hexes are activated at once (by a Leader's LR ability), unit A can fire from the first hex, then unit B can fire from a second hex and, finally, unit C, in the first hex with A, can 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.

To be clear, during the Ops Phase, a hex can be activated multiple times, but each unit in a hex can only be activated once per OP.

4.1 OPERATIONS COMPLETE MARKER

Units that spot (10.1.1), attempt to lay Smoke (7.0) or perform other actions described in the subsequent rules as rendering them Operations 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, 11.1.1).

- MMCs under an Ops Complete marker can Opportunity Fire (5.3), 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.

Ops Phase Example 3: *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 US 2-5-4 Squad has a FP of 2 (2 IFP - 1 = 1 FP + 1 for firing at a unit marked with a Moved or Assault Moved marker).*

Ops Phase Example 4: *A 0-2-4 Half-Squad engages an enemy Squad with 0 FP (0 IFP - 1 = -1 FP + 1 for firing at unit marked with a Moved or Assault Moved 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 half their 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 just successfully spotted.

Developer's 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

This section covers direct fire, which uses the Direct Fire Table (DFT, 1.9). Direct fire is, for all intents and purposes, small-arms fire. Firing ordnance is covered in section 14.1. Familiarize yourself with the DFT and the Terrain Effects Chart (TEC) and have the Player-Aid Card (PAC) with them on it at hand while learning the rules in this section.

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 in a spotted (10.0/1) hex. It's important to note that **HEXES not units** are spotted. Hexes, for the most part, become spotted by the actions of units within them, or by the specific act of spotting (10.1).

You can fire **through** hexes occupied by friendly or enemy units, or both, but cannot fire **into** a hex that contains both friendly and enemy units (is marked with a Melee marker, 8.0)—it's just unethical. And it's a turn-based, time-continuum thing. Any hex with a Melee marker, whether it contains friendly units or not, cannot be fired on.

Developer's Note: *Though a turn in **LnLT** lasts about two to four minutes, it's best to conceptualize all actions in a turn as occurring, more or less, at the same time.*

To determine range, count the hexes from the firing hex to the target hex. Include the target hex but not the attacker's (firing unit's) hex.

See the section on LOS (10.0/1) to determine LOS and spotting procedures.

If range, LOS and spotting requirements are met, the attacker does the following:

- Identify the lead unit (in case of multiple attacking units(5.2)) then
- Apply +/- modifiers to individual units (such as OC MMC (4.1)) then
- Apply multiplying modifiers to individual units (such as SW fired by single SMC (1.6), additional attacking unit (5.2) and extended range (5.4)) then
- Add the total Firepower (FP) and then round up
- Add or subtract any other modifiers that apply to the whole stack (such as Assaulter (5.6), AM/AF (6.1) and LM (11.1.1)) and then
- Roll 1d6.
- Any hex with a Melee marker, whether it contains friendly units or not, cannot be fired on.

After the attacker rolls, or at the same time, the defender:

- Rolls 1d6, and
- Adds the Target Modifier (TM) of the hex terrain occupied by the targeted unit(s), if applicable, and compares it to the attacker's die-roll. This is called an opposed 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 mod-

ified die-roll, and then consult the Damage Check Table (DCT) on the Player-Aid Card (PAC).

Mark the unit(s) that Fired with a Fired marker.

Fire Combat Example 1: *The attacker's units have a total Firepower (FP) of 4, with no DFT modifiers; the defender's unit, a Good Order 1-6-4-5 Squad, is in a Light Woods hex, which has a Target Modifier (TM) of +1. The attacker rolls 1d6 + 4 and the defender rolls 1d6 + 1.*

- *If the attacker rolls 1 + 4 = 5 and the defender rolls 5 + 1 = 6, the attack has no effect.*
- *If the attacker rolls 4 + 4 = 8 and the defender rolls 2 + 1 = 3, the Squad in the Light Woods hex now has to conduct a Damage Check (DC) 5, the difference between the two modified die-rolls (8 - 3 = 5). The defender rolls another 1d6 + 5 and consults the Good Order MMC column on the DCT for the effect of the attack.*
- *Place a Fired marker on the units that Fired.*

If a Good Order Leader (11.1) of the same nationality/color/IB is present, his Leadership Modifier (LM, 11.1.1) 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.

Direct Fire Combat Summary

- Check that the target hex is within range, line of sight (LOS) and spotted.
- Target hex cannot be under a Melee marker.
- Add attacker's total FP + LM +/- DFT modifiers to 1d6.
- Add defender's TM, if any, to 1d6.
- Compare opposed die-rolls.
- If the attacker's result is less than or equal to the defender's result, the attack has no effect.
- If the attacker's result is greater than the defender's result, all defending units in the hex must conduct a DC, rolling 1d6, for each unit, and adding the difference between the attacker's and defender's die-rolls and consulting the DCT.
- Place a Fired marker on the attacking unit(s).

5.0.1 Leaders' Influence on Combat

Leaders (11.1) 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, 11.1.1) is added to a unit's total FP that is using the DFT, including Weapon Teams (WTs), and/or subtracted from the to-hit dice-roll for Support Weapons (SWs, 1.6.4) and WTs (1.7.1) using the Ordnance Fire Table (OFT, 14.1). A Leader firing a SW does not add his LM to attacks by other units in his hex.

Developer's Note: *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. Armor Leaders can only affect the fire of their tank/vehicle.*

5.1 DAMAGE CHECK TABLE (DCT) RESULTS

The DCT can produce results that range from No Effect to being Eliminated. The results are covered here.

Shaken: A Shaken unit is flipped to its Shaken side. A Shaken unit returns to Good Order (GO) by passing a rally attempt during the Rally Phase (3.0).

Shaken units suffer the following effects:

- They cannot use either their IFP or any SWs they possess or fire their ordnance.
- They cannot advance (including changing a level in a Building) toward an enemy unit in their Line of Sight (LOS).
- Shaken units check for the presence of enemy unit in their LOS before moving out of their hex. This process is repeated for every hex thereafter. Thus they could enter a hex that is closer to enemy unit than the one they moved out of but to which they did not had LOS in their previous hex.
- They cannot spot, and adjacent enemy units are not considered spotted by adjacency (10.1).
- Shaken MMCs **can** still spawn Heroes (11.2.1).
- If engaged in Melee and no other friendly, GO, Melee-eligible units are with them, they surrender and are removed from the Map.
- Shaken Leaders cannot rally units, but can attempt to rally themselves.
- Shaken Leaders cannot use their LM (11.1.1) for any function.
- Shaken Medics/Corpsmen (11.3) cannot rally/heal MMCs/SMCs (or heal themselves); they can attempt to Self-Rally (SR).
- Shaken Snipers (11.4) cannot snipe, but can attempt to SR.
- ALL SMCs can attempt to Self-Rally whether they have SR printed on the back of their counter or not.
- Heroes never Shake—they're too busy being heroic.
- Helicopters (19.2) do not Shake—they are Damaged instead, and are removed from the Map.
- Shaken vehicles must Button (see section 15.0), their Movement Factor (MF) is halved (fractions rounded down*) and they cannot fire.

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

Moving units that are Shaken by Opportunity Fire (OF, 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 Shaken, the remaining GO units can continue moving.

Casualties: Replace a Squad with a Shaken Half-Squad (see each nation's National Characteristics section (13.0) in the module-specific rules for any unique Half-Squad reduction). 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 (**exception:** Heroes are flipped to their wounded side) and mark it 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 (**exception:** Heroes) decrease their Morale by one.

Eliminated: Unit is removed from play.

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 11.2.1 and 12.0). The Hero assumes the activation state of the MMC that spawned it.

Fire Combat Example 2: *If the Squad spawning the Hero is marked with a Fired marker, so is the Hero.*

However, in the case of 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, MUs (6.6) and WTs (1.7) do not spawn Heroes.

Abandoned: Abandoned vehicles are just that: Abandoned. Place an Abandoned marker on the vehicle. It cannot move or fire for the remainder of the scenario. Place a Shaken Crew in the hex under a Moved marker. Passengers (16.0) of abandoned vehicles disembark and make a Morale Check; they too are placed under a Moved marker.

Destroyed: Destroyed vehicles are replaced with a Wreck marker. Both passengers and Crew must make a Bailout Check (15.4, 16.1/2). Passengers must first make a DC check before their Bailout check. Destroyed helicopters crash (see 19.2.7).

Damaged: Damaged helicopters are immediately removed from the Map; they cannot unload passengers or fire (19.2.8).

5.2 MULTIPLE ATTACKING UNITS

Only units in the same hex can fire simultaneously (no combining fire with units from other hexes), 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 IFP. 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 (14.1) 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).

Fire Combat Example 3: *Two US 2-5-4 Squads (one with a BAR (1 FP), one with a Bazooka (OFT SW)), a 1-6-6 Hero and a 6-1-6 Leader are stacked in hex H3. They have a clear LOS to hex H6, a Road hex containing two German Squads. The Road hex is spotted because it is open terrain.*

The US player conducts an attack with his entire stack. The 2-5-4 Squad with the BAR is the lead Squad, and adds 3 (2 IFP + 1 BAR) to the total FP. The second Squad with the Bazooka adds 1 (half its IFP; the Bazooka uses the OFT so fires separately), the Hero adds 1 (his full IFP) and the Leader adds 1 (his LM), for a total FP of 6. The US player rolls 1d6 + 6. The Road gives the Germans no TM, so they just roll 1d6.

After that DFT attack, the US Squad with the Bazooka can fire the Bazooka at the same pair of German Squads, or, if a tank was in the hex too, at the tank (as per 14.1), subtracting the Leader's LM of 1 from the OFT to-hit roll. If the Squad doesn't fire the Bazooka in that impulse, it cannot fire it in a later impulse during that turn.

Remember that, for the most part, all units firing from the same hex, in the same impulse, must attack the same hex and the same target in said hex. However, there are exceptions:

- Even if WTs, snipers, marksmen and vehicles must fire separately when firing in the same impulse as other units, they must attack the same hex but can attack a different target in said hex.
- Although WTs and vehicles CAN fire in a different impulse, SWs must fire during the same impulse as the Squad that possesses them; though SWs with to-hit tables (OFT) on the back of their counters (e.g., Bazookas) can fire at a different target within the SAME hex, making a separate attack from the Squad's IFP.

Developer's Note: *If firing all units in a stack adds nothing more to the attack, i.e., the second and third Squads both have 1 FP and thus firing one or both only adds 1 FP to the lead Squad's attack, reserve the third MMC, even if it has 0 FP, to fire in a later impulse or for Opportunity Fire.*

5.3 OPPORTUNITY FIRE

Good Order (GO) units that are not marked with a Moved, Low Crawl, H&R or Fired marker, and that have a clear (not blocked) Line of Sight (LOS) 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 at it. 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 the hex that they enter is spotted (10.0).

An eligible unit cannot Opportunity Fire by using Assault Fire (6.1.1) or Stealth Assault Fire (6.4.2).

A unit(s) expending MPs (either entering a new hex, pivoting within a hex or unloading/loading passengers (16.0)) can be subjected to OF attacks equaling the MP-cost of the movement, e.g., two OF attacks can be made on a unit(s) entering a Light Woods hex because it costs two MPs to enter the hex. Even if the first OF attack Shakes the unit(s), forcing it to stop moving, the second OF attack can still be made.

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, WTs or vehicles that are stacked with the units that first performed OF.

Developer's 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.*

Units successfully laying smoke are not considered as having expanded any MPs so they can't be OP fired in the hex from which they laid smoke.

MPs spent to pick up a dropped/abandoned SW do not count as movement and thus are not taken into account for Opp fire.

When different units expend different amount of MPs in the same hex (unloading vehicle and unloaded passengers for example), use the lowest amount of MPs expended to figure the number of OF attacks allowed.

Multiple OF attacks must be conducted from that many different hexes but all units in the hex are allowed to fire in the same OF attack, while observing 5.0.

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.

Units under an Ops Complete marker (4.1) can perform OF with the following penalties:

- MMCs 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.
- 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 half their FP (fractions rounded up), and ordnance that uses the OFT suffers a +2 DRM to-hit penalty.

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 Leg units, unless the moving Leg units are in terrain that negates that modifier, e.g., Low Crops. On the flip side, attacks conducted against a moving vehicle (and its passengers) receive a -1 modifier.

Developer's Note: *You may ask, Aren't moving targets harder to hit? Why does the attacker then get a +1 FP bonus? In this case, the bonus is due to the extra exposure of moving Leg units, as non-moving Leg units are considered to be making the best use of any available cover in their hex.*

If the target hex contains both moving and non-moving units, both are affected by the same OF attack die-roll, but only moving Leg units suffer the +1 modification to the attacker's die-roll, and only moving vehicle (and its passengers) benefit from the -1 modification to the same attacker's die-roll.

Fire Combat Example 4: *A German 1-6-4 Squad fires at a US 2-5-4 Squad moving through a Light Woods 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 2-5-4 Squad caused the hex containing the stationary 1-4-4 Half-Squad to be spotted; however, if the moving unit survives the OF, continues moving and exits the hex, the hex containing the stationary 1-4-4 Half-Squad retains the unspotted status that it had prior to the attack. In other words, if a hex wasn't spotted before the OF attack, it remains unspotted after the moving Squad departs the hex.

Further, if there were two moving 2-5-4 Squads and one was Shaken and left behind under a Moved marker, the hex containing the previously stationary 1-4-4 Half-Squad would also remain spotted.

Units in the same hex as the moving unit in the example but in a Bunker, Cave or the upper level of a Multi-story Building would not be subject to the OF unless the moving unit entered the Bunker, etc., as they are considered to be in a separate hex within the hex (10.4.1), for stacking and spotting purposes.

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

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 exceeding the printed range is halved (round fractions up). The IFP is halved before any other modifiers are applied.

Fire Combat Example 5: *The 2-2-4-5 Soviet Guards Squad pictured above has an IFP of 2 at a range of 2 hexes or less and an IFP of 1 at a range of 3 or 4 hexes.*

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 gameplay (Smoke, Wreck, Foxholes) cannot exceed +4 in one hex. Thus, a Forest hex (+2 TM) with a Bunker in it (+2) and a Smoke marker (+1) still only has 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"-SUPERSCRIPTED 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, i.e., if multiple "A"-superscript units are in a stack or if there are "A"-superscript and non-"A"-superscript units in the stack.

Fire Combat Example 6: *Two British A1-6-4 Airborne Squads and a 2-2-6 Hero fire at enemy units in an adjacent hex with a total FP of 7 [1 (lead Squad) + 0.5 (second Squad) + 2 (Hero) = 3.5, rounded up to 4, + 3 ('A'-superscript units firing at adjacent hex) = 7).*

6.0 Movement

The number of Movement Points (MPs) a unit can spend each impulse is called its Movement Factor (MF) and is marked on the counter: on a Leg unit's lower right corner; under a vehicle's Morale; aircraft and helicopters (19.0) have unlimited MPs.

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).

Movement Example 1: *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 Opportunity Fire, the other two can continue moving if they have MPs remaining.*

As long as all units that move from the SAME hex, in the SAME impulse, move together and end their movement in the same hex, they don't have to use the same type of movement. For example, one could Move and the other one could assault move.

An unwounded, unactivated Leader can activate both the units in his hex and adjacent hexes; this is a Leader's Leadership Range (LR, 11.1.2), 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.

As noted previously, moving MMCs, WTs and SMCs (not Low Crawl or Stealth Movement)—or those under a Moved or Assault Moved 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, or is prohibited by the TEC, 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 (6.3).

Units can move through hexes containing friendly units (subject to stacking limitations (1.3)), but must stop upon entering an enemy-occupied hex and Melee (8.0); if the hex is occupied by an enemy vehicle, consult rule 17.1 on Close Assaults.

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.

Here is the sequence when moving units trigger an Event (1.8), are subjected to OF (5.3) or move adjacent to enemy units and such:

1. Unit(s) enters a hex.
2. Resolve any Fire for Effect (18.1/2) or Mines (21.4) attacks.
3. Possible Event(s) (1.8) is triggered.
4. All possible OF (5.3) is conducted.
5. If unit(s) is still in Good Order, proceed with its next action (auto-spotting adjacent hexes, moving, firing if AM, etc.).

If the entered hex contains enemy Leg units, here is the sequence:

1. Unit(s) enters an enemy-occupied hex.
2. Resolve any Fire for Effect (18.1/2) or Mines (21.4) attacks, only against entering units.
3. Possible Event(s) (1.8) is triggered.
4. Conduct Melee (8.0).
5. Place a Melee marker on the hex.

6.1 ASSAULT MOVEMENT

MMCs and SMCs whose Movement Factor (MF) is boxed in red—e.g., Heroes and other well-trained and elite units—can Assault Move (AM) and Assault Fire (see 6.1.1). 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 half their 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 Opportunity Fire (OF, 5.3). The DT bonus (if any) is added to the unit's MF before being halved for AM.

Subtract two (–2) from the total attacking Firepower (FP) of units using AM—thus the penalty is per firing stack not per firing unit.

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

SWs that use the DFT can fire with AMing unit.

AM-capable units possessing Support Weapon ordnance, such as Bazookas, suffer a +1 penalty on the Ordnance Fire Table (OFT) when firing after using AM.

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.

Once the units fire they are also (in addition to the Assault Moved marker) marked with a Fired marker. Neither the Assault Move nor the Fired marker is removed until the Admin Phase (9.0).

Developer's Note: *Units cannot use AM to enter Melee (8.0) or Close Assault (17.1) because both actions conclude with a limitation on their ability to fire during that impulse or a later one, i.e., the placement of a Melee or Moved marker; thus they are unable to conduct the fire/firing portion of their Assault Move action. Units cannot use Assault Fire (see below) and then enter Melee or Close Assault as they are viewed as having expended their ammunition for the impulse.*

6.1.1 Assault Fire

Any AM-capable MMC/SMC can perform Assault Fire (AF). These units' intentions are declared at the beginning of their impulse. This allows the unit to fire BEFORE it moves up to one-half of its printed MF, modified by Double-Time (DT) movement (see 6.2), if applicable (fractions rounded up). The DT bonus (if any) is added to the printed unit's MF before being halved, as for AM.

The fire is modified the same as AM: –2 from the total FP of the firing unit(s). Support Weapon ordnance, such as a Bazooka, suffer a +1 penalty on the OFT.

The following conditions apply to AF:

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

Movement Example 3: *Two NVA 2-5-4 (AM) Squads in a Light Jungle hex (degrading terrain) declare their AF. They fire at an eligible target hex three hexes away with a FP of 1 (2 for lead Squad + 1 for second Squad - 2 for AF = 1) and then move with 2 MPs (half their MF). After they move they are marked with a Moved marker and the Light Jungle hex they began the impulse in is marked with a Spotted marker.*

Developer's Note: *Assault Fire is a new rule, though the ability has existed in the Versatile Skill—but units with a Leader with the Versatile Skill, or a Hero with the Skill, can also use AF and then enter Melee; thus the Skill is still relevant. Regardless, it stands to reason that if a unit has the ability to Assault Move (move and then fire) it should also be able to fire and then move. This applies to vehicles, too, and is covered in 15.2.1.*

6.2 DOUBLE-TIME MOVEMENT

MMCs 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. This is called Double-Time movement (DT). Shaken units CAN use DT, but only increase their MF by 1.

WTs (1.7) and MUs (6.6) cannot Double-Time (DT).

Units using DT movement can do anything a unit using regular movement can do, e.g., enter Melee (8.0) or Close Assault (17.1), and mount or dismount a vehicle (16.4).

Units cannot use DT and Low Crawl (6.3) at the same time.

6.3 LOW CRAWL

A MMC/SMC (or stack of MMCs/SMCs) can spend its entire impulse to move one hex. This is a Low Crawl (LC). The following conditions apply to Low Crawling units:

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

6.4 STEALTH MOVEMENT

MMCs and SMCs designated with a yellow square outline surrounding their MF are Stealth-Movement (SM) capable. When these units move they are marked with a Stealth marker. If they move with non-SM-capable units, they are NOT marked with a Stealth marker but with a Moved (or AM, if applicable) marker.

SM-capable units can move without causing the hex they are in to be spotted (10.1)—even if adjacent to a Good Order (GO) enemy unit.

For a hex containing a SM-capable unit under a Stealth marker to be spotted, the following must occur:

- The enemy unit(s) must perform a successful spotting attempt (10.1.1) on the hex.
- The SM-capable unit must be marked Fired.
- The SM-capable unit must move into open-type terrain in the LOS of a GO enemy unit.

The following conditions also apply to Stealth Movement:

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

6.4.1 Stealth Assault Move

SM-capable units can also Assault Move (6.1). They can move up to half their MF (fractions rounded up) and subsequently fire in the same or in a later impulse, including to OF (5.3). Such fire is modified like AM fire—subtract two from the total attacking FP of units using SM fire (Scouts (11.6) excepted) and add one (+1) to to-hit rolls for SW ordnance. The SM-capable unit using AM is still marked with a Stealth marker (but you may want to place an AM marker next to it as a reminder if you plan on firing in a later impulse).

SM-capable units cannot Stealth AM into Melee (8.0) or Close Assault (17.1).

6.4.2 Stealth Assault Fire

SM-capable units can use Assault Fire; follow the same procedure as in 6.1.1 but mark SM-capable unit(s) that uses AF with a Stealth marker after it moves. Stealth Assault Fire cannot be used to Op fire.

6.5 COORDINATED MOVEMENT

MMCs, SMCs and vehicles can move together provided they start and finish their impulse together. Any AM-capable units can Assault Move or Assault Fire while using Coordinated movement. Units executing a Coordinated Move pay MPs for hexes entered and hexsides crossed as per their own movement type (Leg, Tracked, etc.).

Coordinated movement allow leg units AND one vehicle to move together. Leg units moving as a stack don't use coordinated movement and vehicles cannot move together using coordinated movement; they must always be activated separately.

Movement Example 4: *A Squad (Leg-movement type) and a tank (T-movement type) spend 2 and 4 MPs respectively when entering a Light Woods hex. This rule is an exception (obviously) to 15.1.*

Coordinated Move cannot be used to enter Melee (8.0) or to perform an Overrun (15.3) or Close Assault (17.1).

6.6 MOUNTED UNITS

Developer's Note: *Though Mounted Units (MUs) only appear in limited use in the **LnLT** system, we have moved them from module-specific rules to the core rules; and we expect MUs to appear in future games. Rules applicable to MUs, such as Hit & Run (H&R) Movement and Opportunity Movement (OM), follow in sections 6.7 and 6.8. Rules applicable to specific MU types have also been added.*

Mounted Units (MUs) are MMCs on motorcycles or horses. They represent 5 to 10 individuals and their mounts. They are considered a MMC except as noted below:

- **Stacking:** MUs are considered Squads and Half-Squads, but no more than two MU Squads (or their equivalent) can be in a hex, e.g., you can have two MU Squads and one Leg Squad, or one MU Squad and two Leg Squads, but not three MU Squads.
- **Movement:** MUs have a red Movement Factor (MF), which indicates their ability to use Hit & Run Movement (6.7), and they use the O-column on the Terrain Effects Chart.
- MUs cannot Double-Time (6.2).
- MUs cannot Low Crawl (6.3).

- Subtract one (-1) to the total FP when firing at MUs either moving or marked with a Moved or H&R Moved marker (6.7).
- Add one (+1) to the total FP when firing at a MU that is not moving or marked with a Moved or H&R Moved marker (exposure).
- Units add one (+1) to their OFT to-hit die-roll when firing at MUs either moving or marked with a Moved or H&R Moved marker (6.7).
- Units subtract one (-1) from their OFT to-hit die-roll when firing at a MU that is not moving or marked with a Moved or H&R Moved marker (exposure).
- Mounted MUs do not spawn Heroes.
- SMCs can accompany MUs as if the MUs were MMCs. SMCs can move with any MU with whom they are stacked, and share the mounted status and Movement Factor (MF) of the unit with which they are stacked.
- MUs CANNOT perform Overruns (15.3); if they enter a hex occupied by enemy Leg units or MUs, they initiate Melee (8.0)—***exception: Cavalry Charges (8.6)***.
- MUs CANNOT perform Close Assaults (17.1); to do so they must first dismount (see below).
- MUs can utilize Continuous Movement (15.5.1)
- **Dismounting:** MUs can dismount during their impulse by expending half of their MF. They are then replaced by their corresponding Leg unit, which is marked on the top center of the counter.

These units can still spend half of their (new) MF, and enter Melee (8.0) or attempt a Close Assault (17.1). Enemy units can Opportunity Fire (5.3) on MUs in the hex in which they dismount, and receive +1 on the DFT for such fire and -1 on the OFT as they would against any other moving Leg units. Mounts are considered abandoned and cannot be used for the rest of the game.

6.6.1 Horse MUs (Cavalry)

When mounted, Cavalry can carry Support Weapons (SWs) but CANNOT use/fire them.

Cavalry can also perform Charges. Since Cavalry Charges are a form of Melee, they are covered in the Melee section of the rules (see section 8.6).

6.6.2 Motorcycle MUs

Motorcycle MUs follow all the rules for MUs, with the following exception:

- When mounted, motorcycle units can fire SWs with a FP of 2 or less as long as the SW does NOT use the OFT. Motorcycles MUs cannot fire a Mortar SW while mounted.

Movement Example 5: *An Italian 1-4-20 Motorcycle MU Squad with a 1^{J}-6 Breda 30 MG SW fires with a total FP of 2. If the Motorcycle MU has a Solothurn ATR SW, which uses the OFT, it cannot fire the ATR until it dismounts.*

6.7 HIT & RUN (H&R) MOVEMENT

Units with a red Movement Factor (MF) (e.g., MUs, 6.6) can perform H&R movement. These units' intentions are declared at the beginning of their impulse and they are marked with an H&R marker. SMCs stacked with H&R-eligible units can also use H&R movement. A unit (or stack) that is H&R-move capable can spend up to half its MF and fire at any time during its movement. When firing, two (–2) is subtracted from the unit's (or stack's) total FP. This is all done in one impulse.

Movement Example 6: *A Horse MU (12 MF) can spend 2 MPs, fire (–2 to its FP), and then spend its remaining 4 MPs. It need not move first and then fire. At the end of its impulse it's marked with an H&R and a Fired marker.*

A MU CANNOT use H&R movement to enter Melee or Close Assault.

6.8 OPPORTUNITY MOVEMENT (OM)

H&R-capable units (6.7) can Opportunity Move (OM) if not marked with a Moved, H&R, Fired or Ops Complete marker.

OM occurs at any time a unit would normally be eligible for Opportunity Fire (OF, 5.3); and no range conditions are required. Such units can activate and perform any type of eligible movement and fire.

Movement by a MU performing OM is itself subject to Opportunity Fire and OM, if the enemy also has MUs. Once the MU's OM is completed, the unit(s) that triggered the OM can complete their impulse if they still have MPs to spend and/or haven't been Shaken, wounded or eliminated by the OMing MU.

Movement Example 7: *In the preceding image, British Sgt. Newell and a 1-5-4-5 Half-Squad begin their impulse in hex F3, which is also occupied by another 1-5-4-5 Half-Squad. Sgt. Newell's plan is to rush the Italian Bersaglieri 1-4-4 Half-Squad in hex D5, under a Fired marker. Sgt. Newell and his men enter hex E3 but the Italian 0-4-20 Motorcycle Half-Squad MU in hex E5 decides to use Opportunity Movement instead of Opportunity Fire, to protect their dismounted comrades. The Italian 0-4-20 can now perform any type of eligible movement and fire. The British 1-5-4-5 Half-Squad in hex F3 is eligible to Op Fire on the Italian MU when it moves.*

7.0 Laying Smoke

Good Order MMCs (but not WTs) not marked by a Moved, Low Crawl, AM, Stealth, H&R, Fired or Ops Complete marker can attempt to lay Smoke in their own or an adjacent hex.

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. If the attempt is successful, the Smoke-laying unit can then move but 1 is subtracted from its MF for that turn. Other units can move with the Smoke-laying MMC, and Double-Time (6.2) is permitted, if eligible, as is entering Melee (8.0) or Close Assault (17.1). If the attempt is unsuccessful, place an Ops Complete marker on the unit.

- Units that successfully lay smoke but do nothing else are marked Ops complete.
- Only one attempt at laying smoke can be conducted per unit in one turn.
- A unit that successfully lays smoke can't Low Crawl in the same impulse afterward.

Developer's Note: *The above change is to reflect a benefit to a MMC using Smoke to its tactical advantage. The best time to use Smoke is when a MMC is attempting to cross a Road, from one Building to another; and now it can perform the action in one impulse, if successful.*

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 die-roll.

In the Administrative Phase (9.0) after the Smoke 1 marker is laid, replace it with a Smoke 2 marker. In the next Admin Phase, remove the Smoke 2 marker.

A Smoke 1 and a Smoke 2 marker have the same effects on play; the numbers indicate duration.

If two Smoke markers are in a hex concurrently, the effect of the Smoke is NOT doubled—only the duration is, e.g., if one is a Smoke 1 and one is a Smoke 2.

Vehicles (15.0), Mortar WTs and Offboard Artillery (18.2) CANNOT fire or lay Smoke unless specified in a Special Scenario Rule (SSR, 22.0).

Smoke does not affect Thermal Imaging Systems (TIS, 10.1.2).

Recommended but Optional: The amount of Smoke both sides can utilize during a scenario is limited by the number of Smoke markers in a module's countermix (no borrowing from other modules); there are usually four or five. If all are in play, Smoke cannot be laid.

8.0 Melee Combat

Developer's Note: *In **LnLT**, Melee is close combat. It's small-arms at close range; it's grenades; it's whatever is at hand. It's brutal, violent and deadly. And, often, tense scenarios hinge on one final, desperate Melee—the odds be damned.*

For this section, familiarize yourself with the Melee Table (MT), which contains odds ratios (see Melee Example 1) and Kill Numbers (KNs). The MT is on one of the Player-Aid card (PAC). Several numbered examples are referenced in and conclude this section. Zero-FP units are addressed in section 8.3.

Melee is conducted by Good Order (GO) MMCs and eligible SMCs. These Leg units are considered to be non-Melee-eligible (NME):

- Shaken MMCs/SMCs.
- Leaders that do not possess a Melee-eligible Support Weapon (SW), e.g., a MG, Flamethrower, Satchel Charge or Molotov Cocktail.
- Snipers.
- Medics and Corpsmen.
- Chaplains.
- Advisors that do not possess a Melee-eligible SW.
- Nurses.
- Pipers.
- Marksmen.

NME units cannot initiate/enter Melee or "attack" or "defend" (be targeted) in Melee, but can "accompany" ME units doing so. When units enter a hex containing only enemy Leg units (not vehicles), they must Melee immediately. But the following sequence must first be observed:

1. Unit(s) enters an enemy-occupied hex.
2. Resolve any Fire for Effect (18.1/2) or Mines (21.4) attacks, only against entering units.
3. Possible Event(s) (1.8) is triggered.
4. Conduct Melee (8.0) as per the rules enumerated in this section.

"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. The following conditions also apply to Melee:

- There is no Opportunity Fire (OF) against the enemy unit(s) as it enters the Melee hex.
- Units cannot use Assault Move (6.1), Assault Fire (6.1.1.), Stealth Assault Move (6.4.1) or Stealth Assault Fire (6.4.2) to enter Melee.
- Units cannot use Coordinated Movement (6.5) to enter Melee.
- Units cannot use Hit & Run (6.7) to enter Melee.
- Melee combat is considered to be simultaneous; thus both sides get a chance to "attack" each other and losses aren't taken until the round of Melee combat is concluded, though Nationality Characteristics (13.0), Events (1.8) and Skills (12.0) might alter the sequence.
- Unless modified for Ambush (8.4) or Skills (12.0), Melee combatants use their unmodified IFP (see Melee Example 1).
- There can only be one Melee round/turn/hex.

- Every ME unit on each side must participate with every ME SW they own (no saving of that Satchel charge...).
- All units that participate in a Melee round are considered activated at the same time.
- Units that don't participate in the Melee (because they are NME for example) are still considered activated after a Melee round.
- Not all "defending" units must be attacked, but at least one must be attacked (see Melee Example 2).
- Unmodified "attacks" at less than (worse than) 1:3 odds are treated as 1:3, and cannot be conducted against multiple units that exceed 1:3 odds (see Melee Example 3).
- Unmodified "attacks" at greater than (better than) 5:1 odds are treated as 5:1 odds, i.e., the odds cannot be better than 5:1 (see Melee Example 4).
- Support Weapons (SWs) that fire ordnance (use the OFT) or are dismantled are not Melee eligible.
- MMCs must still abide by the SW-usage restrictions delineated in the section on SWs (1.6), i.e., a Squad can fire one SW and its IFP or two SWs and forfeit its IFP; a Half-Squad/Crew can fire one SW and forfeit its IFP.
- Leaders/Heroes (11.1/2) carrying a Melee-eligible SW attack and defend with half the SW's FP (fractions rounded up) (see Melee Example 5).
- Heroes attack and defend with their IFP unless they are Crewing/using a SW.
- Always remove single-use SWs such as Satchel Charges after the first round of Melee (attack and defense).
- If a captured SW is used and the enemy is not eliminated, the captured SW is removed from the game in the Admin Phase (9.0) (see Melee Example 6).
- The Leadership Modifier (LM, 11.1.1) of only one Leader can be applied to the "attacking" units' die-roll. The LM is not added if the Leader is using a Melee-eligible SW to contribute its FP to the attack (see Melee Example 5).
- If the Melee combatants include Heroes (11.2), they shift the odds one column in favor of their side when attacking only (see Melee Example 2). Even if the odds are greater than 1:3 against the Hero, the odds still shift to 1:2, but the odds can never be better than 5:1. Multiple Heroes do not grant multiple shifts.
- Weapon Teams (WTs, 1.7) cannot enter Melee. If engaged in Melee, **non-machine-gun** WTs defend with a nominal FP of one (1), and cannot counterattack. WTs depicting a machine gun (MG) can defend AND counterattack with their full IFP. To be clear, WTs depicting MGs cannot enter Melee (i.e., move into a Melee hex), but can defend AND counterattack with their full IFP (see Melee Example 7).
- WTs can be individually targeted in Melee.
- Non-Melee-eligible (NME) units cannot enter a hex containing only enemy units, even if the enemy units are also NME units (see Melee Example 8).
- If a Melee-eligible unit enters a hex containing only NME enemy units, all the enemy units are eliminated; the unit that moved in must halt and a Melee marker is placed on the hex (see Melee Example 9).

- If (and this is a rare case) a Melee-eligible unit enters a hex containing only NME units under a Fire For Effect (FFE, 18.1/2) marker, it is first attacked by the FFE.

  If it survives the FFE attack in Good Order, proceed with the Melee (in which the NME units are eliminated and a Melee marker is placed on the hex); if the FFE attack renders the entering unit NME (Shakes it), it must return to the hex from which it entered, is placed under a Moved marker and, if that hex is also under a FFE marker, it is attacked again and subject to OF (5.3). The above case also applies to entering a hex containing Mines (21.4).

To conduct the Melee, the IFP of all the attacking units (the units that entered the hex) and Melee-eligible SWs (MGs, Satchel Charges and Flamethrowers—and/or others presented in module-specific rules) is compared to the FP of any defending units the attacker chooses and their Melee-eligible SWs, and an odds ratio is determined, rounding up fractions (see Melee Example 1).

The "attacker" then rolls 2d6 and consults the Melee Table (MT) on the PAC. If the attacker rolls equal to or greater than the Kill Number (KN) under the odds ratio on the MT, the defending units are eliminated (see Melee Example 1). Eliminated units are NOT yet removed. The defender then follows the same procedure against any of the attacker's units he chooses. After assessing damage, remove eliminated units from both sides and mark the hex with a Melee marker. Below are examples of the Melee concepts:

Melee Example 1: *4 FP attacking 2 FP is 2:1, whereas 5 FP attacking 2 FP is not 2.5:1 but 3:1, because fractions are rounded up. More specifically, 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, for 1:1 odds. 1:1 odds has a KN of 8 on the MT, thus an 8 or greater must be rolled to eliminate the enemy unit(s).*

Melee Example 2: *Not all "defending" units need to be "attacked", but at least one must be attacked, thus if a US 2-5-4 Squad is in a hex with two German 1-6-4 Squads and a 1-6-6 Hero, the US 2-5-4 Squad can choose to attack all three enemy units at 2:3 odds, either of the 1-6-4 Squads or the Hero at 2:1 odds or any pair of the trio of enemy units at 1:1 odds. The three enemy units would then "attack" with 3:2 odds, shifted one column to the right, in their favor, because they have a Hero, to 2:1 odds.*

Melee Example 3: *Unmodified attacks at worse than 1:3 are treated as 1:3, and they cannot be conducted against multiple units, thus if a French 1-5-4 Squad is in a hex with a German 1-4-4 Squad with a 2-FP SW (total FP of 3) and a 2-6-4 Squad (total stack FP of 5), the French 1-5-4 Squad cannot attack both German Squads (1:5 odds reduced to 1:3); he can choose to attack either the 1-4-4 Squad with the SW, at 1:3 odds, or the 2-6-4 Squad, at 1:2 odds.*

Melee Example 4: *Three US 2-5-4 Squads (total FP of 6) attack a German 1-6-4 Squad at 5:1 odds, not 6:1, as 5:1 is the highest (best) odds ratio allowable.*

Melee Example 5: *A German 6-1-6 Leader possessing a 2-FP MG-34 SW has a FP of 1 in Melee, and cannot apply (add) his*

LM to the die-roll. If the German 6-1-6 Leader with the 2-FP MG-34 SW is with a 1-6-4 Squad, against a Dutch 1-5-4 Squad, they attack with either 2 FP vs. 1 FP (if the Leader uses the SW), for 2:1 odds, defending at 1:2 odds.

Or, if the Leader doesn't not use the SW, they attack at 1 FP vs. 1 FP, for 1:1 odds + 1 to the die-roll, and also defend at 1:1 odds. Better to use the SW in this case.

Melee Example 6: *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.

Melee Example 7: *A US 2-5-4 Squad enters a hex occupied by a German 88 mm ATG WT. The German WT is not a MG WT, thus it can only "defend" in Melee and has a FP of 1. Thus, the US Squad attacks with an odds ratio of 2:1 (2 FP vs. 1 FP) and the German WT cannot "attack". If the German WT was a 4-FP MG WT, the situation would be different: the US Squad would "attack" at 1:2 odds (2 FP vs. 4 FP) and the German WT would "attack" at 2:1 odds (4 FP vs. 2 FP).*

Melee Example 8: *A British Medic, a NME unit, cannot enter a hex containing a German Sniper, also an NME unit. Also, a Shaken British Squad cannot enter a hex containing a Shaken German Squad—or a hex containing any enemy NME(s).*

Melee Example 9: *A Soviet Squad that enters a hex occupied by a German Medic, a Shaken Leader and a Shaken Squad automatically eliminates all three German units; it must stop in the hex and a Melee marker is placed on the hex.*

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 (8.1.1).

Melee markers are not removed as long as units from both sides inhabit the hex. Once one—or both—side's units have been eliminated, the Melee marker is removed in the ensuing Admin Phase. Thus, a Melee marker can be in a hex by itself, and Melee-eligible units (with accompanying NME units) from both sides can enter the hex as per 8.2.

If all Melee-eligible units are eliminated, NME units are removed. Any non-Hero or Scout, 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.

8.1.1 Withdrawing From Melee

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 and TMs apply). Failure to pass incurs no penalty but they must immediately initiate/fight a Melee round.

Units that pass the Morale Check can exit the hex by regular Movement (6.0), Assault Move (6.1), Double Time (6.2), Low Crawl (6.3), Stealth (6.4) or H&R (6.7), paying the appropriate MP costs. Assault Fire (6.1.1) and Stealth Assault Fire (6.4.2) cannot be used to withdraw from Melee.

If a player withdraws all friendly units from the hex, the Melee marker is removed and the remaining enemy units are eligible to OF (5.3) on the withdrawing units. Note that a player can leave a unit behind as a rearguard to prevent this from occurring.

The rearguard unit(s) must be ME (no nurse left behind...).

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.

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. This is only applied if the reinforcing units trigger a round of Melee in the current turn, not carried over to the next turn.

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 (see Melee Example 10).

Zero-IFP unit using a SW no longer subtract 1 from the die-roll on the attack or add 1 to the attacker's die-roll in defense.

Melee Example 10: *Two 0-3-4 Soviet Partisan Squads attack a German 2-6-4 Squad in Melee. The odds are 2 FP vs. 2 FP or 1:1 (each 0-IFP Squad counts as 1 FP for the attack). At these odds the Kill Number is 8. The player with the pair of 0-IFP 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 German 2-6-4. Conversely, the German 2-6-4 Squad attacks the two Partisan Squads at 2 FP vs. 2 FP or 1:1, but adds two (+2) to its 2d6 roll. Accordingly, it eliminates the two Partisan Squads on a roll of 6 or better (6 + 2 = 8).*

8.4 AMBUSH

Some nationalities (13.0), units or circumstances (Skill, 12.0, or module-specific or scenario-specifc 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

MMCs and SMCs with an "M"-superscript are Melee specialists, and add one (+1) to their FP when attacking and defending in Melee. Some Support Weapons (SWs, 1.6) also have the "M"-superscript, which adds one to the SW's FP during Melee.

This is per unit and/or SW, not per stack.

Melee Example 11: *If two Soviet Spetsnaz 2[M]-3-5 Half-Squads enter Melee with two Mujahideen 1-3-4-5 Squads, the odds for the Soviet attack are 3:1. Each Half-Squad has a FP of 3 (2 + 1 for the M-superscript = 3), for a total FP of 6 vs. the total FP of 2 for the pair of Mujahideen Squads. The Mujahideen, on their counterattack, can choose to attack both Soviet Half-Squads at 1:3 odds (2 FP vs. 6 FP) or one of them at 2:3 odds (2 FP vs. 3 FP).*

8.6 CAVALRY CHARGES

Cavalry (Horse) MUs can perform a **Charge** when entering Melee (8.0). The following rules pertain to **Cavalry Charges:**

- The Charge can only be executed against units that were at least two hexes distant at the beginning of the charging unit's movement (count the target hex, but not the attacker's hex). A Cavalry MU that begins its impulse adjacent to an enemy-occupied hex and enters that hex performs a normal Melee.
- The target of the Charge cannot occupy a Building, Bunker, Marsh, Forest or Dense Palms hex.
- When Charging, Cavalry double their IFP for the first round of Melee. As per 8.3, a 0-IFP Cavalry MU has a FP of 1 for Melee, which is then doubled to 2 during a Charge; but only 1 is still subtracted from its die-roll.
- Units targeted by a Charge must pass a Morale Check (TM applies); if they fail, they only defend (do not counterattack) during the first round of the Melee. A Leader that does not pass the Morale Check cannot lend his LM (11.1.1) to the attack either.

Melee Example 12: *An Italian 1-4-12 Cavalry Squad Charges a British 1-7-4-5 Squad in a Sand hex four hexes away. The Cavalry are not deterred by Opportunity Fire (5.3) and enter the British-occupied hex. The Italian Cavalry Squad doubles its IFP of 1 to 2 for the first round of Melee, and thus 2:1 odds instead of 1:1 odds (see 8.0, for Melee resolution). The British must pass a Morale Check in order to counterattack; if they pass they attack with 1:2 odds.*

9.0 Administrative 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 (4.0) ends.

In the Admin Phase, players remove all Moved, Assault Move, Stealth Move, H&R, 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. Fire 1 markers are checked to see if they go out or grow to Fire 2, then check to see if any Fire spreads from hex to hex.

Once all markers have been removed, advance the Turn marker one turn, roll for initiative and begin the Rally Phase (3.0).

10.0 Line of Sight, Spotting & Terrain

Developer's Note: *No rule/mechanic has confused new players or sparked debate more than spotting. But it's a key mechanic to the* ***LnLT*** *system, one that drives gameplay not just from turn to turn, but from impulse to impulse. The* v5.1 *rules aim to clarify spotting, as well as tidy up some loose ends pertaining to Line of Sight. Further, it's important to keep in mind that during a turn, all actions are, for all intents and purposes, occurring at approximately the same time.*

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. **It's ESSENTIAL to know that HEXES and NOT units are spotted, but the actions of units are what make a hex spotted.** Think of spotting in terms of a hex having activity (units firing, moving) within it that alerts units to the presence of the enemy.

There are two types of terrain that affect LOS and spotting: blocking and degrading (see the TEC for a list of specific terrain types). Blocking- and degrading-terrain hexes are not spotted until the actions of units on the Map make them so.

10.1 SPOTTING

Just because a human player looking at the Map can see his enemy's units doesn't mean his units on the Map can see them. Even if a unit has a LOS to its target hex, the attacker might not see the enemy units within the hex. The hex has to be spotted.

Spotting Example 1: *An enemy Squad is in a LC Building hex two hexes distant. There may not be anything blocking your Squad's view of the LC Building, but that does not mean they see the enemy units within it.*

To be able to fire on an enemy-occupied hex, it must be spotted. **Again, HEXES rather than units are spotted, and if one unit in a hex performs an action that causes the hex to be spotted, all units in the hex can be Fired at** (**exception:** units in a Bunker, Cave or another level of a Multi-story Building or on a Rooftop (10.6) are in the equivalent of a second hex within the hex (see 10.4.1), and said hex must be spotted separately).

Spotting is status driven. A hex (and thus all units within it) is spotted if any of the following apply:

- The hex is open-type terrain.
- The hex is marked with a Spotted marker (see 10.1.1).
- A Good Order (GO) friendly unit is adjacent to the hex (exception: GO buttoned vehicles do not auto-spot adjacent hexes). A GO unit auto-spots all six (6) adjacent hexes.
- A unit is currently/actively moving or Assault Moving in/through a hex.
- A unit in a hex is marked with a Moved, Assault Move, H&R, Fired or Melee marker.
- Open-type-terrain hexes are automatic spotted even if the LOS is degraded by intervening terrain (10.3). There are some exceptions. (for example, smoke or bunker markers in an otherwise open-hex; see TEC and Module Rules).

- Open-type-terrain hexes containing a vehicle (degrading terrain for LOS) are spotted, but Leg units in the hex do get the defensive TM; If two vehicles are in open-type terrain, the hex is also spotted, but they would not get the defensive TM. Only a wreck confer a +2 TM to a vehicle. Only one vehicle or Wreck per hex can confer a +2 TM to Leg units.

The following also pertains to spotting:

- The status of a hex can change during a turn.

Spotting Example 2: *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, to a non-adjacent hex, the initially spotted hex is no longer spotted.*

- Low Crawling (6.3) units and units using Stealth Movement (6.4) do not create a spotted hex 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 (exception: Assault Fire, 6.1.1).
- GO units marked with Fired, Moved, Low Crawl, Ops Complete, H&R, Stealth, Assault Move or Melee marker cannot spot for other units, but they do cause adjacent hexes to be automatically spotted (this important for cases of indirect fire (18.0).
- Shaken units and buttoned vehicles (15.0.1) don't automatically spot adjacent hexes containing enemy units.

10.1.1 Spotting Attempts

Good Order units (including open and buttoned vehicles) can attempt to spot unspotted hexes to which they have a LOS. Medics and Corpsmen (11.3), Chaplains (11.8), Nurses (11.10) and Pipers (11.11) cannot make spotting attempts.

Spotting attempts are made by rolling 1d6.

- **Blocking-terrain hexes** are spotted with a 1d6 roll of two (2) or less.
- **Degrading-terrain hexes** are spotted on a 1d6 roll of three (3) or less.

Optional: You can apply a -1 if the spotting target is a vehicle.

Spotting Example 3: *If a unit is attempting to spot a degrading-terrain hex containing an enemy unit, it must roll a three or less to succeed. For blocking terrain, a two or less is required.*

- One is added (+1) 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 (+1) if it passes through the silhouette (artwork) of degrading terrain that is in part of an otherwise open hex.
- Buttoned vehicles add one (+1) to all spotting attempts.
- 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 (LMs 11.1.1) apply and are subtracted only from Leader/Armor Leader/Commissar & Political Officer own die-roll.
- A Chaplain, Nurse or Piper cannot use his or her LM to assist another unit's spotting attempt.
- Once a hex is spotted, a Spotted marker is placed there. Do not place Spotted markers on hexes containing units already marked with a Moved, Fired or any other marker that deems the hex spotted.
- A natural 6 on a spotting attempt always fails.
- Spotted markers are removed during each Administrative Phase (9.0) or if all units leave the hex. **Exception:** Spotted markers placed on a hex after a unit uses Assault Fire (6.1.1) and exits the hex remain in the hex until the Admin Phase.
- 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 to perform a spotting attempt, it is considered a pass.
- A unit under an Ops Complete marker (4.1) 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 just successfully spotted.
- Since spotting does not constitute an impulse (activation) per se, you can try to spot from one hex and then activate the spotter hex or another hex, regardless of the spotting result.

  If you activate the spotter hex after a successful spotting attempt, the spotter can participate in a fire attack against the just spotted hex.

10.1.2 Thermal Imaging Systems (TIS)

In the **LnLT** system, several modern vehicles, helicopters and Weapon Teams have Thermal Imaging Systems (TIS). Units with TIS are noted in a game's module-specific rules, and in one of the PACs.

All units with TIS subtract two (–2) from their spotting attempt. A natural 6 on a spotting attempt always fails.

Vehicles with TIS can attempt to spot units in their turret's covered arc (14.1) even if buttoned, and still subtract two (–2) from the spotting attempt.

TIS are not affected by Smoke (7.0).

10.2 BUILDINGS & 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 (though shading depends on the module). 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.

There are also one- and two-story Buildings, and the following conditions apply:

- 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 2 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.
- 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.

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

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

Buildings Example 3: *A US 2-6-4 Squad and a Soviet 3-3-4 Squad are in adjacent hexes of a Multi-story Building but on different levels; the US Squad is on the ground floor, Level-0, and the Soviet Squad is on the upper level, Level-1; thus they are NOT considered adjacent and don't have LOS to each other.*

Developer's Note: *You will notice that the new Upper Floor markers are now Vehicle marker sized. This will allow you to see and differentiate units between units on Ground Floor and Upper Floor now.*

Upper Level and Upper Floor are identical in how the counter works, and both terms can be used interchangeably.

For more on Multi-story Buildings and spotting, see 10.4.1. Rooftops are covered in section 10.6.

10.3 FIGURING LINE OF SIGHT

LOS is traced from the center dot of the firing unit's hex to the center dot of the target hex. There are two types of LOS-affecting terrain: blocking and degrading (see TEC).

Any silhouette (artwork) of blocking terrain crossed by a LOS blocks it (except as otherwise noted). Degrading-terrain silhouettes don't block LOS, they degrade it.

The following conditions apply when figuring LOS:

- LOS can be checked at any time.
- LOS is reciprocal: If unit A can see unit B, then unit B can see unit A.
- During fire combat (5.0, 14.1) subtract one (-1) from an attacker's DFT die-roll and add one (+1) to an OFT to-hit roll for every hex 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 per 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.

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

LOS Example 1: *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.*

LOS Example 2: *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.*

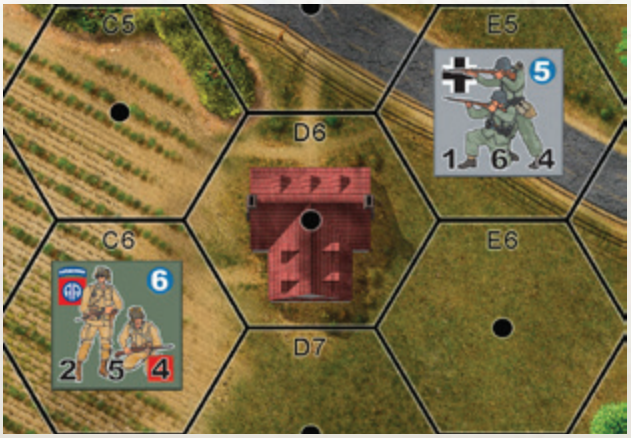
LOS Example 3: *A three-hex Heavy-Construction (HC) Building (Level-2 Height as Obstacle) on Level-1 Hill hexes presents an obstacle to LOS up to a height of Level-3.*

LOS Example 4: *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.

LOS Example 5: *In the image above, 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.



LOS Example 6: *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.

LOS Example 7: *In the image above, LOS traced from the German Half-Squad on the upper level of the HC Building in hex G2 (Level-1) to the British Airborne Squad on the upper level 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.*

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 behind them.

LOS Example 8: *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.*

LOS Example 9: *In the image in the lower left of this page, LOS traced from the Soviet Sniper on the upper level 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 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 behind them.

LOS Example 10: *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 & Slopes

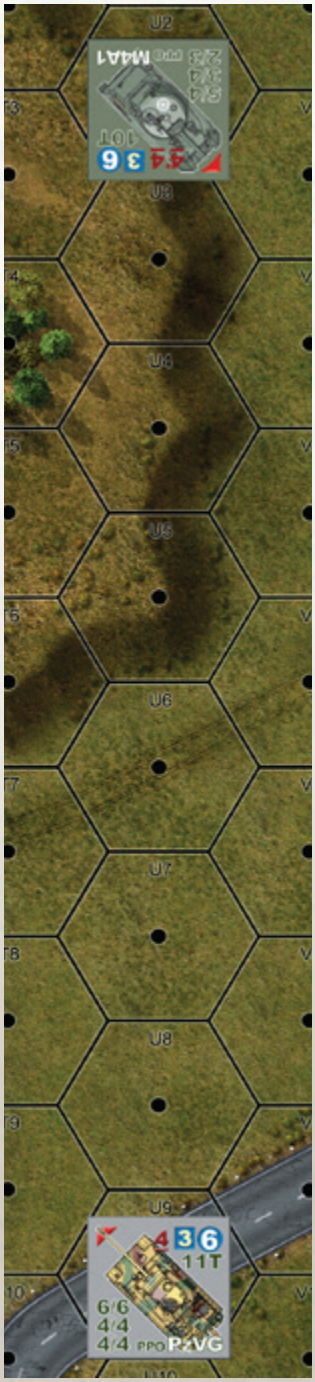
There is one exception to the preceding paragraph: when LOS is traced from a Hill hex to a lower-level hex through only Clear Hill hexes of constantly diminishing level, like a staircase. This is considered to be a clear slope and LOS is not blocked along such a slope.

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:

LOS Example 11: *In the image above, the Belgian Squad in hex I5 (Level-2 Hill) has LOS to both the SS Squad in hex I3 (Level-0 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.



LOS Example 12: *In the long image above, 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—with a couple of exceptions.

Counters that affect the blocking/degrading status of a hex function as follows in regard to hexsides:

- Smoke is considered whole-hex.
- Rubble, Roadblocks, Wrecks and vehicles are NOT considered whole-hex.
- Check module-specific rules and/or the TEC for other cases.

LOS that is traced along a hexside with blocking/degrading terrain on one side is not blocked/degraded. **Exception:** Smoke blocks LOS traced along a hexside regardless of the terrain in the adjacent hex.

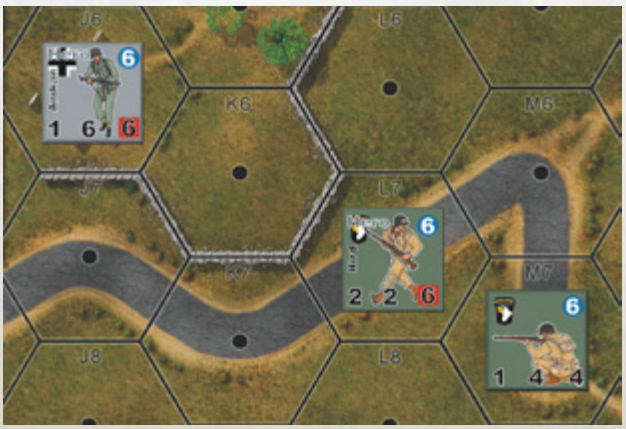
LOS traced along a hexside with blocking/degrading terrain on BOTH sides is blocked/degraded. **Exception:** LOS traced along a hexside between two separate Building or Huts hexes (see LOS Example 15).

LOS traced along a hexside that has blocking terrain on one side and degrading terrain on the other side is degraded.

LOS traced along a Wall or Hedge hexside from the firer's hex to the target's hex is not blocked (see LOS Example 13).

LOS Example 13: *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.*

LOS that crosses (is not traced along) a Wall or Hedge hexside from the same Level to the same Level is blocked if neither the firing unit nor the target unit is in a hex containing the Wall or Hedge hexside, i.e., a Wall or Hedge hexside doesn't block LOS to a hex in which the Wall or Hedge forms a hexside.



LOS Example 14: *In the image on the lower-left of this page, LOS from the German Hero in hex J6 to the US 1-4-4 Half-Squad in hex M7 is blocked because it crosses a Wall hexside that is not a part of either the Hero's or the Half-Squad's hex. But the German Hero and the US Hero in hex L7 DO have LOS to each other because the intervening Wall hexside is part of the US Hero's hex.*

LOS traced along a hexside with separate Buildings, Bamboo Huts or other dwellings/structures on both sides is **not** blocked. This is an **exception** to the rule that states: LOS traced along a hexside with blocking/degrading terrain on BOTH sides is blocked/degraded. Instead, in this case, there is a limited LOS, and it affects fire combat as follows:

- Subtract two (-2) from an attacker's DFT die-roll (5.0).
- Add two (+2) to an attacker's OFT to-hit roll (14.1).
- The above are in addition to any other modifiers.

LOS Example 15: *In the image above, LOS from the German Squad in hex E2 to the Dutch Squad in hex F4 is NOT blocked by the LC Buildings in hexes E3 and F3, but if either unit chooses to fire at the other they subtract two (-2) from their FP.*

Two (+2) is also added to any spotting attempt (10.1.1) made on a hex to which the LOS is traced along a hexside between two adjacent—and separate—Buildings, Bamboo Huts or other dwellings/structures.

The above modifiers also affect fire and spotting on any LOS traced at ANY ANGLE between two adjacent—and separate—Buildings, Bamboo Huts or other dwellings/structures; though this is a rare case.

Units CANNOT move along the hexside between two adjacent—and separate—Buildings, Bamboo Huts or other dwellings/structures.

10.4 TERRAIN CHARACTERISTICS

Each piece of terrain has distinct advantages for units seeking shelter in it, and varying movement-point (MP) 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 (21.0) are cumulative with the other terrain in a hex. Remember, the maximum TM for any hex is +4 (5.5) (**exception**: Snipers (11.4); their maximum TM is +8.

10.4.1 Hexes Within Hexes

Bunkers (21.1), Rooftops (10.6), Caves (10.7) and different levels of a Multi-story Building create a special condition of a hex within a hex, with its own stacking (1.3) limitations. For both spotting (10.1) and fire combat (5.0, 14.1), the following conditions also apply:

- Units in a hex adjacent to a hex containing a Bunker or Cave ARE considered adjacent to the units BOTH INSIDE and OUTSIDE of the Bunker or Cave (see Hex within a Hex Example 1).
- Units in a separate Building or a NON-Building hex (including within a Bunker or Cave) adjacent to a hex containing a Multi-story Building are considered adjacent to units in both levels of the Building, and vice versa

(see Hex within a Hex Example 2).

- Units in adjacent hexes of a Multi-story Building but on different levels of that same Building are NOT considered to be adjacent (see Hex within a Hex Example 3).

Hex within a Hex Example 1: *In the image above, the German 1-4-4 Squad in hex G5 is adjacent to the Partisan 0-3-4 Squad and Elana* ***outside*** *of the Bunker in hex G4, and it is also adjacent to the Partisan 0-2-3 Half-Squad* ***inside*** *the Bunker in G4.*

Hex within a Hex Example 2: *In the image above, the German 2-3-4 (AM) Squad in hex G1 (Road, Level-0) is adjacent to the Soviet 1-4-4 Squad on the ground floor (Level-0) of the Multi-story HC Building in hex G2, and it is also adjacent to the Soviet 1-3-4 Half-Squad on the upper level (Level-1) of the same Multi-story HC Building in hex G2.*

Hex within a Hex Example 3: *In the image above, the German 0-4-4 Half-Squad on the ground floor (Level-0) of the Multi-story HC Building in hex F2 IS adjacent to the Soviet 1-4-4 Squad on the ground floor (Level-0) of the same Multi-story HC Building, in hex G2.*

But it is NOT adjacent to the Soviet 1-3-4 Half-Squad on the upper level (Level-1) of the same Multi-story HC Building, in hex G2.

Snipers (11.4) can be placed in a "hex within a hex" even if enemy units occupy the other hex within a hex, and despite this being a grave risk to the Sniper's longevity.

Hex within a Hex Example 4: *A US Marines Squad is on the ground floor (Level-0) of a Multi-story HC Building hex. The Viet Cong player can place a Sniper in the upper level (Level-1) of that same Multi-story HC Building hex.*

During the Rally Phase (3.0), a Good Order Leader, or any other rally-capable unit, on one part of a hex within a hex cannot rally Shaken units in the other part of the same hex within a hex. The same applies to Medics, Corpsmen and Nurses and healing Wounded SMCs.

Hex within a Hex Example 5: *US Marine Leader Sgt. Ash is on the ground floor of a Multi-story Building hex. A Shaken Marine Squad is on the upper level of the same Multi-story Building hex. During the Rally Phase, Sgt. Ash cannot attempt to rally the Shaken Marine Squad because they are on different levels of the Multi-story Building hex (or in different hexes within a hex).*

10.5 OTHER TERRAIN

Many games in the **LnLT** system have unique terrain types that are either on the Map(s) or represented by a counter/marker. This section collates those terrain types that have been used in multiple games. Terrain markers that feature common terrain found on the Terrain Effects Chart (TEC, 1.9), such as Buildings, Forest or Rough, are not covered here.

10.5.1 Streams

There are different types of Streams based on the difficulty of crossing the hexside. The additional Movement Point (MP) costs are delineated in the table below:

Stream Type	Unit Type			
	L	T	O	R
1	0	0	0	0
2	+1	+2	+3	+4
3	+2	+4	+6	P
4	+4	+8	P	P
5	P	P	P	P

Stream hexsides are open terrain. The type of Stream in a scenario is noted in its Special Scenario Rules (SSRs, 22.0).

10.5.2 Fords

Ford counters allow units to cross River hexes by expending 4 MPs (for all unit types). Fords are considered open terrain with a +1 TM.

Fords characteristics might differ from the Core rules in certain modules

10.5.3 Tree/Jungle-lined Road

Tree-lined Road hexes are considered open for spotting purposes if the LOS between the firing unit's hex and the target unit's hex is traced exactly along the Road. They are degrading-terrain hexes with a +1 TM for LOS and all fire NOT traced exactly along the Road. LOS must touch/cross tree/jungle art for the hex to be degrading.

Use the cost of the Road when moving from one Tree/Jungle-lined Road hex to another contiguous Tree/Jungle-lined Road hex. Otherwise the movement cost is delineated on the TEC.

10.5.4 Roadblocks

Roadblocks are placed at setup, as directed in a scenario's Order of Battle (OOB, 22.0) or SSR. The following rules pertain to Roadblocks:

- Roadblocks can only be placed on a Road hex (Paved, Dirt or Tree/Jungle-lined).
- Hexes containing a Roadblock can only be entered by MMCs, SMCs and WTs—not vehicles or Mounted Units.
- Roadblocks are considered to be blocking terrain with a +2 TM.

- It costs 4 MPs total to enter a Roadblock hex.
- Roadblocks occupy the entire hex and cannot be removed.
- LOS traced along a Roadblock's hexside is not blocked.

Developer's Note: *The Roadblocks in* Day of Heroes *function differently and are covered in that game's module-specific rules. The Roadblocks in* Days of Villainy *are the same as those in 10.5.4, but with a +1 TM and a MP cost of 3.*

10.5.5 Craters

Craters represent the devastation from previous artillery barrages or aerial bombardments. They are usually placed on the Map at setup and are represented by either +1 or +2 TM Craters markers. The following rules pertain to Craters:

- Craters' TM is cumulative with other terrain in a hex and/or Vehicles/Wrecks and Smoke, etc.
- Craters cannot be in the same hex as Foxholes (21.2) and Sangars (21.9).
- They are considered degrading terrain for spotting and LOS purposes.
- Craters affect movement costs, in addition to normal MP cost of the hex, as follows: +1 MP for T and Leg units, +2 MP for O units, Prohibited for R units.

10.5.6 Fire

Whenever an applicable hex is fired at there is a chance that it can be set on fire. Flammable hexes:

- Brush/Flowers
- Forest
- Light Woods
- Low Crop
- Stone Building
- Wheat Field
- Wood Building
- Bamboo Hut
- Kunai Grass

Further Terrain types will be identified by future Module Rules and by Scenario Special Rule if they are Flammable.

10.5.6.1 Fire Check

When any attack happens against one of the listed hexes with enemy units in them, and the attacker rolls a Natural 6 on his attack check then there will be a Fire Check to see if a Fire will start in the target hex. A further dice roll is then required for the Fire Check. Roll a 1d6 and a 5-6 will cause a Fire to start in the hex. Place a Fire 1 counter in the hex.

A Flamethrower, Vehicle Flamethrower and Molotov Cocktail will automatically force a Fire Check. In the case of a multi-level building, just the level that was targeted receives a Fire Check. If a location already has a Fire marker in it- no further Fire Checks are made. A Fire 1 and Fire 2 marker changes the terrain it is in to Blocking LOS as long as the Flame markers are in play. And it is assumed that where there is Smoke there is Fire- the hex is also considered to be a Smoke hex for the duration of the Fire marker remaining on the board.

If the Fire marker is removed then it no longer also has the same effect of a Smoke hex. Vehicles are not affected by Fire 1 markers other than the LOS effects the hex now suffers from. Note that in the cases of FFEs and Bomber attacks there are only Fire Checks in hexes that have an enemy unit in it.

It is not possible to roll a Fire Check against an empty hex.

10.5.6.2 Fire Spreading

During the Administrative Phase you must check to see if a Fire spreads to an adjacent location. First roll to see if a Fire 1 Marker spreads, goes out or grows to become a Fire 2 marker. For each Fire 1 marker on the board roll a single 1d6 and on a roll of 6 the fire grows, replace the Fire 1 marker with a Fire 2 marker. On a roll of 1 the fire goes out on its own. Remove the Fire 1 marker. It is possible for a location that had a Fire put out by this method to be set on Fire again on future impulses following the normal procedure for setting a location on Fire. Then, for each Fire marker on the board roll a single 1d6 for each Flammable hex adjacent to a Fire marker. On a roll of 1 place a Fire 1 marker in that hex. Only one roll is made per hex regardless of how many Fire Markers are adjacent to a hex. Note that a Ground Floor and Upper Floors in applicable buildings are separate locations. A Fire on the Ground Floor must spread by dice roll to the Upper Floor and visa-versa.

In either the current turn or in subsequent turns(if the units in the stack are already done with their impulse for this turn), a MMC, SMC, Crew or WT that is in a Fire 1 hex-MUST, as an impulse, decide to stay in the Fire 1 hex or move out. If they decide to stay then each unit must make a Morale Check (Good Order LMs apply). If they fail they must move out as described above and are marked with a Moved marker, but if they pass they may remain in the hex and conduct their Impulse normally. If they decide to move out then there is no Morale Check and they conduct their impulse normally but must move from the Fire 1 location by the end of their Impulse. In the case of a WT or a Sniper unable to move, they must succeed a Morale Check to remain in the hex. Failures result in the shaking of the unit. WT that are already Shaken are eliminated. Sniper that are already Shaken are wounded instead (or eliminated if they were also already wounded)

A MMC, SMC, or Crew may attempt to enter a Fire 1 hex as part of any Move action. To do so they pay for the cost of Terrain to enter +1. In subsequent Turns, they must roll Morale Checks to remain in the Fire 1 hex as per normal rules. If a MMC, SMC, Crew or WT is in a hex that becomes a Fire 2 then, during its turn, as an Impulse action, the units in the Fire 2 hex MUST make a Morale Check (Good Order LM Apply). Passing this Morale check the unit must move to an adjacent hex out of the Fire 2 hex. If they fail, then the unit must move but is also marked as Shaken. This move can trigger Opportunity Fire. In the case of a WT or a sniper that cannot move; if it is in a hex that grows to a Fire 2 marker, then it is removed from play. A Vehicle in a Fire 2 hex must, as its next Impulse action, move out of the Fire 2 hex.

If a unit is occupying a hex surrounded by Fire 1 hexes and is forced to move, then it may move into one of the Fire 1 hexes and then move into a non Fire 1 hex. This move does trigger Opportunity Fire. WTs or Snipers surrounded by Fire 1 hexes and forced to move are destroyed and removed from the map. If a unit is Surrounded by Fire 2 hexes and forced to move, then the unit is destroyed and removed from the map.

No unit, including Vehicles, may enter a Fire 2 hex. If there is a Fire 2 hex that

is a Victory Objective then credit goes to the last side that moved into, through or controlled the hex. Note that this will-on occasion result in a victory hex being unable to be captured by one side or the other. This could result in a situation where one side or the other is unable to win the scenario. As the Romans would say-Sic vita est.

10.5.6.3 Putting a Fire out

As an impulse action a MMC or Hero may attempt to put out a Fire 1 marker in their location. Place a Fired marker on each unit attempting the action (even though they are not actually firing) roll a 1d6 (Good Order LM Apply) and add a +1 for each additional MMC or Hero assisting the attempt and a roll of 6 or more succeeds in putting the Fire out and the Fire 1 marker is removed from play. It is possible for a location that had a Fire put out by this method to be set on Fire again on future impulses following the normal procedure for setting a location on Fire.

A unit marked with a Fire marker in this manner has the same effects applied to it just as if it had actually Fired. Note-as no unit can remain or move into a Fire 2 hex - no attempts to put them out is therefore allowed.

10.5.6.4 Fire in Night Scenarios

In the case of Night scenarios, Fire 1 hexes are treated as any other hex. Fire 2 hexes are considered as if a Starshell was located in their hex. As a Fire 2 marker can't go out, the Starshell effects are present for the rest of the scenario.

10.5.6.5 Scenario and Module Rules

Scenario and Module Specific rules take precedence over these rules. Scenario and module specific rules will also have the potential to modify these rules depending on prevailing weather conditions and historic situations where Fires occurring would be more or less than the baseline.

10.5.7 Railroad Tracks

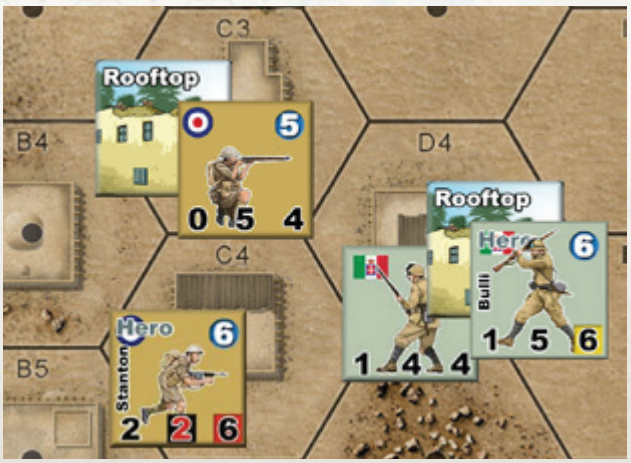
Railroad tracks are laid on a slight rise and are thus considered to be degrading terrain with a +1 TM, in addition to the other terrain in the hex, e.g., a Forest hex with Railroad tracks through it has a total TM of +3. Movement cost is as per the hex terrain. If an attacking unit's LOS crosses the tracks, it subtracts one (-1) from its FP on the DFT and adds one (+1) to its OFT to-hit roll.

10.6 ROOFTOPS

The Building hexes in some games have functional/accessible Rooftops, as denoted in the module-specific rules. Units on a Rooftop are place on top of a Rooftop marker. The following rules apply to Rooftops:

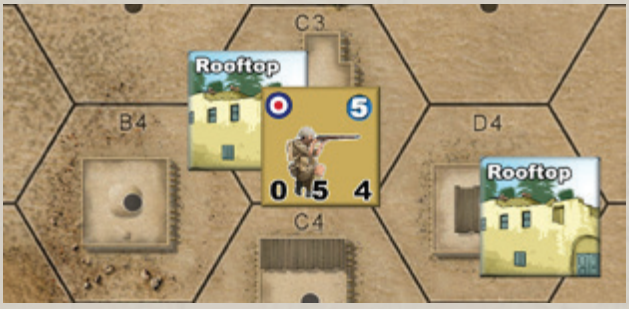
- Rooftops are considered a separate hex within a hex (10.4.1).
- It costs 1 MP to move from inside the Building onto its Rooftop or from a Rooftop down into the Building.
- The stacking limit on a Rooftop is one MMC, two SMCs and any SWs they possess.
- Rooftops are considered degrading terrain for Spotting (10.1) and have a TM of +1.
- All Support Weapons (including Mortars) and machine-gun Weapon Teams can fire from a Rooftop.
- Units on a Rooftop are considered at Level-1 if on a single-story Building and on Level-3 if on a Multi-story Building.

- Units in the same Building but in different hexes and on different levels are not considered adjacent and do not have LOS to each other.
- A unit on a Rooftop is considered adjacent to units within or on the Rooftop of a non-contiguous Building hex, and vice-versa.



Rooftop Example 1: *In the image above, the Italian Hero (Bulli) on the Rooftop of the LC Building in hex D4 is considered adjacent to the Italian 1-4-4 Bersaglieri Half-Squad below, inside the same LC Building in hex D4, as well as to the British Hero (Stanton) in the LC Building in hex C4 and to the British 0-5-4 Half-Squad on the Rooftop of the LC Building in hex C3.*

- Units cannot move from one Rooftop hex to another unless both hexes are a part of the same Building, in which case it costs 1 MP to enter the adjacent Rooftop hex.



Rooftop Example 2: *In the image above, the British 0-5-4 Half-Squad on the Rooftop of the LC Building in hex C3 cannot move to the Rooftop of the LC Buildings in hexes B4, C4 or D4 since they are separate Buildings.*

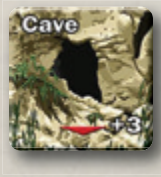
10.6.1 Rooftops & Spotting

Units on a Rooftop are considered to be in a separate hex within a hex (10.4.1) for rallying (3.0), stacking (1.3) and targeting/firing purposes (5.0, 14.1) but NOT for spotting (10.1); if the Building hex or the Rooftop hex (within a hex) is spotted, the entire hex is spotted.

Rooftop Example 3: *In the image above, the Italian Hero (Bulli) on the Rooftop of the LC Building in hex D4 is under a Fired marker, which makes the entire hex, both the LC Building and its Rooftop spotted. Thus the British Hero (Avis) in hex F3 can fire at either the Italian Hero on the Rooftop or at the Italian 1-4-4 Bersaglieri Half-Squad inside the LC Building in hex D4, but not at both.*

Rooftop Example 4: *In the image above, the same Italian units from the previous example are shown, but the Bersaglieri Half-Squad was Fired on and Shaken by the British Hero (Avis) in the previous turn's Operations Phase. If the Hero (Bulli) was not on the Rooftop of the LC Building, the Shaken Half-Squad would be able to attempt to rally (3.0, 11.2), but since they are in separate hexes within a hex, the Half-Squad cannot attempt to rally.*

10.7 CAVES



Caves are placed as per a scenario's instructions (OOB and/or SSR, 22.0). Caves, like Rooftops (10.6) and Bunkers (21.1), are considered to be a separate hex within the hex it resides (10.4.1). Caves are represented by a marker with a red arrow, which points to a hexside and represents the opening of the Cave.

The following rules apply to Caves:

- Caves must be spotted as if they were blocking terrain, although the Cave does not block LOS.
- Caves face just like a Bunker, with the red arrow pointing to a hexside; the Cave is open to its front three facing hexsides.
- Caves provide a TM as indicated on the marker. This is in addition to the other TMs of the hex (see Maximum TMs, 5.5).
- Units in a Cave can only fire—and be Fired on—through the front facing of the Cave.
- Mortars (1.6.5, 18.1), Off-board Artillery (18.2), Satchel Charges (1.6.3) and bombs (only) from fixed-wing aircraft (19.1.2) can attack the Cave from any facing. Satchel Charges can attack a Cave through any of the six surrounding hexes and from the hex the Cave occupies; Mortars, Off-board Artillery and bombs from fixed-wing aircraft attack the Cave normally.
- A Good Order (GO) friendly unit adjacent to a hex containing a Cave spots both the Cave and the hex in which it resides.
- Units in the hex containing the Cave are either inside or outside of the Cave. Again, the Cave is considered to be a hex within a hex (10.4.1).
- Place the Cave marker on top of units in the Cave; those outside the Cave sit on top of the Cave marker.
- It costs 2 MPs to move from outside the Cave to inside the Cave, and vice-versa.
- Units outside of a Cave cannot engage units in the Cave in Melee (8.0), and vice-versa. Both units must either be inside or outside of the Cave to Melee.
- Units outside of a Cave can fire at units in a Cave as if they were in an adjacent hex, and vice-versa.
- If a unit is in a Cave, the Cave's TM is added to the TM of their hex, observing 5.5 and maximum TM of +4.

- Mortars (SWs and WTs) can fire from a Cave through its three front-facing hexsides. They are considered to be near the lip of the Cave.
- Only MG and Mortar WTs can set up in or enter a Cave.

10.7.1 Tunnel Movement Between Caves

A unit can move from one Cave marker to any other Cave marker via Tunnels. A scenario may restrict which side can utilize a Tunnel.

To move in a Tunnel, count the hexes, paying 1 MP per hex, including the hex containing the Cave entrance on the other end. Place an In Tunnel marker on such units. Units under an In Tunnel marker cannot be Fired at (and are unaffected by Mortars, Artillery and airstrikes) or engaged in Melee. Units in a Tunnel cannot be activated by a friendly Leader in the same hex but above ground/not in the Tunnel, and vice-versa.

Units under an In Tunnel marker entering a Cave hex cannot be Fired on unless the Cave hex is occupied by or is adjacent to enemy units, i.e., being under a Moved marker, in this instance, does not make the Cave a spotted hex unless units friendly to potential firing units are in the hex containing the Cave or adjacent to the hex containing the Cave. Tunnel hexes cannot be entered by WTs or vehicles unless allowed by Special Scenario Rule (SSR).

10.7.2 Collapsed Entrance

Caves that are successfully attacked (see below) by a Satchel Charge, Flamethrower or Flamethrower Tank are collapsed and replaced with a Collapsed Entrance marker. The following rules pertain to Caves with Collapsed Entrances:

- On collapse, any occupants of the Cave must move into the Tunnel behind the Collapsed Entrance marker.
- A Tunnel is any hex that places the former Cave occupants closer to another Cave with a functioning (non-collapsed) entrance. If no such hex exists, eliminate the units.
- Caves are successfully attacked if an attack by a Satchel Charge, Flamethrower or Flamethrower Tank results in a Damage Check (DC, 5.0). Resolve the DC, but regardless of its resolution, the Cave collapses. Replace the Cave with a Collapsed Entrance marker.
- If all Caves in a scenario collapse, eliminate any units in Tunnels.
- A Collapsed Entrance has no TM and does not affect LOS. It is a part of the hex it occupies, not a hex within a hex, like a Cave.
- Cave TM is not applied when trying to collapse an empty one

10.8 MODULE-SPECIFIC TERRAINS

Many Modules have specifics terrains. They will be located in this section of the relevant Module and Scenarios booklet.

10.9 MODULE-SPECIFIC WEATHER

Some Modules have specific Weather. They will be located in this section of the relevant Module and Scenarios booklet.

11.0 Single-Man Counters (SMCs)

Single-Man Counters (SMCs) represent significant individuals that have the power to affect the course of a 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.

The numbers on the right side of a Leader's counter are, from the top to bottom: Morale, Leadership Modifier (LM) and Movement Factor (MF).

Leaders do not have an Inherent Firepower (IFP). Lt. von Martial, pictured under the header for this section, is referred to as a 7-1-6 Leader.

11.1.1 Leadership Modifier (LM)

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

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

Only one Leader per hex per impulse or Rally Phase can use his LM.

Leaders cannot help vehicle rallying.

SMC Example 1: *During the Rally Phase, if a hex contains a Good Order (GO) 6-1-6 Leader, a GO 7-1-6 Leader and a Shaken Squad, only one of the Leaders' LMs is used (is subtracted) when the Squad makes its rally attempt.*

11.1.2 Leadership Range (LR)

Each Leader has an inherent Leadership Range (LR) of one (1); this is not printed on a Leader's counter.

LR is ONLY used for the purpose of activation. A Leader (in Good Order or Shaken) can activate units in their hex AND adjacent hexes during the same impulse.

A Leader's LR is decreased by one if he or she is wounded; thus wounded Leaders can only activate units in their own hex.

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

LR does NOT apply to rally attempts, i.e., Leaders cannot attempt to rally units in adjacent hexes.

11.1.3 Leaders & 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-in on-board Mortar (SW (1.6.5) or WT (18.1)) fire or Off-Board Artillery (18.2) and add their LM to a DFT/OFT attack in the same turn. LM does not apply to indirect fire (Mortar SW fired indirectly, Mortar WT and Off-Board artillery).

A Leader Crewing (possessing/using) a SW cannot add the SW's Firepower and his LM to the attack; the player must choose one or the other.

11.1.4 Leaders & Melee

Since Leaders have no IFP they cannot (unless Crewing a Melee-eligible SW) enter Melee (8.0) alone. If enemy units enter the hex of a solitary Leader who is not carrying a Melee-eligible SW, the Leader is eliminated, as he or she is deemed to be non-Melee-eligible (NME).

A Leader with a Melee-eligible unit(s) adds his or her LM to the friendly unit(s)'s "attacking" die-roll (8.0).

A Leader Crewing (possessing/using) a SW cannot add the SW's Firepower and use his LM (add it to the die-roll) for the Melee "attack"; the player must choose one or the other; and the choice applies to the odds ratio for the "attack" and the "defense", i.e., the player can't choose to have the Leader add his LM to the "attack" die-roll and then contribute his SW's FP to his side's total FP when figuring out the odds ratio.

11.1.5 Leaders & 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. In the OOB, Skills are listed next to the Leader's name, e.g.:

- Sgt Ferrari w/ Assaulter Skill

Place the corresponding Skill counter under the Leader's counter. The Skill's attributes are listed on the Skills PAC.

11.2 HEROES

Heroes are ordinary soldiers who perform extraordinary feats of courage. Heroes may be part of a scenario's starting forces, in the OOB, or created/spawned during play (see 11.2.1). If included in a scenario's OOB, the Hero is listed with his or her name in parenthesis and any Skill next to it, e.g.:

- Hero (Alvaro) w/ Deadly Skill

If the Hero doesn't have a Skill, none is listed, e.g.:

- Hero (Alvaro)

There can only be **two** Heroes per nation in play at a time. This includes Heroes that are scheduled to enter as reinforcements.

A Hero's standard attributes include:

- Heroes always add their FULL IFP to multiple-unit attacks (5.2).
- Heroes can Assault Move (6.1) and Assault Fire (6.1.1).
- Heroes can Close Assault vehicles (17.1).

- Units in the same hex (and on the same level in a Building) as a Hero can attempt to rally (3.0) even if there is no Leader present.
- Heroes shift Melee (8.0) odds one column in their side's favor (in addition to adding their IFP) when "attacking" (not "defending")—remember, in Melee attacking has nothing to do with whether you entered the hex, only that you are currently conducting a Melee attack.

11.2.1 Hero Creation

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/spawned. Randomly pick a Hero and a Skill counter (12.0) from the cup (all Skill counters not assigned in the scenario's OOB are placed in a cup). The Skill must be usable by the Hero (noted on Skills PAC); if not, pick again. The following rules pertain to spawned Heroes:

- Newly created Heroes assume the activation status of the unit that spawned them.

SMC Example 2: *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—because Heroes never Shake.
- 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).
- If two Heroes are already on the Map and/or slated as reinforcements when a 1 is rolled during a Damage Check, a Hero cannot be created.
- Heroes are always spawned at full strength (never wounded).
- Heroes are created even if the Damage Check result eliminates its parent unit.
- Crews, WTs (1.7) and MUs (6.6) do not spawn Heroes.

11.3 MEDICS & CORPSMEN

Medics/Corpsmen represent exceptional medical personnel. They cannot carry or fire weapons, or make spotting attempts, and they don't auto-spot adjacent hexes. They can, however, use their medical kits to heal units.

Medics/Corpsmen (and all SMCs) can Self-Rally regardless of whether they have SR on the back of their counter. During each Rally Phase (3.0), a Good Order (GO) Medic/Corpsman can either attempt to:

- Remove the Wounded marker from one SMC (including himself) or flip a wounded Hero to its non-wounded side.
- Rally a Shaken MMC/SMC to its GO side.
- A Medic/Corpsman trying to flip a Shaken MMC/ SMC to its GO side does not constitute a rally attempt.

In either case, the subject of a Medic's/Corpsman's attentions must be in the same hex (and Level) as the Medic/Corpsman. To perform either function, the Medic/Corpsman must pass a Morale Check (MC) rolled with 2d6. Two is subtracted (-2) from the roll if the Medic/Corpsman is in terrain with a positive TM; Leadership Modifiers (11.1.1) do not apply.

If the Medic/Corpsman passes the MC, one SMC is healed or one MMC/SMC is rallied. Only one roll is conducted.

A Shaken Medic/Corpsman 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.

SMC Example 3: *At the start of the Rally Phase, a hex has a Shaken Medic and a Shaken Squad. The Medic can first attempt to Self-Rally;* ***if successful, the Medic can take a second Morale Check,*** *and if the second MC is a success, the Shaken Squad is rallied and flipped to its GO side.*

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

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

11.4 SNIPERS

Snipers have no Movement Factor (MF) and are not initially placed on the Map unless specified in a scenario's OOB or SSR. Once the scenario starts, the Sniper's owner can place the Sniper during his impulse or during an enemy impulse, for Opportunity Fire (5.3). The Sniper can be placed as follows:

- In any hex with a positive TM, as long as enemy units do not currently occupy that hex.
- Snipers can be placed in hexes that have a positive TM due solely to a counter, e.g., in a Clear hex that contains a Bunker or Rubble counter—even Smoke, though Smoke's transience makes this a misguided placement.
- Snipers can be placed in a "hex within a hex" (10.4.1) even if enemy units occupy the other hex within a hex.

SMC Example 4: *A US Marines Squad is on the ground level (Level-0) of a Multi-story Building hex. The Viet Cong player can place a Sniper in the upper level (Level-1) of that same Multi-story Building hex.*

Once placed, the Sniper cannot move. The Sniper can immediately attack any spotted enemy-occupied hex within its LOS utilizing the Direct Fire Combat routine (5.0). **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.

SMC Example 5: *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 Mortar WT/ Artillery barrages (18.1/2) and enemy Snipers.

Snipers can stack (1.3) with MMCs/ SMCs, but forfeit their special TM when doing so. When stacked with MMCs/ SMCs they can attack in the same impulse as them, but fire separately within the impulse.

Snipers are NME units. If during Melee (8.0) 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 (LM, 11.1.1), but they have no Movement Factor (MF). An Armor Leader not referred to by name is listed by his Morale and LM, e.g., a 7-1 Armor Leader.

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

Tanks/vehicles with an Armor Leader assume the Leader's Morale for all purposes.

SMC Example 6: *A British Crusader III tank has a Morale of 6. If Armor Leader Lt. Hird (7-1) is commanding the Crusader III, it uses his Morale of 7.*

The following rules also apply to Armor Leaders:

- Armor or leaders don't apply their LM to their tank rally attempts. Instead, they lend them their Morale. By the same extend, they don't help their vehicle making DC but, again, lend them their Morale. They do apply their LM to their vehicle attacks.
- In the same turn, their LM can be added to machine-gun attack die-rolls (DFT) AND added to to-hit die-rolls (OFT); but it does not affect HE-equivalent attack die-rolls, (14.1).
- Vehicles/tanks with Armor Leaders check DCT results under the appropriate column on the DCT—Armored Vehicles/Armor Leader—NOT in the Good Order or Shaken SMC column. In the rare case that an Armor Leader is commanding an unarmored vehicle, use the Unarmored Vehicle Column on the DCT.
- If forced to abandon his vehicle, an Armor Leader is removed from the Map.
- Armor Leaders also have a Leadership Range (LR, 11.1.2) and can activate vehicles/tanks (but not MMCs/ SMCs) in adjacent hexes.

11.6 SCOUTS

Scouts are SMCs that have the following special abilities:

- They can use Stealth Movement (6.4), Stealth Assault Move (6.4.1) and Stealth Assault Fire (6.4.2).
- They subtract two (–2) from their spotting die-rolls.

- After using half of their MF (fractions rounded up) for a Stealth Assault Move (6.4.1) they can fire **without** subtracting two (–2) from their FP or adding one (+1) to an OFT SW's to-hit roll. A natural 6 on a spotting attempt always fails.
- When using Stealth Assault Fire (6.4.2) they can fire **without** subtracting two (–2) from their FP or adding one (+1) to an OFT SW's to-hit roll, and then move up to half of their MF (fractions rounded up).
- They can use and/or 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).
- MMCs/SMCs 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 onboard Mortar (SW (1.6.5) or WT (18.1)) fire or Off-Board Artillery (18.2), including Starshells (20.2).

11.7 COMMISSARS & POLITICAL OFFICERS

Soviet Commissars and Political Officers function as Leaders (11.1) for ALL purposes. Commissars and Political Officers can Rally units (3.0), direct fire (5.0), assist in Damage Checks, spot for Off-board Artillery (18.2) and fire Starshells (20.2), etc. If a Leader can do it, a Commissar and/or Political Officer can do it.

Developer's Note: *Thus, throughout the rules, anywhere the word Leader appears, this also applies to Commissars and Political Officers.*

To keep the rules lean, "Commissar or Political Officer" is not repeated in addition to "Leaders" when Leaders are referenced throughout the rules.

The Commissar in Heroes of the Motherland is used with the Guards (red) and Line (gold) troops.

11.7.1 Fight or Die!

Additionally, if in the Rally Phase (only), Shaken units stacked with a Commissar or Political Officer fail to rally, the Commissar or Political Officer can attempt to rally them a second time.

To do so the Commissar or Political Officer's owner announces a Fight or Die! attempt, adds one (+1) to the Morale of the units he is attempting to rally and rolls 2d6. If the units rally, all is well.

If they fail this rally attempt, they suffer casualties as defined on the DCT: Squads are reduced to Half-Squads; Half-Squads are eliminated, etc.

If the Commissar or Political Officer's owner rolls a twelve (12) during a Fight or Die! rally attempt, the Commissar or Political Officer is killed by his men and is removed from the Map. The Shaken MMCs still suffer casualties as stated above.

11.8 CHAPLAINS

Chaplains frequently risked their lives and accompanied troops into battle, bravely rescuing the wounded or providing consoling words to Shaken soldiers. The following rules pertain to Chaplains:

- Chaplains have a Leadership Modifier (LM, 11.1.1) just like Leaders, but

their LM can only be used to rally Shaken MMCs or SMCs in their hex; they cannot be used to assist Damage Checks or assist in fire attacks (5.0).

- Chaplains cannot possess Support Weapons (1.6).
- Chaplains cannot perform spotting attempts (10.1.1).
- Chaplains can Self-Rally (SR).
- Chaplains do not attack or defend in Melee (8.0); they are non-Melee-eligible (NME) units.
- During Melee, if all friendly MMCs and Melee-eligible SMCs in the same hex as the Chaplain are eliminated, the Chaplain is eliminated too.
- A just (self)-rallied Chaplain can perform its rallying abilities on other units.

11.9 ADVISORS

Advisors are military specialists that assist another nation or faction's forces in combat. In **LnLT**, an Advisor has a Morale Rating and a Movement Factor (MF) but no IFP or Range. The following rules pertain to Advisors:

- An Advisor raises the Morale of all friendly units he is stacked with by one (+1). This is in effect whether the Advisor is in Good Order or Shaken.

SMC Example 7: *In the image above, the US Advisor is stacked with the ARVN Leader Sgt. Dunk (5-1-6) and an ARVN 2-4-4 Squad. Since the ARVN units are stacked with the US Advisor, Sgt. Dunk's Morale is raised from 5 to 6, and the 2-4-4 Squad's Morale is raised from 4 to 5.*

- Advisors can spot (10.1.1), call-in onboard Mortar (SW (1.6.5) or WT (18.1)) fire or Off-Board Artillery (18.2) and possess and fire Support Weapons (SWs, 1.6).
- An Advisor's Melee-eligibility is dependent on his possessing a SW; if he does not possess a Melee-eligible SW, he is NME.
- Advisors, like all SMCs, can Self-Rally (SR).

11.10 NURSES

Nurses are non-combatant, non-Melee-eligible (NME) SMCs.

Like Leaders and Chaplains, they have a Morale Rating, a Leadership Modifier (LM) and a Movement Factor (MF). The following rules pertain to Nurses:

- Nurses CANNOT spot (10.1.1), direct fire (5.0), call-in indirect fire (18.0), possess and fire SWs, etc.
- Nurses can Self-Rally.
- If wounded, Nurses cannot heal themselves.
- Nurses **can only use their Leadership Modifier (LM) to rally Shaken MMCs and SMCs** in their hex, not to assist in Damage Checks or fire attacks (5.0).
- A Shaken Nurse that Self-Rallies cannot attempt to heal or rally other units during that same Rally Phase.

- Good Order Nurses also have the ability to heal units in a manner similar to Medics/Corpsmen (11.3). Specifically, in a Rally Phase, Good Order Nurses can EITHER (not both) heal a unit after passing a Morale Check (hex TM applies) OR attempt to rally up to TWO SMCs or MMCs—conduct two separate normal rally-attempt rolls, subtracting the Nurse's LM and two (-2) if the units are in a hex with a positive TM.

SMC Example 8: *In the image above, Nurse Ladoshkina (in Good Order) is in a LC Building hex with a wounded Hero (Turpov) and two Shaken 1-4-4-4 Squads.*

In the Rally Phase she can either attempt to heal Turpov or attempt to rally the pair of Shaken Squads.

To heal Turpov, the Nurse must pass a Morale Check: her Morale is 6, but since she is in a LC Building hex, which has a +TM, she subtracts two (-2) from her MC roll, thus she will heal Turpov on a 2d6 roll of 8 or less.

To rally the Shaken Squad, each Squad makes a separate Morale Check, subtracting the Nurse's LM of 1 and another 2 for being in a hex with a +TM; since they both have a Morale of 4, they will rally on a 2d6 roll of 7 or less.

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

11.11 PIPERS

Pipers often accompanied British and British Commonwealth forces into battle, their wail steadying the nerve of the lads. The following rules pertain to Pipers:

- Pipers have a Leadership Modifier (LM, 11.1.1) just like a Leader, but their LM can only be used to rally Shaken MMCs or SMCs their hex, with one exception (see next bullet).
- During the Rally Phase, a Piper can attempt to rally ALL Leg units in its hex and ONE Leg unit in any ONE adjacent hex, but if he does, his hex—but NOT the adjacent hex, if it rallied a unit in an adjacent hex—is under a Spotted marker at the start of the Ops Phase.
- Pipers cannot use Double-Time movement (6.2), perform spotting attempts (10.1.1), call-in indirect fire (18.0) or possess and fire SWs.
- Pipers are non-Melee-eligible (NME) units (8.0).
- Pipers can Self-Rally (SR).
- A just-rallied Piper can attempt to rally other units as per the above rules.

11.12 MARKSMEN ●

Marksmen are SMCs frequently employed in an offensive role, to support the attacking troops. The following rules pertain to Marksmen:

- Marksmen attack using the rules for Fire Combat (5.0), but a Leader cannot modify the Marksman's Firepower (5.0.1). A Marksman, however,

rolls 2d6 for its attack instead of 1d6. If there are multiple units in the target hex, randomly determine which target the Marksman attacks.

The Marksman's attack only affects one unit.

- When stacked with MMCs or other SMCs, such as a Hero, a Marksman can attack in the same impulse as the MMCs or Hero, but fires separately within the impulse.
- Marksmen are non-Melee-eligible (NME) units. They cannot voluntarily enter Melee (8.0), and do not attack or defend in Melee. If during Melee all friendly MMCs and Melee-eligible SMCs in the same hex are eliminated, the Marksman is removed from play
- Marksmen do NOT receive the bonus Target Modifier (TM) delineated in 11.4 for Snipers.
- Marksmen can Self-Rally (SR) and perform spotting attempts (10.1.1).
- Marksmen cannot possess or fire SWs (1.6) or call-in indirect fire (18.0).
- Marksmen can make spotting attempts (10.1.1).

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, who can use it, and when/how it can be used are explained on the Skills Player-Aid Card.

In most scenarios, Skills are pre-assigned in the Order of Battle (OOB) to the Leaders, Heroes or MMCs. Skills are listed next to the unit that it's assigned to, e.g.:

- Col Heath w/ Charismatic Skill
- Hero (Hird) w/ Rocket Man Skill
- Sniper w/ Armor Piercer Skill
- 1 x Vickers MG WT w/ Aimed Fire Skill

If a unit is not assigned a Skill or does not draw one during Hero creation (11.2.1) due to a Special Scenario Rule (SSR), 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 (11.2.1). 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. National Characteristics denote special abilities and Squad reduction/Half-Squad creation for each side within the module.

14.0 Ordnance

Ordnance weapons have a to-hit table on the back of the counter. They include Support Weapons (SWs) such as the Bazooka and Panzerfaust, the LAW and RPG-2; Weapon Teams (WTs) such as 57 mm and 75 mm Anti-Tank Guns (ATGs); Recoilless Rifles; vehicle-mounted weapons such as the Sherman tank's 75 mm cannon and rockets mounted on an AH-6 Little Bird helicopter.

Whether mounted on a tank (15.0), a helicopter (19.2), a separate SW (1.6.4), or a WT (1.7.1), 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. Ordnance weapons cannot be used in Melee (8.0).

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.

WTs 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.

HE-Equivalent: The HE-equivalent of vehicles (15.0) and WTs (1.7) is in a square to the left of an unit's Morale (3 on the M4A1 above); for SWs (1.6) it's in a square on the lower right of the counter (2 on the Bazooka above and to the left).

- The HE-equivalent is the Firepower used after a hit has been scored when firing at non-vehicle targets (see next page).
- If "N x" precedes the unit's HE-equivalent, "N" is the number of times the ordnance can fire in its impulse. A unit that can fire its ordnance more than once can fire at more than one target in the same impulse but the targets must be in the same hex or an adjacent hex.

To-Hit Tables: Each piece of ordnance has a to-hit table on the back of its counter. The to-hit table contains three sets of ranges, to-hit numbers and penetration values.

The three ranges are separated in to columns at the top of the table. Below each of these ranges, in the middle row, are the to-hit numbers, 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, counting the target hex but not the attacker's hex. An * in the to-hit and/or penetration-value cell means the ordnance cannot fire at that range.

Ordnance Example 1: *Using the M4A1 Sherman tank's to-hit table on the previous page, if the target is 1 to 7 hexes away use the column on the left, which yields a to-hit number of 8 and a penetration value of 4. If the target is 10 hexes away, use the center column. The farthest away the target can be is 28 hexes.*

Ammunition Types: The color of ALL the numbers on the to-hit table indicates what type of ammunition the ordnance fires. The colors are delineated as follows:

- **Black** or White #s: Armor-Piercing (AP), the standard ammunition type.
- Blue or Green #s: Anti-Aircraft (AA, 19.1.1).
- Red #s and/or **H** in a Red Circle (14.2): High Explosive Anti-Tank (HEAT, 14.2) or Anti-Tank Guided Missile (ATGM, 14.4).

Anti-aircraft WTs, with blue or green to-hit numbers on their To-Hit table or AA to the front, can also fire at leg units and vehicles (even without a split to-hit table).

Split To-Hit Tables: Vehicles, helicopters or WTs with more than one piece of ordnance have slashes (/) separating the #s in their to-hit tables, delineating each weapon or ammunition type. Players must declare which type of ammunition they are firing before executing an attack.

Only ONE type of ammunition can be employed in a turn unless both are black or white (AP) ammunition, in which case both must fire at targets in the same hex.

Ordnance Example 2: *The British Grant tank has a 37 mm and a 75 mm gun. It has a split to-hit table with the 37 mm gun's #s on the left-upper side of the / and the 75 mm gun's #s on the right-lower side of the /. Both guns have black #s, and thus fire standard AP ammunition; and both can be Fired in the same turn/impulse at same hex. The Grant also has a different HE-equivalent for each piece of ordnance.*

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. Regardless of modifiers, a 2d6 roll of 2 is always a hit; and a roll of 12 is always a miss. If the target is hit, immediately use the following steps:

If the target ISN'T a vehicle:

- The attacker rolls 1d6 and adds (+) the ordnance's HE-equivalent. 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 the HE-equivalent, nor do LMs (11.1.1).
- 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 Damage Check Table (DCT).

Ordnance Example 3: *An M4A1 Sherman tank fires its ordnance at a pair of 1-6-4-5 German Squads in a Clear hex, five hexes away. At that range the to-hit number is 8. There are no modifiers. The attacking player rolls 2d6, needing an 8 or less. A 7 is rolled. A hit. Since the target is a pair of Squads they are now attacked with the Sherman's HE-equivalent, which is 3.*

The attacker rolls 1d6 + 3 (HE-equivalent) and compares it to the defender's roll of 1d6. The attacker rolls a 4 + 3 = 7; the defender rolls a 3. The German Squads now make a Damage Check 4 on the DFT using the difference between the modified die-rolls (7 - 3 = 4).

If the target IS a vehicle:

- The attacker rolls 1d6 and adds (+) the penetration value at the appropriate range (modified penetration value, MPV) .
- The defender rolls 1d6 and adds (+) the target vehicle's armor thickness at the point of impact (see 14.1.3) (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 (unmodified) 1 and the defender/target rolls a (unmodified) 6, the round is a dud and the target is not affected.
- If the attacker rolls a (unmodified) 6 and the defender/target rolls a (unmodified) 1, the round is a catastrophic hit and the target is destroyed; place a Wreck marker in the hex.
- If the attacker's MPV EQUALS the vehicle's MAV, it's a non-penetrating hit (see 14.1.1).
- If the attacker's MPV is **less than** the target's MAV, it's also a non-penetrating hit (see 14.1.1).

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

If the attacking weapon is an MMC's SW, the MMC, if eligible, can also attack the vehicle as described in 17.2 (Small-arms vs. Armored Vehicles).

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.
- Inside passengers of an abandoned vehicle must disembark, make a MC and be marked Move.
- If the vehicle passes the MC, the vehicle is Shaken. This is the ONLY instance where PASSING a MC results in a Shaken unit.
- Inside passengers of a vehicle shaken by ordnance must then pass a MC under the same conditions as their carrying unit. LM of a GO infantry Leader inside the vehicle can be applied. If they are shaken, they don't have to disembark.

If the attacker's MPV is **less than** the target's MAV, the vehicle takes a Morale Check (2d6).

- When making this MC, take the difference between the firing ordnance's MPV and the target's MAV and subtract it from the MC die-roll.

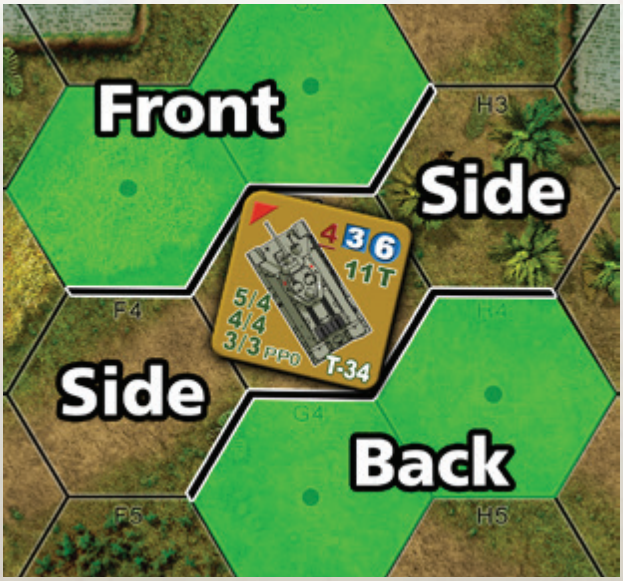
Ordnance Example 4: *If the MPV is 4 and the MAV at the point of impact is 10, 6 (10 - 4 = 6) is subtracted from the MC roll.*

- 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 vehicle or an unarmored facing of an armored vehicle destroys the vehicle.

14.1.3 Angle & 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 firing unit.

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. On a vehicle counter's front, the three numbers to the left of the vehicle image 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.

If the target is turreted, use the turret 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 HEAT AMMUNITION

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

14.2.1 HEAT Effect on Infantry

Ordnance that fires HEAT ammunition was not as effective against infantry (Leg units) in the open or taking cover behind trees/rocks.

This rule addresses that situation.

Ordnance that primarily fires HEAT ammunition subtracts one (–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 from the to-hit roll.

14.2.2 HEAT Effect on Armor ●

Ordnance that fires HEAT ammunition has its penetration value reduced by four (4) when firing against vehicles with red Armor Factors.

Ordnance Example 5:

A Soviet Squad with a RPG-16 SW fires the RPG-16 at a US M2 Bradley 5 hexes away and scores a hit on the Bradley's side hull armor.

The RPG-16 fires HEAT ammunition, as denoted by its red to-hit #s and the H in the red circle on the back of its counter. Since the Bradley's side hull Armor Factor of 2 is red, the RPG-16 must subtract four (-4) from its Penetration Value of 9. Thus, to see if the RPG-16 destroys the Bradley, the Soviet player rolls 1d6 + 5 (instead of 9) vs. the US player's roll of 1d6 + 2.

14.3 TARGET ACQUISITION

When ordnance—including SW ordnance such as RPGs, 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.

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 impulse, subtract one (–1) 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 if the attacker switches targets, doesn't fire its ordnance again at all, moves or is Shaken. All non-vehicular units (if they were the targets) have to leave the hex in order to remove the Acquisition marker.

A firing unit under an Acquiring marker DOES NOT NEED TO SPOT (10.1) an otherwise unspotted hex occupied by a target with the same-lettered Acquisition marker.

- Acquisition markers are put at the end of the impulse so there is no acquisition marker generated in-between " N x" ordnance attacks. The acquisition marker would be put on the last target attacked in this instance
- Acquisition markers are removed if LOS is lost (by judicious placement of smoke for example) or if a targeting/targeted vehicle pivots in its hex, even without moving to a new hex
- Acquisition markers are not lost for loading/unloading passengers

14.4 ANTI-TANK GUIDED MISSILES (ATGMS)

Anti-Tank Guided Missiles (ATGMs) can be Fired by specific Weapon Teams and some vehicles and helicopters. ATGMs have red to-hit #s (14.1). Some vehicles, such as the Soviet BMD and BMP-1, have two weapons that both have red to-hit #s: a cannon that fires HEAT (14.2) ammunition and an ATGM. The ATGM is always on the lower-right of the / in the split to-hit table. Only one of these weapons can be Fired during an impulse.

ATGMs are deadly anti-tank weapons, but they were not instantaneously deadly. These missiles are slow compared to tank-gun rounds and require the operator to guide the missile to the target via an input device. Back blast and flight time often allow enemy units to return fire. To simulate this, ATGM fire in **LnLT** is a two-step process.

Step One: The ATGM unit announces its target.

Step Two: Any enemy units (enemy to the ATGM firer) can conduct Opportunity Fire (5.3) against the ATGM unit, with their IFP or any SW that uses the DFT. Vehicle MGs can opp fire at ATGM firing units in their covered arc (they can't pivot their turret or chassis to do so) or if they are of the 360° type (with a *) and the vehicle is not buttoned. If the Op Fire against the ATGM-firing unit causes a Damage Check (regardless of the result of the Damage Check) the ATGM misses its intended target. If the Op Fire does not cause a Damage Check, carry out the ATGM attack as per 14.1.

The following rules also apply to ATGMs:

- ATGM WTs can be transported by vehicles and helicopters and count as a Half-Squad (16.1/2, 19.2.6).
- ATGM WTs cannot fire from Buildings, Bunkers or Caves.
- No unit, whether vehicle or MMC, can Assault Move (6.1) and fire an ATGM or be eligible to Opportunity Fire (5.3) an ATGM after having Assault Moved.
- No unit, whether vehicle or MMC, can use Assault Fire (6.1.1) to fire an ATGM and then move.

- Vehicles and WTs can fire ATGMs at hovering helicopters.
- Helicopters must be in hover mode (19.2.1) to fire an ATGM.
- Hovering helicopters can fire ATGMs at enemy hovering helicopters.

ATGMs cannot target MMCs/SMCs in the open. They can, however, target Buildings and Bunkers containing MMCs/SMCs. When doing so conduct the attack as above, but if the target is hit use the ATGM HE-equivalent (in a red square on the right above the to-hit table on the back of the counter) to resolve the attack as you would against a non-vehicle target.

14.4.1 ATGM Depletion & Rate of Fire

Units capable of firing an ATGM have an ATGM depletion number in a box on the right side of their counter, below their Morale—and, on vehicles, below their Movement Factor.

When a player wishes to fire a unit's ATGM, it is announced before making a to-hit roll, as stated in 14.4. If the **colored die** on the to-hit roll is less than the ATGM depletion number, resolve the current attack but the unit is out of ATGM ammunition for the remainder of the scenario.

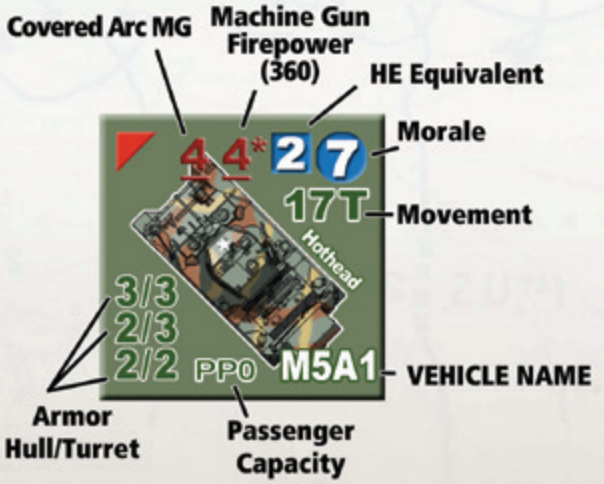
Place an ATGM Expended marker on the unit.

Ordnance Example 6: *The Soviet player has a BMP-1 (pictured on the previous page). Its ATGM Depletion # is 5. When the Soviet player fires the BMP-1's ATGM and makes a to-hit roll, if the colored die is a 4 or less, the BMP-1 is out of ATGM ammunition for the remainder of the scenario and is marked with an ATGM Expended marker.*

Units such as the American M3 Bradley and AH-1 Cobra, and the Soviet BMP-2 or Hind Mi24D have the capability to fire multiple times, as shown by the "2 x" preceding their HE-equivalent. This capability is NOT applicable to the unit's ATGMs, but rather to their other armament or ammunition (see 14.1). ATGMs can only fire once per turn.

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 Stuart tank with its values explained is illustrated here.



- **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**: The unit's Morale Rating. Shaken vehicles must button up (close all hatches), they cannot fire their weapons, their MF is halved (rounded down; the ONLY case where a fraction is rounded down), and they cannot spot. Vehicles can Self-Rally, and if an Armor Leader (11.5) is onboard, the vehicle uses the Armor Leader's Morale rating to rally. Vehicles DO subtract two (-2) from their rallying-attempt die-roll for being in terrain with positive TM.
- **HE-Equivalent:** This boxed value is the Firepower (FP) 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 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 (15.0.1).

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 (15.0.1). Unless otherwise noted, a vehicle 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 FP 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 Factor (Hull/Turret)**: The three numbers to the left of the vehicle image represent the vehicle's front, flank and rear Armor Factors (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.

Vehicles CANNOT lay Smoke (7.0).

15.0.1 Open & Buttoned Vehicles

Vehicles can be either open or buttoned. This status is shown with the Open and Buttoned Turret markers. By default, vehicles are considered open; this status need not be shown with an Open marker. Open-topped vehicles (15.8) are armored vehicles that cannot button, and "Open-Top" is written on the counter. These vehicles are always open.

Open Vehicles:

- Have some/all of their Crew hatches open and some Crew members are riding with their heads and shoulders exposed to enemy fire.
- Can see the enemy better; they auto-spot adjacent hexes and can make spotting attempts.
- Subtract one (-1) from ordnance to-hit die-rolls (OFT modifier).
- Are vulnerable to enemy small-arms fire (17.2).
- Can fire a vehicle's *MGs (360° field of fire).

Buttoned Vehicles:

- Have all their hatches closed.
- Buttoned vehicles are invulnerable (if armored) to small-arms fire (17.2), but cannot fight as well as an open vehicle (no OFT modifier).
- DO NOT auto-spot adjacent hexes.
- Can make spotting attempts but add one (+1) to the die-roll.

Vehicles can switch from open to buttoned or vice-versa at the beginning of their impulse. Vehicles that AM or AF must switch from open to buttoned (or vice-versa) before moving (for AM) or firing (for AF).

15.1 VEHICLE FACING & MOVEMENT

Vehicles move similarly to Leg units but much faster. The TEC has complete details, with columns showing the MP-cost for each vehicle type (T, O and R) to enter each hex-terrain type or cross a hexside terrain.

There are, however, significant differences in vehicle movement:

- Vehicles MUST move individually (**exception:** Coordinated Movement (6.5)).
- Simultaneously activated vehicles need not move through, or end movement in, the same hexes.
- Non-mounted (passenger) Leg units and vehicles can move together (6.5), provided they start and finish their impulse together.
- Vehicles cannot Double-Time (6.2)
- Vehicles cannot Low Crawl (6.3).
- Vehicles cannot use Hit & Run Movement (6.7).
- All vehicles can Assault Move (15.2) and Assault Fire (15.2.1).
- Vehicles must always face a vertex (the corner between two sides of a hexagon). The red corner/arrow on a vehicle counter indicates the vehicle's facing.
- When moving, vehicles enter one of the two hexes on either side of the vertex to which the red arrow points. Vehicles can, however, pivot within their hex. The cost is one MP per vertex.
- Vehicles 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.
- Vehicles cannot enter a hex containing an enemy vehicle.
- Vehicles can enter a hex containing enemy Leg units only by using Overrun.
- Vehicles cannot enter a hex with a Melee marker on it.
- Vehicles pivoting in their hex without moving to a new hex expose themselves to Opp fire but are not considered Assault moving and their penalty on the OFT is only +1, instead of +2 for AM. Mark them with a Moved marker if they get shaken before being able to fire. They incur the same penalty if they so pivot to Opp fire (but cannot be subject to Opp fire in this situation). A pivoting turret never allows Opp fire.

Vehicles Example 1: *Reversing into a Clear hex costs two MPs.*

15.1.1 Turrets

Vehicles with a mounted, rotating piece of ordnance (i.e., main gun) have a turret.

Turrets are either open or buttoned (15.0.1). No Turret marker is necessary to designate an open turret that is facing the front of the vehicle.

The separate Turret markers (Open and Buttoned) are used to show turret orientation when the turret has rotated to face another direction from the front of the vehicle.

A vehicle's turret faces the vertex to which the weapon's 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. Vehicle that AM or AF must switch from open to buttoned (or vice-versa), either before moving (for AM) or firing (for AF) .

15.1.2 Rubbling Buildings & Huts

T- and O-class vehicles with a frontal hull Armor Factor greater than 3 can enter UNOCCUPIED (including Rooftops) Light Construction (Wooden) Building hexes (see TEC). This Rubbles the hex. Place a Rubble marker in the hex.

When an eligible vehicle Rubbles a hex, roll 2d6: if the result is greater than the vehicle's front hull Armor Factor, the vehicle is abandoned in the Rubble hex. A die-roll of 12 always causes the vehicle to be abandoned.

If a vehicle that Rubbles a LC Building hex isn't abandoned, and it has MPs remaining, it can continue moving. T- and O-class vehicles with a frontal hull Armor Factor greater than 1 can enter UNOCCUPIED Bamboo Huts hexes (see TEC). This Rubbles the hex.

Place a Rubble marker in the hex; and roll for abandonment as per Rubbling a LC Building, but roll 2d6 – 2 instead.

If a vehicle that Rubbles a Bamboo Huts hex isn't abandoned, and it has MPs remaining, it can continue moving.

15.2 ASSAULT MOVEMENT & 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 weapons. The following conditions apply to vehicles using AM:

- Vehicles using AM do not have to move and fire in the same impulse.
- When firing MGs, subtract two (–2) from their FP as per AM rules.
- When firing their main gun (ordnance), add two (+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.

15.2.1 Vehicle Assault Fire

Unless otherwise noted, all vehicles can use Assault Fire (AF, 6.1.1). The vehicle's intention to AF is declared at the beginning of its impulse. The vehicle then fires first (subtracting 2 from its FP on the DFT and adding 2 to its to-hit die-roll on the OFT) and then moving up to half its MF (fractions rounded up). The following conditions apply to vehicles using AF:

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

Developer's Note: *Why can't a vehicle use AF or AM and then perform an Overrun if it has the MPs to do so? A vehicle's FP is built in to its Overrun capabilty (see 15.3), and thus it is considered to have Fired its weapons already. The same logic applies to AM: the vehicle would expend its weapons during the Overrun and thus would not have them ready to fire afterward.*

15.2.2 Modern Vehicle Assault Movement (MVAM)

Advances in fire control and vehicle suspensions allow for improved fire-on-the-move capabilities for the vehicles in modern-era **LnLT** games (1960 to the present). Only armored vehicles that fire ordnance (14.1), i.e., have a to-hit table on the back of their counter, can utilize Modern Vehicle Assault Movement (MVAM).

When firing their main gun (black or white to-hit #s), these vehicles only suffer a +1 on the OFT when using Assault Movement (AM) or Assault Fire (AF) or when marked with an Ops Complete marker instead of the normal +2. Machine guns still suffer a -2 to their FP when using MVAM and/or AM and AF.

Vehicles capable of MVAM can Assault Move and Fire in any sequence, observing all rules in 15.2 and 15.2.1. A vehicle utilizing MVAM can perform any of the following actions during an impulse:

- Fire and then move
- Move and then fire
- Move, fire and move
- Move and be eligible for Opportunity Fire

Note that all Movement Points (MPs) must be used in the impulse in which the vehicle begins movement.

Vehicle Example 2: *A British Scorpion (MF of 20) can fire its main gun adding one (+1) to its to-hit roll and subtracting two (-2) from its MG fire (expending half (10) of its 20 MPs), and then move, expending up to its remaining 10 MPs; it can move, expending up to 10 MPs and then fire, adding +1 to its to-hit roll and subtracting two (-2) from its MG FP; it can move, expending, say, 4 MPs, fire, adding +1 to its to-hit roll and subtracting two (-2) from its MG FP, and then move up to its remaining 6 MPs; or it can move up to 10 MPs and remain eligible to Opportunity Fire or fire in a later impulse.*

A vehicle cannot Assault Move and fire an ATGM or be eligible to Opportunity Fire an ATGM after having Assault Moved.

15.3 OVERRUNS

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

- Any non-water non-blocking terrain-type hex that provides no TM.
- Any module-specific terrain hex mentioned as such in the Module Rules (15.3.1)
- Any hill hex that is otherwise eligible .
- Any Bridge hex (and the defending units don't benefit from its TM).
- Fortifications (21.0) and Wrecks/Crash don't prevent overruns but do provide their TM to the defending units.

- Smoke, Mines and Craters prevent overruns in an otherwise eligible hex.
- Jungle/tree-lined road hexes CANNOT be overruned.
- Eligible vehicles CANNOT Rubble (15.1.2) an occupied hex.

To be able to overrun, a vehicle must have at least one functional weapon. In some cases, this might requires a vehicle to be open. Vehicles entering a FFE-impacted hex for overrun are first attacked by the FFE. If shaken, the Leg units can proceed directly to the close-assault procedure as if they had survived the Overrun (15.0).

If the vehicle survives the Close Assault and chooses to remain in the hex, the retreating leg units are NOT subject to FFE, if any, in the retreated hex.

The vehicle performing the Overrun cannot have passengers riding on top of it (16.2). Units subject to an Overrun can't Opportunity Fire (5.3) against the vehicle in the Overrun hex—and neither can any other units.

To perform an Overrun, 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 two (+2), rolls 1d6, and adds the LM of any Armor Leader present.

Clarification: *A vehicle capable of firing its main gun multiple times (denoted by N x 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 FP; thus an HE-equivalent of 2x2 adds 4 to their Overrun FP.*

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

- HE-equivalent +
- Any MG FP (*MG only if open) +
- Armor Leader's LM +
- 2 +
- 1d6.

Or: HE + MG(s) + LM + 2 + 1d6.

The attacker's Overrun FP is compared to the defender's opposed die-roll of 1d6 (adding any TM in the Overrun hex, if applicable).

Overrun Results:

- If the attacker's modified die-roll is less than or equal to the defender's die-roll, the Overrun has no effect.
- If the attacker's modified die-roll is greater than the defender's die-roll, each of the defending units must take a Damage Check (DC) by rolling 1d6 and adding the difference between the attacker's modified die-roll and the defender's modified die-roll, and then consulting the Damage Check Table (DCT). 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 (**exception:** see 21.1.3 for units in a Bunker). Ignore any reference to moving 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 MMCs/SMCs left in the hex must retreat to an adjacent hex of their owning player's choice; mark them with a Moved marker. Sniper and shaken WTs are eliminated. Units inside a Bunker remain in the Bunker; units outside the Bunker can retreat inside the Bunker if stacking limitations allow it. 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 & ARMOR LEADERS

Each vehicle has an inherent Crew. Thus, when a vehicle is shaken, it actually represents the shaking of the Crew. If the vehicle is destroyed by a DCT result, the Crew must make a Bailout Check. If the vehicle is destroyed by ordnance, roll 1d6: if the result is 1, place a GO Crew under the Wreck and mark it with a Moved marker; for any other result, eliminate the Crew along with its vehicle.

Roll 1d6: if the result is 1, place a GO Crew under the Wreck and mark it with a Moved marker; for any other result, eliminate the Crew along with their vehicle. Automatically eliminate Crews from vehicles destroyed by Close Assault (17.1). 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 (9.0), but turn it 180 degrees. If you have one, you can instead use a Continuous movement marker. 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. A vehicle using Continuous Movement can also perform Assault Fire (15.2.1), if desired, at the beginning of its impulse and continue its movement at up to half its MF (fractions rounded up), ending its impulse marked with a Moved marker.

- Vehicles marked as using continuous movement can't OF, because that would prevent them from moving as required by continuous movement.
- The player with initiative must declare first which of its vehicles will use continuous movement.
- Loading/unloading passengers in itself does not fulfill the "movement" requirement for continuous movement.

15.5.1 Continuous MU Movement

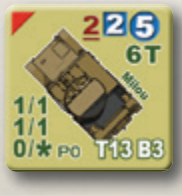
Good Order Mounted Units (MUs, 6.6) marked with a Moved or Hit & Run (H&R, 6.7) marker have the option of continuing their movement during the next Operations Phase. If desired, leave the marker on the vehicle in the Admin Phase, but turn it 180 degrees. If you have one, you can instead use a Continuous movement marker. During the next Ops Phase a MU marked as such must continue its movement, but can switch to H&R, or vice-versa. This allows a targeted moving MU 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 Turn Track Player-Aid Card (PAC, 1.9) for tables containing these DRMs. The +2 speed modifier INCLUDES the +1 already granted to moving vehicles on the OFT.

15.7 NO REAR ARMOR

Vehicles with an asterisk (*) instead of a # for their rear hull or turret (or both) Armor Factor have no rear armor and are considered unarmored when targeted by small-arms fire from the rear, see 17.3.



Ordnance that hits an unarmored facing of a vehicle destroys the vehicle, as per 14.1.2.

15.8 OPEN TOP VEHICLES

Open Top vehicles, even those with a turret, like the M18 Hellcat, are armored vehicles that are always considered open.

Most Open Top vehicles have Open Top printed on the back of their counter, and they are listed in each game's module-specific rules.

15.9 MODULE-SPECIFIC VEHICLES

Many Vehicles have module-specific rules (MSR) related to them, beyond No Rear Armor (15.7) or Open-Topped vehicles (15.8) They will be located in this section of the relevant Module and Scenarios booklet.

15.10 HULL DOWN POSITION

Developer Note: *Hull-Down position is a fire position for a Vehicle where the barrel and upper part of the turret is visible from the front and below the turret is hull down and protected behind cover.*

The thought here is to say a Vehicle can seek a Hull-Down position during play. A Hull-Down position can only be attempted by a good-order Vehicle. The Vehicle must have enough MP to enter the hex plus one additional MP in order to attempt to go into a Hull-Down position. An Armor Leader, can use its LM to increase the success attempt to go into a Hull-Down position. Each Vehicle may attempt to go Hull-Down once per turn. A Vehicle conducting an Assault Move / Assault Fire may not attempt to make a Hull-Down attempt

To conduct a Hull-Down attempt a Vehicle must expend 1 Movement Point in the hex it wishes to attempt to go Hull-Down in. They then roll a D6 and apply all applicable modifiers and compare it to the following table to determine success.

- Roll 1d6. The attempt is successful on a result of 1-2 for World War 2 Era games (1930 to 1959) and 1-3 for Modern Era games (1960 to present).

Modifiers

- Armor Leader Modifier -1/-2.
- Vehicles making an Hull Down attempt in a non-Degrading/non-Blocking/non-Hill hex +1.

Regardless if the roll is successful or not, place a Moved marker on the Vehicle and the Vehicle is done for its Impulse. Any Vehicles that are Hull-Down may not fire any Hull mounted MGs. Hull mounted Ordnance weapons may fire normally.

A Hull-Down marker is removed from a Vehicle if the Vehicles Moves or pivots the Hull of the Vehicle in any way. Pivoting turrets does not affect a Vehicles Hull-Down status. Vehicles that are Hull-Down ignore any Hull hits (i.e natural 2 or odd result on the OFT attack) they receive through their Front Covered Arc, as defined by the red triangle in the vehicle counters corner. Any Turret hit (natural even results on the OFT attack) impact the vehicle, even if it is not turreted; in this last case, the shot has hit the upper part of the non-turreted vehicle and you use the front Hull armor value. A natural 12 always miss. Hits to the Vehicle that come from outside the Front Covered Arc are resolved as usual.

16.0 Passengers

Passengers, whether riding inside or outside of a vehicle, are placed on top of the vehicle's counter. Passengers are considered to be part of the vehicle they are riding in/on, and do not count toward stacking limitations (1.3).

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 any case, these passengers are considered to be riding inside the vehicle.

Shaken passengers of PP or P vehicles are not required to debark; they are riding inside the vehicle (see 17.2). They can, however, debark when eligible at the owning player's option.

Only MG and ATGM WT can be passengers, though some scenarios have SSRs in which ordnance WT are towed.

"P" and "PP" are the standard inside passenger indicators, but there are some instances where "2PP" or "2xPP" (and even "PPPP") is used to indicate an increased passenger capacity. Either format doubles the passenger capacity described for "PP" above; and the same goes for passengers outside of vehicles, described in 16.2.

Theoretically, a 2xPP vehicle can carry four SMCs (despite this rarely, if ever, being an option—or tactically sound) it cannot unload them all at once as that would violate the stacking limitations in the hex.

16.1.1 Bailout Checks

If the vehicle is destroyed (except through Close Assault 17.1), the passengers—and their Support Weapons (SWs)—perform a Bailout Check. If the vehicle was destroyed by a DCT result, passengers must also perform a Damage Check, before their Bailout Check. For a Bailout Check roll 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.
- SWs also survive on an even die-roll and are eliminated on an odd roll; obviously, SWs cannot be Shaken.

Passengers inside the vehicle 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. "2PPO" or "2xPPO" doubles the passenger capacity described for "PPO".

If the vehicle fires its ordnance (14.1)—but not its MGs—the PO and PPO passengers immediately 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 Opportunity Fire (5.3). 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 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 17.2/3. The vehicle need not be open (15.0.1).

Shaken passengers on top of vehicles (external) must immediately disembark, but unShaken passengers can choose to disembark with them or not. Since this is due to a combat result, it does NOT cost any MPs, for the passengers or the vehicle. Place a Moved marker on the disembarked units. If the passengers are Shaken by OF (5.3) and forced to disembark, the vehicle can choose to remain in the hex or, if it has MPs remaining, continue moving. Involuntarily disembarked units are subject to further OF at the implied cost of 2 MPs (can be subject to two OF attacks, as per 5.3), and OF occurs before the vehicle continues its movement (exits the hex), if eligible.

Passengers Example 1: *A buttoned Soviet T-34 tank (MF of 11) with a Squad, a Leader and a Hero as passengers is moving. The T-34 has spent 7 of its MPs when it is attacked by small-arms fire (17.2). The T-34 is unaffected because it is buttoned. The passengers are considered part of the vehicle and the attack is carried out as per 17.2. After a Damage Check, the Squad and the Leader are Shaken and the Hero is unaffected. The Squad and the Leader must disembark; the Hero can disembark if desired. It costs no MPs since it's due to a combat result. The disembarked units are marked Moved. The T-34 can remain in the hex under a Moved marker, too, or continue moving, using up its remaining 4 MPs. The enemy player can perform a further two OF attacks on the disembarked passengers, if desired, before the T-34 exits the hex.*

To reiterate, Shaken passengers of PP or P vehicles (16.1, 17.2/3) are not required to debark (they are riding inside the vehicle). They can, however, debark when eligible at the owning player's option.

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. The following conditions apply:

- Leg units do not need to begin the Operations Phase (4.0) in the same hex as the vehicle into which they are loading.
- Passengers can also load 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. The vehicle can still move after loading if it has MPs left.
- Loading/mounting the vehicle activates the vehicle for that impulse.
- Passengers can unload at any time in the vehicle hex during the carrying unit's impulse, as long as the vehicle still has at least half of its MPs remaining.
- Passengers can be Fired at in the hex in which they have been unloaded. Note that when vehicles Assault Move (15.2), their partial movement is consumed by such loading and unloading procedures.
- Only inside passengers can mount a vehicle that has used Assault Fire (15.2.1) and Fired its ordnance (14.1).
- Eligible Leg units can use AF (6.1.1) and then mount a vehicle if they have the MPs (i.e., begin in the same hex).
- Units stacked with a Leader can mount or dismount using Double-Time movement (6.2).
- Assault Move-capable units (6.1) can use AM to unload and subsequently fire, but doing so prohibits them from leaving the hex into which they disembarked until the following turn.
- Passengers can disembark from Shaken vehicles, but the Shaken vehicle cannot move in the turn the infantry disembarks.
- Passengers cannot disembark from Shaken vehicles that have already moved in the current turn, unless debarking with Shaken infantry as required by 16.2.
- Passengers that unload can move separately from their carrier, and can enter Melee (8.0) or Close Assault (17.1).

Passengers Example 6: *A 1-6-4 Squad (MF of 4) unloads from a tank (spending 2 MPs) and then moves two hexes over Clear terrain (1 MP each) 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.

17.0 Infantry & Artillery Against Vehicles

Infantry (MMC/SMCs) 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. The following conditions apply:

- Shaken vehicles are not automatically destroyed in Close Assault nor do they suffer any additional penalty.
- Vehicles can always defend in Close Assault, regardless of their activation status, just as infantry units can always defend in Melee (8.0), regardless of their activation status.
- No Melee-eligible enemy units can be present in the target vehicle's hex. If they are, you cannot Close Assault the vehicle, except as noted below.
- Shaken MMCs/SMCs in the same hex as a friendly vehicle are not automatically eliminated by GO enemy units entering said hex to Close Assault the vehicle, but the Shaken units are eliminated if the vehicle is destroyed in the Close Assault.
- Passengers inside a vehicle do not prevent Close Assault, but GO passengers riding outside the vehicle do.
- Passengers in/on a vehicle can dismount and then move to another hex and enter Close Assault.
- Units can move adjacent to a vehicle before Close Assault; they don't have to begin their impulse adjacent to it.
- Close Assault is a form of movement in regards to unit activation in a hex, meaning that, from this hex, only the Close Assaulting units can move in this impulse.
- Units cannot use Low Crawl (6.3) or AM (6.1) to enter a Close Assault.
- Units cannot use AF (6.1.1) and then enter a Close Assault.
- Units can use Stealth Movement (6.4) to enter Close Assault from a non-adjacent hex but cannot utilize Stealth AM (6.4.1) or Stealth AF (6.4.2) when doing so.
- Anti-tank SWs include: any ordnance-firing SW with a HE-equivalent (Bazookas, Panzerfausts, RPGs, LAWs, etc.), Flamethrowers, Satchel Charges or Molotov Cocktails. Since ATRs don't have an HE-equivalent they cannot be used in a Close Assault.

- Leg units can enter a hex containing enemy vehicles only by using Close Assault

- A captured AT SW is removed from play if it fails to destroy a vehicle in Close Assault

To perform a Close Assault, undergo the following steps:

- **First**, before entering the vehicle's hex, MMCs, Heroes and any accompanying Leaders must pass a pre-assault Morale Check (MC, 3.0). Two is subtracted from the dice-roll if the units are entering the vehicle's hex via a hex with a positive TM. The Leader checks first; if he passes, he can use

his LM (11.1.1) to assist other MMCs (not Heroes) making the MC. Units that fail the MC remain in the hex they occupied prior to the MC. If these units moved, place a Moved marker on them. If not, place them under an Ops Complete marker. They do not become Shaken; they merely do not participate in the Close Assault.

- If only a Leader without an anti-tank SW passes, he remains in the hex with the other units under an Ops Complete marker.
- If only a Leader with an anti-tank SW passes, he can carry out the Close Assault by himself.
- **Second**, move the assaulting MMCs/Heroes into the vehicle's hex (there is no Opportunity Fire (5.3)).
- **Third**, each MMC/Hero individually assaults the vehicle.
- Units without an anti-tank SW can still Close Assault the vehicle.
- The Leader's LM can only assist ONE unit's assault.
- The assaulting MMC/Hero rolls 1d6, adding its IFP, the LM of any accompanying Leader and the HE-equivalent or FP of any ONE possessed anti-tank SW.
- The defending vehicle rolls 1d6 and adds the LOWEST Armor Factor on the vehicle's counter (usually rear hull).
- If the attacker's die-roll is greater than the vehicle's die-roll, the vehicle is destroyed. Place a Wreck marker in the hex and a Melee marker on the attacking MMC/Hero.

Close Assault Example 1: *A 2-6-4 Squad is Close Assaulting a tank with a lowest Armor Factor of 0. The Squad adds 2 (2 IFP) to its die-roll. The owner of the tank adds 0 to his die-roll. If the Squad's modified die-roll (1d6 + 2) is greater than the tank's die-roll (1d6 + 0), 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/SMCs are returned to the (adjacent) hex from which they initiated the assault and are marked with a Moved marker—even if they used Stealth Movement (6.4) to enter the hex.

In the case of an unsuccessful Close Assault following an Overrun (15.3), they must retreat to an adjacent hex of their owning player's choice. Retreating units cannot enter an enemy-occupied hex or a hex under a Melee marker. If no eligible hex is available, the retreating units are eliminated.

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. Again, the Leader, if he passes the second MC, can only assist ONE MMC's assault. Single-use SWs, like a Satchel Charge, can only be used for one of the attacks.

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 (OFT).

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.

MMCs/SMCs can attack unarmored vehicles (see 17.3), open-topped vehicles and open armored vehicles with small-arms. Small arms attacking buttoned armored vehicle can only affect outside passengers.

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.

Open-topped vehicles are armored vehicles that cannot button; "Open-Topped" is printed on the back of the counter.

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 (16.0) are considered part of the vehicle in/on which they are riding.

Combat resolution is nearly identical to that discussed under Fire Combat (5.0), with opposed die-rolls. It is as follows:

- Attacking units must meet range and LOS requirements.
- The attacking unit's FP is summed and added to 1d6.
- The attacker's FP is modified as indicated on the DFT's die-roll modifications (DRMs).
- The target vehicle rolls 1d6 and adds the TM of the terrain in its hex and the LOWEST Armor Factor on the vehicle's counter (usually rear hull).
- Thus the opposed die-rolls are: 1d6 + FP +/- DFT DRMs vs. 1d6 + TM + Lowest Armor Factor.
- Inside passengers of open (not open-topped) armored vehicles are unaffected by small arms fire.
- Inside passengers of vehicle abandoned by results on the DCT make their MC once they have disembarked.

Results:

- If the attacker's modified die-roll is less than or equal to the defender's modified die-roll, the fire has no effect.
- If the attacker's modified die-roll is greater than the defender's modified die-roll, the target vehicle and all passengers (16.1/2) must take a Damage Check (DC); the vehicle goes first. If the vehicle is buttoned, only external (PO or PPO) passengers take the DC.

- For the DC, roll 1d6, add the difference between the attacker's modified die-roll and the defender's modified die-roll, and consult the Damage Check Table (DCT), using the appropriate column.
- If a GO Armor Leader (11.5) is present, use his Morale instead of the target vehicle's Morale. The Armor Leader's Morale is not used for any passengers.
- Infantry Leaders who are passengers can subtract their LM from the passengers' DCs, but must pass their own DC first.
- Shaken EXTERNAL passengers must immediately disembark, and non-Shaken passengers can choose to disembark with them or not. Place a Moved marker on the disembarked units; they are subject to OF (5.3) at an implied cost of 2 MPs, i.e., can be attacked by two OF attacks.
- Shaken passengers of PP or P vehicles are not required to debark. They can, however, debark when eligible at the owning player's option.

17.3 SMALL-ARMS VS. UNARMORED VEHICLES

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

Use 17.2, with the following exceptions applied, if necessary:

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

Exception Two: The results on the DCT for unarmored vehicles include Destroyed results; if destroyed, replace the vehicle with a Wreck marker and perform a Bailout Check (15.4) for its Crew.

If destroyed, the passengers must still take their DC AND THEN the Bailout Check as described in 16.1.1.

Exception Three: 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 (17.2).

17.4 MORTAR WTS AND OFF-BOARD ARTILLERY VS. VEHICLES

Mortars WTs (18.1) and Off -Board Artillery (18.2) 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 was unarmored.

Unarmored vehicles are attacked per 17.3. A vehicle with an unarmored facing or an open-top armored vehicle is attacked as if it was unarmored.

18.0 Indirect Fire

LnLT includes both onboard and Off-board indirect-fire weapons. Counters on the Map represent onboard weapons, such as Mortar SW(1.6.5) and Mortar (WT). Off-board weapons are anything from larger-caliber Mortars to field guns.

Unlike direct-fire ordnance (14.0), 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 (OBA) and Mortar WTs attacks always attack all levels of a Building and, in hexes containing a Bunker or Cave (10.4.1), units inside and outside of the Bunker or Cave; roll once and adjust the TM accordingly.

Off-Board Artillery and Mortar WTs 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 (11.4) is not doubled against Off-Board Artillery or Mortar WTs attacks. Onboard Mortars and Off-board Artillery cannot fire/lay Smoke (7.0) unless noted in a Special Scenario Rule (SSR).

You can't target a hex with a Melee marker.

18.1 MORTAR WT

Mortars WTs cannot fire from Buildings, Bunkers, Forest, Heavy Jungle and any other pertinent module-specific hexes. They can fire from Caves (10.7).

Mortar WT can fire directly at targets in spotted hexes within their range and LOS as per 5.0.

Roll 2d6, choose the higher of the dice, add it to the Mortar WT Firepower and resolve the attack (all DFT modifiers—except degrading terrain in the LOS, Walls and Hills—apply).

Onboard Mortars Example 1: *A German 50mm Mortar WT has LOS through two degrading-terrain hexes to a spotted Light Woods hex 12 hexes away, which is within its range of 2-30 hexes. The player rolls 2d6; a 3 and 5. Thus he adds 5, the higher of the two dice, to his Mortar WT's FP of 2, for a total of 7. The two hexes of degrading terrain do not hinder his fire; he's firing over them. He compares 7 to the defender's roll of 1d6 + 1 (TM of Light Woods). The defender rolls a 2 + 1 = 3. All units in the defender's hex now must perform a Damage Check 4 (7 - 3 = 4), as per 5.0.*

Mortar WTs can also fire indirectly at spotted hexes to which a Leader (11.1), Scout (11.6) or Advisor (11.9) has a LOS. Leaders/Scouts/Advisors can call Mortar WT fire against a hex they spotted during the current impulse. Leaders cannot, however, call Mortar WT fire and add their LM (11.1.1) to a DFT/OFT (5.0/14.1) attack in the same turn.

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

- When a Leader/Scout/Advisor calls in Mortar fire, the firing Mortar need NOT have a LOS to the target hex, but must be within range of it.
- Declare the target hex.
- Mark the Leader/Scout/Advisor that called in the Mortar fire Ops Complete.
- Roll 2d6, choose the higher of the dice, add it to the Mortar's FP and resolve the attack.

- A Leader's LM does NOT affect the Mortar's FP when firing indirectly, nor does degrading terrain reduce it, but other DFT modifiers—except the TM for Walls and Hills—(including the TM of the target hex) apply.
- After the attack, place a Fire for Effect (FFE) marker on the target hex; the FFE marker stays on the Map until the Admin Phase (9.0) and attacks any unit that enters its hex during any impulse during the current turn.

The hex under an Mortar WT 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. Mortars cannot Opportunity Fire (5.3).

18.2 OFF-BOARD ARTILLERY

The availability of Off-board Artillery (OBA) is indicated in the scenario's Order of Battle (OOB) or within Event Paragraphs. They are identified in the OOB with the number of Fire Missions followed by their Firepower (FP):

- 2 x Off-board Artillery Missions (5 FP)

In some cases the gun-tube size of the Artillery or Mortar is listed, but the key information is the number of Missions and their FP. Only a Good Order Leader, Scout or Advisor can call in an OBA (indirect) Fire Mission.

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

- **A friendly Leader, Scout or Advisor uses an impulse** to place a Spotting Round marker on any one hex within his LOS. The hex need not be spotted.
- The Leader/Scout/Advisor's LOS to a hex is blocked if it passes through MORE than two hexes of degrading terrain or silhouettes of degrading terrain within two open hexes.
- After placing the marker, roll 2d6, one **white**, one **colored**.
- Add the number of degrading-terrain hexes the Leader/Scout/Advisor's LOS passes through to the **white die**, subtract the Leader's LM, and divide the remaining modified **white-die** total (**white-die** number + degrading terrain – LM) by 2 (rounding up fractions). This is how far the Spotting Round impacts (scatters) from the desired hex.
- The **colored die** is the direction the round drifts. One is north, two is northeast, etc., adjusting to the right if due north is a vertex not a hexside.
- Place the Spotting Round marker in the hex indicated by the drift die-roll. If this hex is not in the Leader/Scout/Advisor's LOS, remove the Spotting Round marker and put an Ops Complete marker on the Leader/Scout/Advisor.
- Otherwise the Leader/Scout/Advisor can shift the marker one hex in any direction that is within his LOS or abort the Fire Mission.
- If the Leader/Scout/Advisor decides to abort the Fire Mission, remove the Spotting Round marker; this does not use up the Fire Mission; it can be attempted again on a later turn.

- If the Leader/Scout/Advisor chooses to continue with the Fire Mission, shift the Spotting Round marker in the desired direction and then replace it with the Fire for Effect (FFE) marker. A Fire Mission is only considered used-up when the FFE marker is placed on the Map.
- The FFE marker immediately attacks ALL units (enemy and friendly) in the impact hex AND ALL SIX ADJACENT HEXES with the Firepower indicated in the scenario's OOB or Event Paragraph. Roll for each hex.
- Place an Ops Complete marker on the Leader/Scout/Advisor regardless if the Fire mission ended in FFE or was aborted.

  Leadership does NOT affect the FP, but other DFT modifiers, including the TM of the target hex (except Walls/Hills), apply.
- The FFE marker stays on the Map until the Admin Phase (9.0) and attacks any units that enter its hex or any of the six adjacent hexes, including hexes under a Melee marker. If a previously attacked unit moves into a new FFE hex, it is attacked again.
- If a unit(s) enters an FFE hex containing enemy units, perform the FFE attack against the entering unit(s) first, and then, if it (they) survives, perform the Melee (8.0). If the entering unit(s) is rendered NME by the FFE, the Melee proceeds as per 8.0 and the unit(s) is eliminated. Note this all happens in ONE impulse.
- If (and this is a rare case) a Melee-eligible unit enters a hex containing only NME units under a Fire For Effect (FFE, 18.1/2) marker, it is first attacked by the FFE. If it survives the FFE attack, proceed with the Melee (in which the NME units are eliminated and a Melee marker is placed on the hex); if the FFE attack renders the entering unit NME (Shakes it), it must return to the hex from which it entered, is placed under a Moved marker and, if that hex is also under a FFE marker, it is attacked again and subject to OF (5.3).
- Leaders cannot call in 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.

18.2.1 Alternative Fire Missions

Before a friendly Leader, Scout or Advisor places a Spotting Round they must decide what type of Fire Mission will be called in. This can not be changed once the Spotting Round is placed. This is declared to the opponent before the Spotting Round is placed. If a player forgets or neglects to mention what Fire Mission he is using, the Fire Mission with be a Standard Fire Mission by default.

Once the Leader/Scout/Advisor chooses to continue the Fire Mission and place the Fire For Effect Marker then conduct the Fire Mission with the following conditions for each different Fire Mission

Standard Fire Mission: The base fire mission is presented in section 18.2. No changes from the rules laid out in 18.2 Unless otherwise stated any off board artillery strike that is plotted before a scenario begins is a Standard Fire Mission.

Concentrated Fire Missions: The FFE marker is placed as normal. However the following effects take place. In the center hex where the FFE marker is placed-the FP attacking that hex is 1.5 times the Artillery FP (Rounded up).

In each adjacent hex to the FFE marker, the FP is half of the Artillery FP rounded up. For the rest of the turn, units moving into the FFE marker or its 6 adjacent hexes is at- tacked by the appropriate FP for the hex they move into as by what the modified Artillery FP was. (FFE center hex will be one and a half times the Artillery FP and the adjacent FFE hex's at half FP rounded up).

***Example**: Artillery Fire mission is 3FP. In a Concentrated Fire Mission the center hex will be 5 FP and all surrounding hexes of the FFE will be 2 FP.*

Loose Fire Missions: FFE marker is placed as normal. However the following effects take place. At the moment of impact the FFE hex and all hexes within 2 of the FFE marker are struck with FP equal the following chart based on what the original Artillery FP was rated at. For the rest of the turn, units moving into the FFE marker and any hex within 2 hexes of the FFE are attacked at the Loose Artillery Firepower value.

Original Artillery FP value	Loose Arty FP
1-2	0
3-4	1
5-6	2

Line Barrage: As soon as the Spotting Round is converted to FFE the Attacking player takes a second FFE and places it 3 hexes from the initial FFE in a straight line. The Attacking player then takes another FFE marker and places it 3 hexes away from the initial FFE in a direct line from the second FFE marker placed so there is a line of FFE markers spaced out the length of 7 hexes.

The 3 FFE markers must be placed in a straight hex line. Then the following takes place: units under the FFE hexes and any hexes between the FFE markers in the straight line are attacked with the normal Artillery FFE FP. For the rest of the turn any units moving under an FFE marker or in a hex between the FFE markers are attacked by the Artillery FP.

Walking Barrage: Only 1 Walking Barrage is allowed, per side, on the map at one time. The Spotting Round is replaced by the FFE marker as normal but with the top of the FFE marker pointed towards the hex row the artillery will move to in upcoming turns.

A FFE marker is placed on either side of the base FFE marker with the top of the marker pointed towards the same hex row that the center FFE marker is placed. All 3 FFE markers must be pointed in the same hex row direction as this indicates the path the Walking Barrage will take. Conduct attacks on any unit under an FFE marker as a normal FFE attack.

On the next turn after the Walking Barrage is placed, after the Rally phase but before the first impulse is conducted in the Operations Phase, the controlling player must move the 3 FFE markers 1 hex in the direction that the FFE markers are facing. All units now under this new placement of FFE markers are attacked as a normal FFE attack. On the second turn after the initial FFE markers were placed, after the Rally phase but before the first impulse is conducted in the Operations Phase, the owning player must move the 3 FFE markers 1 hex in the direction that the FFE markers are facing.

All units now under this new placement of FFE markers are attacked as a normal FFE attack. At the end of this turn the FFE markers are removed as normal FFE markers are removed in the Administrative Phase.

So Walking Barrage FFE markers will remain on the board for 3 consecutive turns and will 'walk' one hex each turn in the direction that is decided on when the FFE markers are placed. For the remainder of each turn that the Walking Barrages remain on the board-any unit moving into a hex with a FFE marker will be attacked by the Artillery FP.

While the Walking Barrage is on the board, no other Off Board Indirect Artillery strikes can be conducted by the controlling player. The Walking Barrage can be canceled by the controlling player during the Administrative Phase when FFE markers are usually removed from the board.

All other rules pertaining to FFE markers remain the same as the Standard Fire Mission as laid out in 18.2

18.3 OFF-BOARD FIRE MISSION LIMITATIONS

Unless noted otherwise in a scenario's special rules (SSRs), Off-board Artillery or Mortar Fire Missions are called in sequentially: one per turn. In other words, if a player receives two Fire Missions in a scenario, he cannot call them during the same turn—even if he has two Leaders (11.1) or a Leader and a Scout (11.6) and/or an Advisor (11.9), and even if the first Fire Mission is aborted.

If, however, two different formations are both given Off-board Fire Missions (e.g., A and B Companies of the same battalion) they can call-in their Fire Missions during the same turn.

Leaders cannot add their LM to fire-combat attacks (5.0) in the same impulse in which they direct an OBA Fire Mission.

- Unless otherwise noted, the number of Fire Missions in the OOB is for the whole game, not per turn
- Unless otherwise noted, a Fire Mission not called in the same turn that it become available carry over the next turns until used up

Developer's Note: *The limitation to one OBA Fire Mission per turn is due to the theory that there is only one battery per formation and two Leaders or a Leader and a Scout and/or Advisor cannot both utilize the battery at the same time unless there are two formations, each supported by their own battery.*

19.0 Aircraft & Helicopters

This section contains rules for fixed-wing aircraft and helicopters, though not all modules have fixed-wing aircraft or helicopters in them.

19.1 FIXED-WING AIRCRAFT

A player might receive fixed-wing air support in a scenario. Such air support is designated in a scenario's Order of Battle (OOB) as follows:

- 1 x JU-87 B2 Stuka Airstrike (Available on Turn 3)

The turn the airstrike is available is also listed; if no turn is listed, the airstrike is available on Turn 1. The air-support's time of arrival during the turn is randomly determined as follows:

- The air support enters on the NEXT impulse after either player rolls DOUBLES for ANY game-related function.
- If both sides have Air Support available on the same turn, it arrives for the side with the initiative first.

- Unless otherwise noted, a Airstrike/Air Support not used in the same turn that it become available carry over the next turns until used up (by rolling doubles).

- If both sides have Air Support available on the same turn, it arrives for the side with the initiative first. Thus, unless a second double is rolled in the same turn, the second player will have to wait until next turn (and win initiative if the first player has more than one airstrike, or the same situation could be repeated).

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

Fixed-wing Aircraft Example 1: *The German player has a Stuka airstrike in the OOB. It is his impulse and he decides to take a shot at a British Matilda II with a Pz IV F2. The panzer's to-hit roll produces doubles. The German player resolves the panzer's attack normally and concludes his impulse. The next impulse (yes, before the British player gets another impulse) the German Stuka airstrike arrives.*

If in the Rally Phase (3.0) either player rolls **doubles** while attempting to rally a unit, the air support arrives in the first impulse of the following Operations Phase (4.0), regardless of who holds the initiative.

Observe the following steps/conditions when performing an airstrike:

- To determine from what direction the air support enters the Map, roll 1d6 (unless otherwise specified): 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.
- The air support can only move in a straight line from its point of entry to the point of exit.

Fixed-wind Aircraft Example 2: *If the air support enters via hex H1, it can either follow the H hexrow (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 CANNOT move H1, G1, and then shift to G2, G3.*

19.1.1 Anti-Aircraft Ordnance

At any time during the air support's flight across the Map, eligible enemy anti-aircraft (AA) units or weapons with blue or green 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.

Developer's Note / Exception: *Though technically an AA gun, the German 88 mm ATG WT cannot be used against aircraft. Any other unit marked AA, regardles of the color of the numbers on its to-hit table, can fire at fixed-wing aircraft as per 14.1. In some cases, green has been used in place of blue to indicate AA weapons.*

- 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 Damaged/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). Armored vehicles are attacked as if they were open (17.2). Place a Wreck marker in the hex (some game's have Crash markers), 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.
- If the air support survives any AA fire, prior to its attack, see section 19.1.2 below to conduct its attack.

19.1.2 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.

- All the hexes attacked by air strike must be spotted or in LOS of a leader.

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** (15.0.1).

- Unarmored vehicles are attacked per 17.3.

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.

Fixed-wing Aircraft Example 3: *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 factors (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 Factor (turret or hull, fractions rounded up) + 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.

- Hexes targeted by multiple bombs don't have to be adjacent.

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**
- Drop its bombs on any two hexes before it fires its cannon; **or**
- Drop its bombs 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 (10.4.1), units occupying the Bunker or Cave and outside the Bunker or Cave are attacked. Roll once per hex and adjust TMs accordingly.

19.1.3 Bombers

Bombers in **LnLT** have a seven-hex grid on their counter under their Morale. The numbers in each of the seven hexes indicate its FP.

Bombers follow rule 19.1 for availability and arrival. If the bomber survives enemy anti-aircraft attacks (as described in 19.1), it can attack any one hex in its flight-path plus that hex's six adjacent hexes; the primary and secondary (adjacent) target hexes do not have to be spotted.

It attacks the primary target hex with the FP in the center hex on the bomber's counter, and the six adjacent hexes with the FP in the six adjacent hexes on the counter.

Example: *The G4M Betty from Heroes of the Pacific attacks its primary target hex with a FP of eight (8) and the six adjacent hexes with a FP of four (4). Roll separately for the attack on each hex. This FP represents FP factors (5.0) or penetration value (14.0), and can represent different methods of attack to different targeted units in the same hex. 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.*

Against armored targets (open or buttoned), bombers do not make a to-hit roll, but make an opposed-penetration roll as described in 14.0. The target uses its lowest rear armor factor (turret or hull) + 1d6 when making the opposed roll. Resolve results.

19.1.4 Module-Specific Fixed-Wings Aircraft

Some fixed-wings have module-specific rules (MSR) related to them. They will be located in this section of the relevant Module and Scenarios booklet.

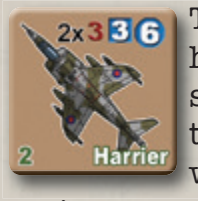
19.1.5 In-Depth Fixed-wing Aircraft Example

Available air support is revealed in a scenario's Order of Battle (OOB, 22.0), and in some scenarios both sides have air support. The air support's time of arrival is randomly determined as follows: air support enters on the NEXT impulse after either player rolls doubles for ANY game-related function. If both sides have fixed-wing air support in a scenario, the side with the initiative receives the air support first. You can only receive fixed-wing air support once per turn.

Arrival Method 1: 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. Then what happens? See Arrival Method 2.

Arrival Method 2: The British player (only) has air support, a Harrier Airstrike. It is his impulse and he decides to take a shot at an Argentine AML-90 in hex H6 with his Scorpion in hex E7 (see Figure 1, next page). The to-hit roll turns up a pair of sixes, a twelve: a miss, but it's **doubles**.

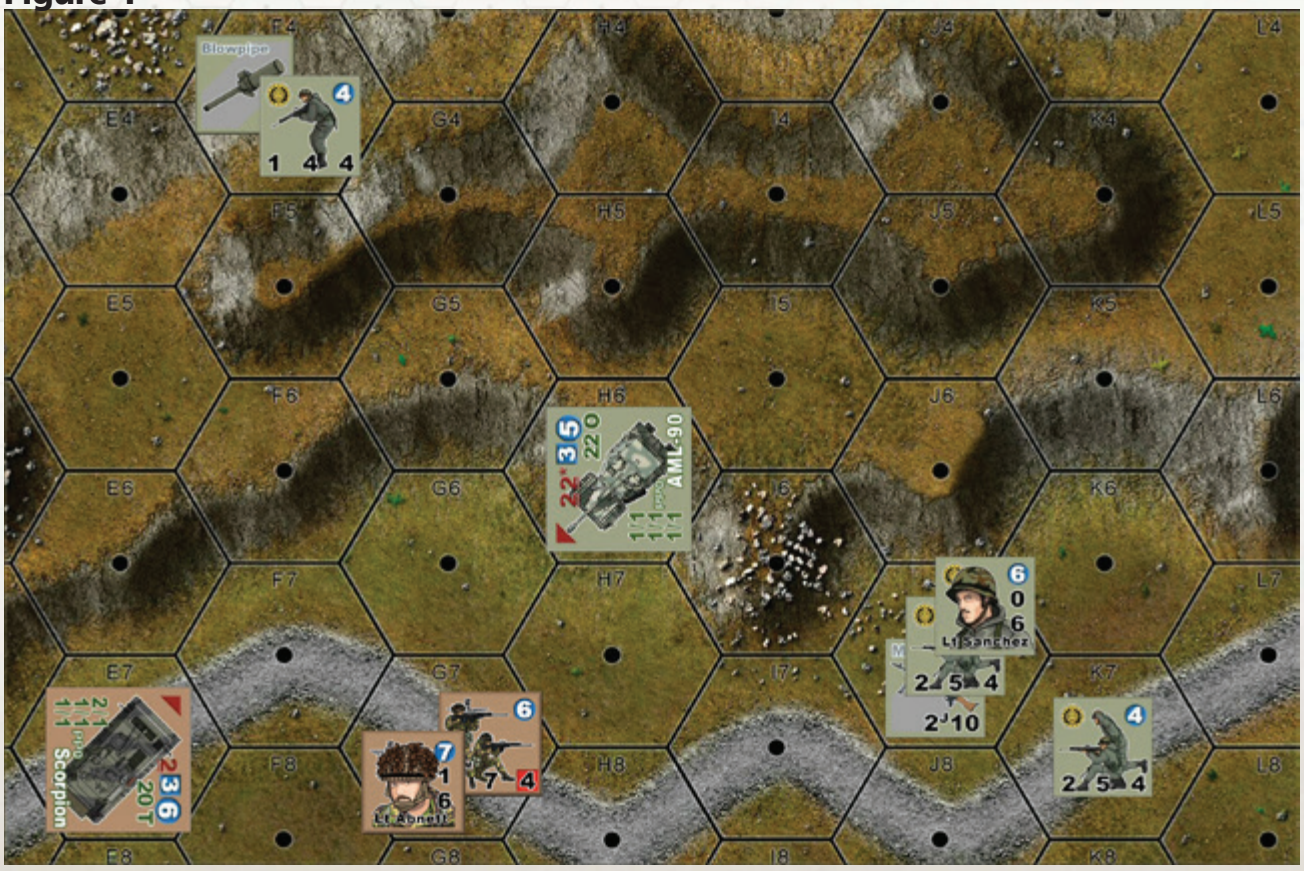
The British player, if he had scored a hit, would resolve the Scorpion's attack on the AML-90 and conclude his impulse. The next impulse (yes, before the Argentine player gets his impulse) the British air support arrives.



The Harrier's engine can be heard by the Argentine conscripts on the ground, but they do not yet know from which direction it is going to arrive.

To determine from which direction the air support will enter the Map, roll 1d6: a result of 1 signifies north, 2 signifies east, etc.; if the result is 5 or 6 the air support enters from a direction of the owning player's choosing. In this case, the result is a 3, and thus the Harrier enters from the south edge of the Map.

Figure 1



Remember the following:

- Air support has an unlimited MF.
- It enters, moves across, fires its weapons and exits the Map in the same impulse.
- Air support is always considered to be two levels above the terrain it occupies. There are no adjacency bonuses when attacking or being attacked.
- It cannot spot, but it can attack any hex in the LOS of a friendly Leader (it doesn't need to be spotted), or any hex that is spotted.
- Air support can only move in a straight line from its point of entry to the point of exit.

Figure 2

To maximize its effectiveness, the Harrier is going to enter via hex M8 (not pictured); from M8 it must either enter hex M7 or L8, but whichever hex it enters it must continue on that path (M7, M6, M5, etc.; or L8, K7, J7, I6, etc.; see Figures 1 & 2) until it exits the other side of the Map.

The Harrier CANNOT move M8, L8, L7, K6 or in any other variation of hexes.

Okay, the Harrier's on the Map. Now, how does it blow things up? 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 Firepower (FP). Air support can attack a number of adjacent hexes along its flight path indicated by the number before the "x".

The Harrier can attack two (2) adjacent hexes with 3 FP. It attacks the hex it currently occupies first. And this FP represents FP (5.0) or penetration value (14.1), whichever the owner prefers, and depending on the target. In our running example, the Harrier enters the Map via hex M8 and once it occupies hex K7 it opens fire with its cannon, on the first of two adjacent hexes (see Figure 3).

The target is an Argentine Army 2-5-4 Squad in a Clear (thus spotted) hex, which does not provide a defensive Target Modifier (+TM). Conduct a normal DFT opposed die-roll, as per 5.0:

- The Harrier rolls 1d6 + 3 (FP) vs. the 2-5-4 Squad's straight 1d6.

Figure 3

After resolving that attack, the Harrier moves on to the adjacent hex, J7, which is a Rough hex occupied by another 2-5-4 Squad and a Leader, Lt. Sanchez. Though hex J7 isn't spotted, it is in the LOS of the British Leader Lt. Abnett in hex G7 (see Figure 1) so it, too, can be attacked by the Harrier.

The Rough provides the Argentines with a TM of +3, thus the opposed die-roll in this hex is an even match:

- The Harrier rolls 1d6 + 3 (FP) vs. the Argentine's 1d6 + 3 (TM).
- Resolve the attack as per 5.0.

The Harrier has exhausted its cannon ammunition, but it still has its bombs. It could have dropped them on either of the two hexes in which it Fired its cannon, or it can drop them on any other hex that is on its flight path across the Map—before or after it fires its cannon.

In our running example, the Harrier has an Argentine AML-90 ahead of it, in hex H6, a Clear (and thus spotted) hex.

The Harrier's HE-equivalent (located next to the cannon FP, and also 3) represents the damage its bombs inflict on its target hex. To repeat: this hex need not be adjacent to the hexes attacked with its cannon.

The hex chosen, H6, in this case, is attacked with the HE-equivalent (3) in the same way as the cannon attacked the previous hexes, but since the target is an armored vehicle, an OFT attack is performed, but the to-hit roll is skipped; we proceed straight to the opposed penetration roll (14.1).

- The Harrier rolls 1d6 + 3 (HE/PV) vs. the AML-90's 1d6 + 1 (its lowest Armor Factor—all of which are 1).
- Resolve the attack.

Developer's Note: *The Harrier's cannon can attack both armored and unarmored units occupying the same hex. Thus, if the AML-90 was in hex K7 with the lone 2-5-4 Squad instead of in hex H6, the Harrier could have Fired its cannon on both, but the attacks would be resolved separately. It also could have dropped its bombs on any of the hexes in which it Fired its cannon; and if that hex, too, contained an armored vehicle and a Squad, the attacks would be resolved separately (OFT and DFT).*

Figure 4

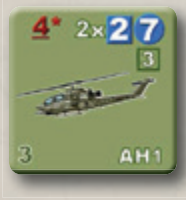
Out of bombs and ammo for its cannon, a score of Shaken Argentine soldiers and a destroyed AFV in its wake, the Harrier then continues on its flight path until it exits the Map. However, on the other side of a Level-2 Hill, in hex F4 (see Figure 4), is an Argentine 1-4-4 Half-Squad with a Blowpipe.

As soon as the Half-Squad has LOS to the Harrier, it can fire its Blowpipe as per 19.1.1 and 14.1. At a range of two hexes, it needs to roll a 6 or less in order to hit the plane, but since it's firing at an aircraft there's a +2 OFT die-roll modifier; so the Argentine player needs to roll a 4 or less. If successfully hit, an opposed die-roll for penetration is conducted:

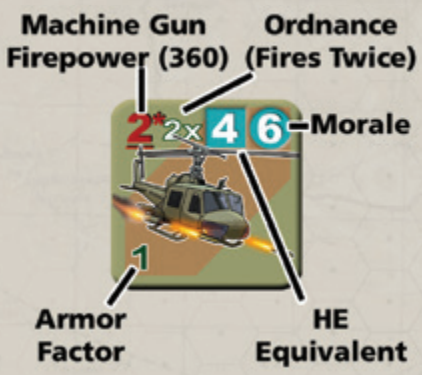
- The Argentine player rolls 1d6 + 5 (the Blowpipe's penetration value) vs. 1d6 + 2 (the Harrier's Armor Factor; lower left on the counter).
- If the Argentine's modified die-roll is less than the British player's modified die-roll, the missile has no effect on the Harrier.
- If the Argentine's modified die-roll is EQUAL to the British player's modified die-roll, the Harrier must take a Morale Check. If it fails the Morale Check it is Damaged and thus it aborts its mission and is removed from the Map.
- If the Argentine's modified die-roll is greater than the British player's modified die-roll, the Harrier is destroyed.

If the aircraft is destroyed, roll 1d6: the aircraft is moved the number of hexes indicated along its flight path, where it crashes. The crash attacks all units in the hex with 6 Firepower—TMs do NOT apply—and armored vehicles are attacked as if they were open. This concludes the fixed-wing aircraft in-depth example.

19.2 HELICOPTERS



Helicopters were first used as effective weapons of war in Vietnam. Although they can have immense Firepower and almost limitless mobility, they are vulnerable to ground fire.



Developer's Note: *The helicopter rules have not changed since v.4.1 but they have been reorganized for better clarity.*

Never replace an Ops complete marker with a Fired marker or vice-versa; keep them both. This will help keep track if the chopper has fired or not, moved or not, etc.

19.2.1 Helicopter Modes

Helicopters are either in flying or hovering mode. **Helicopters can change modes ONCE any time during their impulse.** Only one flying or hovering helicopter can occupy a hex, although a helicopter can occupy a hex with a wrecked helicopter.

Flying Helicopters:

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

Hovering Helicopters:

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

Whether in flying or hovering mode, helicopters are always considered adjacent to the six (6) adjacent hexes.

Helicopters without ordnance have their hovering mode on the back of their counter. Helicopters with ordnance (those with a to-hit table on the back) use a Hover marker to denote being in hover mode.

19.2.2 Helicopter Movement Costs

Helicopters spend one Movement Point (MP) for each hex they enter. Changing modes (from flying to hovering, and vice versa) also costs one MP.

This is important to know when conducting Opportunity Fire (5.3) against them.

19.2.3 Helicopters, Terrain & Spotting

Important: Helicopters, regardless of mode, are always considered to be in a spotted hex.

In game terms, helicopters are always considered one level above the tallest terrain obstacle in their hex. A helicopter's height is the same whether flying or hovering.

Helicopter Example 1: *A helicopter flying/hovering over open terrain on a Level-1 Hill is considered at Level-2. A helicopter flying/hovering over a Forest hex (Level-2 Obstacle height) on a Level-1 Hill is at Level-4.*

All other LOS (10.1) rules apply.

Hovering helicopters (only) that have not Fired or moved can attempt to spot an enemy-occupied hex and still move and fire in their impulse (i.e., the spotting attempt does not place an Ops Complete marker on the helicopter).

Helicopter Example 2: *A hovering Huey Gunship can make a spotting attempt on an enemy-occupied hex; if successful, it can fire at that hex, or another spotted hex, as long as the fire meets range and LOS considerations; after it fires it can remain in the hex under a Fired marker, or it can switch to flying mode and fly to another hex, ending its impulse in flying mode, adding an Ops Complete marker.*

The same Huey Gunship can make the spotting attempt, then switch to flying mode, move and fire at the just-spotted hex, or another spotted hex, observing the –2 DFT and +2 OFT penalties for firing in flying mode. Place a Fired marker if it fired, place an Ops Complete marker if it moved.

Remember, however, a side can attempt to spot only once per impulse (see section 10.1 for more on Spotting.).

Flying helicopters cannot spot enemy-occupied hexes, even units in the same or adjacent hex; they must first shift to hovering mode, but hovering helicopters spot units without penalty (i.e., a spotting attempt, failed or successful, does not put the helicopter under an Ops Complete marker).

19.2.4 Helicopter Movement & Fire

Helicopters can move and fire without restriction during their impulse.

Helicopter Example 3: *A helicopter can fly across the Map, fire its rockets (incorporating the +2 OFT penalty for firing in flying mode) and then fly anywhere else that it wishes.*

Helicopter Example 4: *A helicopter can fly across the Map, enter hovering mode, fire its machine guns at a nearby enemy, and then unload passengers (19.2.6).*

The following conditions also apply:

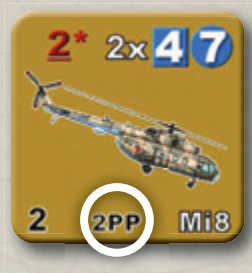
- Helicopters observe 5.0, 17.2 and 17.3 when firing their machine guns (MGs) and 14.1–14.4 when firing their ordnance, including their ATGMs.
- A helicopter's 4*-FP MG has a range of 14 hexes. A helicopter's 2*-FP MG has a range of 10 hexes. Both have a 360-degree field of fire, as indicated by the *.
- A helicopter must fire **all** its weapons in the same impulse.
- After a helicopter is marked with a Fired marker, it cannot fire again in that turn.

- Helicopters with both MGs and ordnance can fire these weapons at targets in different hexes only when they are in flying mode.
- Hovering helicopters must fire all of their weapons at targets in the same hex.
- Only hovering helicopters can fire ATGMs; if they fire their ATGM, they cannot fire another type of ordnance, if they have a split to-hit table.
- Hovering helicopters that fire ordnance and remain in the hex from which they Fired the ordnance use Acquisition and Acquiring markers (14.3).
- Mark helicopters that move to a new hex, change modes or unload passengers with an Ops Complete marker.
- Place a Fired marker on those that fire.

19.2.5 Helicopters & Opportunity Fire

Helicopters can Opportunity Fire (5.3) like other units. Helicopters under an Ops Complete marker fire their machine guns at 1/2 FP (in addition to any other applicable modifiers). Ops Complete helicopters firing ordnance add two (+2) to their OFT to-hit rolls.

19.2.6 Helicopter Passengers



Helicopters 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 some cases, "2PP" or "2xPP" is used to indicate an increased passenger capacity. Either format doubles the passenger capacity for "PP" described above.

The following rules apply to helicopter passengers:

- Passengers are always considered to be riding inside the helicopter.
- If the helicopter is destroyed, the passengers must make a Bailout Check, as previously described in 16.1.1.
- A helicopter must be hovering to disembark or embark passengers, and can only disembark/embark passengers in open-type terrain (see the Type column on the Terrain Effects Chart (TEC)).
- Passengers cannot be disembarked into a hex occupied by enemy units or friendly units locked in Melee (8.1).
- To embark passengers, helicopters must begin their impulse in the embarking unit's hex.
- Units locked in Melee cannot withdraw from the Melee (8.1.1) and embark onto a helicopter in the same hex.
- Loading/unloading costs the passengers one-half of their Movement Factor (MF), round fractions up. Since helicopters have an infinite MF, it costs them nothing.
- Unloading passengers are immediately marked with a Moved marker, and can be Op Fired (5.3) on in the hex in which they unload. Assault Movement-capable units can use AM (6.1) to disembark but enemy Op Fire is resolved before they fire with the AM penalty.

19.2.7 Ordnance vs. Helicopters

Developer's Note: *Any unit marked AA, regardless of the color of the numbers on its to-hit table, can fire at helicopters as per 14.1. In some cases, green was used in place of blue to indicate AA weapons.*

Anti-aircraft (AA) guided weapons, which are designated with blue or green range, to-hit and penetration-value numbers on their counters, can target flying and hovering helicopters. Non-guided ordnance—such as RPGs—and ATGMs can only fire at hovering helicopters. The following conditions apply when ordnance is Fired at helicopters:

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

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

- Compare the penetration value at the appropriate range plus 1d6 (MPV) against the helicopter's Armor Factor plus 1d6 (MAV).
- If the MPV exceeds the MAV, the helicopter is destroyed.
- If the MPV is EQUAL to MAV, the helicopter must take a Morale Check. If it fails the Morale Check it is Damaged and immediately removed from the Map; it cannot unload passengers or fire.
- If the attacker rolls a 1 and the target rolls a 6, the round is a dud and has no effect on the helicopter.
- If the attacker rolls a 6 and the target a 1, the round is a catastrophic hit and the helicopter is destroyed.

When a helicopter is destroyed, it crashes. Observe the following steps to carry out the helicopter crash:

- Roll 2d6 to determine the direction it went as it crashed.
- The **colored** die is used alone to determine direction: a roll of 1 is due north, 2 is northeast, etc.; if due north is a vertex, 1 is the hexside to the right of the vertex.
- The result of the **white** die is halved (rounding fractions up); this is the number of hexes from the hex in which it was hit that the bird crashes. If an intervening hex is at a higher Level than the helicopter was when it was hit/destroyed, it crashes into that hex instead of the full white-die distance. Place a Crash, Wreck or Helicopter Wreck marker in this hex (not all games have the same counters). If the hex contains an LC or HC Building, place a Rubble marker in the hex.
- All units present on the ground in the crash hex are attacked by a 6-FP attack. This attack is resolved using an opposed die-roll as described in section 5.0 against Leg units and in sections 17.2 or 17.3 against vehicles; armored vehicles are attacked as if they are open—even if they are buttoned.

- Passengers and Crew in the destroyed helicopter must make a Bailout Check, as previously described in the section on vehicles (see 15.4 (Crew) and 16.1.1 (Passengers)).
- If the MPV of the ordnance that hit the helicopter is less than the chopper's MAV, there is no effect. If the helicopter remains in the hex in which it was Fired at, use Acquistition and Acquiring markers (14.3).

19.2.8 Small-Arms vs. Helicopters

Small-arms can fire on helicopters using the procedure outlined in Small-Arms vs. Armored Vehicles (17.2) and enumerated below:

- Helicopters are neither open nor buttoned, and can always be attacked by eligible small-arms.
- Small-arms, but not ordnance or indirect-fire weapons, have their **range halved** when attacking helicopters (round fractions up).
- Vehicles with 360° MGs (with an *) can attack helicopters as Small-Arms

Helicopter Example 5: *A 2-7-4 American Squad has a range of 4 (7/2 = 3.5, rounded up to 4) when attacking helicopters, and a M-60 SW (normal range of 10) has a range of 5. Conversely, an RPG-16, which uses the OFT, can fire up to its max range of 9 against helicopters.*

- Attacking units must meet range and LOS requirements, but helicopters are ALWAYS considered to be in spotted hexes.
- The attacking unit(s)'s FP is summed and added to 1d6.

  The attacker's FP is modified as indicated on the DFT's die-roll modifications. Remember, helicopters receive no TM for the terrain they occupy. The targeted helicopter rolls 1d6 and adds its Armor Factor.
- If the attacker's modified die-roll is less than or equal to the helicopter's modified die-roll, the fire has no effect.
- If the attacker's modified die-roll is greater than the helicopter's modified die-roll, the helicopter AND any passengers it is carrying must take Damage Checks as per 5.0. Both helicopter and all passengers (helicopter first) roll 1d6, adding the difference between the attacker's modified die-roll and the defender's modified die-roll, and consulting the DCT. Shaken passengers are not required to dismount.
- Helicopters damaged by small-arms fire are immediately removed from the Map; they cannot unload passengers or fire.
- Helicopters destroyed by small-arms fire follow the same procedure as those destroyed by ordnance in 19.2.7.

19.2.9 Helicopters vs. Helicopters

Developer's Note: *With a rare exception, there won't be helicopters on both sides in a scenario. But here we add helicopter vs. helicopter rules with an eye (or a wink) toward the future and to set guidelines in case those players using the Battle Generators create scenarios in which both sides have helicopters.*

When both sides have helicopters on the Map at the same time, the helicopters can engage each other with both their machine guns (MGs) and their ordnance, including ATGMs (14.4). All other rules from 19.2.4 apply; but observe the following rules and restrictions when conducting attacks between two helicopters:

- To reiterate: Helicopters cannot occupy the same hex, flying helicopters cannot fire their ATGMs, and helicopters cannot fire at fixed-wing aircraft. Damaged helicopters are removed from the Map.
- Helicopters in adjacent hexes gain the adjaceny bonus for DFT and OFT attacks.
- Helicopters attack each other with MGs as if they were open armored vehicles, as per 17.2.
- Ordnance attacks are conducted as per 14.1.
- A hovering helicopter can only fire its ATGM at an enemy helicopter if the target is also in hover mode, and then as per 14.4.
- Helicopters never receive a hex's Target Modifier, including when a targeted helicopter is at a higher level due to Hills and/or a terrain's obstacle height.
- Helicopters fire their MGs with the same ranges as if they were targeting ground units: 4*-FP MGs have a range of 14 hexes and 2*-FP MGs have a range of 10 hexes. Both have a 360-degree field of fire.
- A helicopter in flying mode that fires its MGs at an enemy helicopter that is also in flying mode suffers a total penalty of –4 to its FP.
- A helicopter in hover mode that fires its MGs at an enemy helicopter in flying mode suffers a –2 penalty to its FP.

Helicopter Example 6: *A US AH-1 Cobra fires its 4*-FP MG at a Soviet Mi-24 Hind, which has an Armor Factor of 4, eight hexes away.* ***Both are in flying mode****. The US player rolls 1d6 + 4 (its FP) – 4 (–2 for firing MGs while in flying mode + another –2 for firing at an enemy helicopter in flying mode) = 1d6 + 0. The Soviet player rolls 1d6 + 4 (its Armor Factor). Resolve the attack as per 17.2. If the AH-1 Cobra was* ***in hover mode*** *and the Hind was in flying mode, the US player would roll 1d6 + 2 [4 (its FP) – 2 (for firing at a helicopter in flying mode) = 2] vs. 1d6 + 4. Resolve as per 17.2.*

- A helicopter in flying mode that fires its ordnance at an enemy helicopter in flying mode suffers a total penalty to the to-hit roll on the OFT of +4.
- A helicopter in hover mode that fires its ordnance at an enemy helicopter in flying mode suffers a +2 penalty to the OFT to-hit roll.

Helicopter Example 7: *The same AH-1 Cobra from the previous example fires its rockets at a Mi-24 Hind eight hexes away;* ***both are in flying mode****. At a range of 12 hexes or less, the AH-1 has to-hit # of 10, but four (+4) is added to its to-hit roll: +2 for firing ordnance while in flying mode, and another +2 for firing at a helicopter in flying mode. Thus, it needs to roll a 6 or less to hit the Hind. Conduct the attack as per 14.1. The AH-1 can fire twice, as it has a 2x before its HE-equivalent. If the Cobra was in hover mode it would add two (+2) to its to-hit roll, and would need to roll an 8 or less to hit the flying Hind.*

- A helicopter in hover mode that fires its MGs at an enemy helicopter also in hover mode does so without penalty.
- A helicopter in hover mode that fires its ordnance at an enemy helicopter also in hover mode suffers a +1 penalty to its OFT to-hit roll.
- Helicopters equipped with ATGMs (red to-hit #s) and another type of ordnance, such as a cannon or rockets (both with black to-hit #s), can only fire one type of ordnance per impulse.

19.2.10 Module-Specific Helicopters

- New subsection. Some helicopters have module-specific rules (MSR) related to them. They will be located in this section of the relevant Module and Scenarios booklet

19.2.11 In-Depth Helicopter Example

In this example, combat involving helicopters and infantry is presented. In this situation, Argentine Marines are going to be inserted by helicopters (intelligence reports four helicopters in the area) into an area defended by British paras (see Figure 1). The Brits are just short of a platoon, but they are well-armed and two of their Squads are in Rough hexes, which is excellent defensive terrain. It's the start of the Operations Phase and the Argentine player has the initiative.

Figure 1

Key Helicopter Information

- They are either in flying or hover mode.
- Flying is a helicopter's default mode.
- They can change mode once, at any time, per impulse.
- They are always one Level above the highest terrain Level in a hex.
- Flying helicopters can enter a hex that contains enemy units; this doesn't cause a Melee; if they exchange fire they are considered adjacent.
- They have an unlimited MF but spend 1 MP per hex entered and mode changed; this is important when considering Opportunity Fire against them.
- They are always considered to be in a spotted hex.
- Only hovering helicopters can perform spotting attempts.
- A helicopter must be hovering to disembark or embark passengers.
- They can move and fire without restriction during their impulse.
- Place an Ops Complete marker on helicopters that move to a new hex, change modes or unload passengers.

Argentine Impulse: An Argentine Alouette enters the Map (in flying mode) and pops up over a Level-1 Hill in hex M7 and slows to a hover (place Hover marker on the Alouette). The British Hero and Half-Squad on the Clear Level-1 Hill three hexes away are spotted but the British paras in the pair of Rough hexes are not. Hovering helicopters can spot, but the Brits take advantage of the Alouette's exposure; the Half-Squad in hex K5 fires its LAW.

The back of the LAW's counter displays its to-hit table. At a range of 3 hexes, the British player checks under the "4" column, where the to-hit number is 7—a 2d6 roll of less than or equal to 7 is needed to hit the Alouette. But since the LAW is being Fired at a helicopter in hover mode, the OFT DRM of +1 is added to the roll.

The British player rolls an 8 + 1 = 9, and the LAW round screams past the Alouette. The Half-Squad is marked Fired.

The Alouette now takes aim. With the Half-Squad under a Fired marker and not a threat for the rest of the turn, the Argentine pilot takes aim at the Hero Beckin in hex J6, a Clear Level-1 Hill hex. Since it's in hover mode, the Alouette must fire all its weapons at the same hex (flying helicopters can fire their weapons at targets in different hexes).

The Alouette fires its 2-FP MG first. It's a standard DFT attack. The Argentine player rolls 1d6 + 2, and the British player, not having a defensive TM, rolls 1d6 + 0.

- The Argentine player rolls 5 + 2 = 7
- The British player rolls 2 + 0 = 2
- Damage Check (DC) 5 (7 – 2 = 5).

The British player rolls for the DC: 1d6 + 5 vs. the Hero Beckin's Morale of 6. He rolls a 3 + 5 = 8, which is greater than the Hero's Morale; consulting the Hero column on the DCT reveals that Beckin is Wounded.

The Alouette then fires its rockets. At a range of 3 hexes, the to-hit number is 8; there are no DRMs. Since there is a "2x" next to the Alouette's HE-equivalent (4), it can fire twice. Its first to-hit roll is an 11: a miss. The second roll is a 3: a hit. The target is a Leg unit, not an armored unit, so the HE-equivalent of 4 is used instead of its penetration value on the back. The Argentine player now rolls 1d6 + 4 vs. the British player's 1d6 + 0.

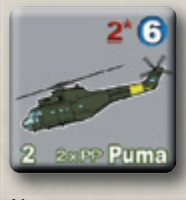
- The Argentine player rolls 4 + 4 = 8
- The British player rolls 5 + 0 = 5
- Damage Check 3 (8 – 5 = 3)

For the DC 3, the British player rolls a 6 + 3 = 9. The Hero Beckin receives a second wound, and is killed—he's removed from the Map and the Alouette is marked Fired (see Figure 2).

Figure 2

British Impulse: Knowing more Argentine helicopters are coming their way, the British player passes.

Argentine Impulse: The roar of a Puma helicopter follows the rocket fire from the Alouette.



It flies low along the Road between the Level-1 Hills. The Puma carries passengers: two Squads of Argentine Marines. The Puma as "2xPP" as its passenger capacity, and thus it can carry up to two Squads, four SWs and four SMCs. When the Puma enters hex J7, the British Squad in hex I6 fires its Blowpipe man-portable surface-to-air missile.

The Blowpipe has blue to-hit numbers and thus it can be Fired at flying helicopters. The range is 3 hexes; the to-hit number is found under the "20" range column; a 6 or less is needed to hit the Puma, but there's a +2 OFT DRM for firing at a flying helicopter.

Though the odds aren't good, the British paras operating the Blowpipe find their target; the player rolls a 4 + 2 = 6.

A hit. Now the British player compares the Blowpipe's penetration value at this range (5) plus 1d6 vs. the Puma's Armor Factor (2) plus 1d6.

- The British player rolls a 3 + 5 = 8
- The Argentine player rolls a 4 + 2 = 6

Since the British player's Modified Penetration Value (MPV) of 8 is greater than the Puma's Modified Armor Value (MAV) of 6, the Puma is destroyed. Destroyed helicopters crash. 2d6 is rolled to determine the direction (colored die; 1 is north, 2 is northeast, etc.) and the distance (white die; halve the result, rounding up) the helicopter crashes.

- Colored die: 5
- White die: 4

The Puma crashes two hexes away in the southwest direction, in hex J8. If any units from either side were in the hex they would be attacked by a 6-FP attack. A Wreck marker is placed in the hex, and the passengers and Crew must make a Bailout Check (16.1.1). Both Squads and the Crew must roll 1d6: if the result is even, they are flipped to their Shaken side and marked Moved; if the result is odd, they are eliminated.

After the rolls, one Squad and the Crew are eliminated, one Squad is left Shaken in the carnage, and the Squad that Fired the Blowpipe is marked Fired (see Figure 3).

Figure 3

British Impulse: The British player contemplates firing on or entering Melee with the Shaken Argentine Squad in the adjacent helicopter Wreck hex, but he knows the Argentines have more helicopters on the way. He passes.

Argentine Impulse: Another Alouette streams through the gap between the Level-1 Hills. With a "P" on its counter, the Alouette can carry a Half-Squad, one SW and one SMC. Onboard is an Argentine Marine Half-Squad.

The Alouette arcs around hex L7 and doesn't stop. The British player only has small-arms left to fire, but he doesn't want to wait, to allow the Alouette to make a firing pass before disembarking its passengers. Small-arms can fire on helicopters but their range is halved (fractions rounded up).

The British Squad has a range of 7, so it can fire at helicopters up to 4 hexes away (7/2 = 3.5 rounded up to 4) with its IFP. The Alouette is two hexes away—in range. The British Squad has an IFP of 1[M], but rolls 1d8 instead of 1d6 (special rule for the British in *Heroes of the Falklands*), and it also possesses a L7A2 MG SW, with a FP of 2.

Lt. Abnett's Leadership Modifier (LM) of 1 is also added to the total FP of 4 (1d8 + 4). Since the Alouette is in flying mode, 2 is subtracted from the British player's total FP. He rolls 1d8 + 2. The Argentine player rolls 1d6 + its Armor Factor of 1, thus 1d6 + 1.

- The British player rolls a 7 + 2 = 9
- The Argentine player rolls a 3 + 1 = 4
- Damage Check 5 (9 – 4 = 5)

Both the Alouette and its passenger, the Half-Squad, must take a DC 5. The Half-Squad (Morale 5) rolls a 3 + 5 = 8, and is Shaken; the Alouette rolls a 2 + 5 = 7, and the Helicopter column on the DCT is consulted; the Alouette is Damaged.

Damaged helicopters are immediately removed from the Map; they cannot unload passengers or fire. The Alouette and its passengers are removed and the British units are marked Fired (see Figure 4).

Figure 4

British Impulse: The British player used Op Fire to damage the Alouette, so it has no more units to activate. Pass.

Argentine Impulse: The Argentine player has one more helicopter, a Puma, to bring on.

The Puma, carrying two Squads of Marines and Lt. Weigand, zips onto the Map, circles around the British positions (helicopters have unlimited MF) and then flies over hex K5 and fires its 2-FP MG at the British Half-Squad. It's considered an adjacent attack.

The Argentine player fires 1d6 + 2 (FP) + 2 (adjacency DRM), but has a -2 DRM for firing while in flying mode; thus he will roll 1d6 + 2. The British player, being in Clear terrain, rolls 1d6 + 0.

- The Argentine player rolls 4 + 2 = 6
- The British player rolls 6 + 0 = 6
- The fire has no effect.

The Puma can continue flying (with a Fired marker on it; yes, this is different from ground units). It moves to hex I5 and changes to hover mode (flip the Puma; hover on back).

The Marines then disembark, paying half of their MF, but since they are with Lt. Weigand they can Double-Time, thus they spend 3 of their available 6 MPs to disembark; they use the remaining 3 MPs to enter the adjacent Rough hex, I6, which contains the British paras who shot down the other Puma with a Blowpipe, for Melee. The Marines, both with an IFP of 2, have a total FP of 4. The British paras have an IFP of 1^{M} (the M-superscript adding another 1 to its Melee FP), for a total of 2. 4 FP vs. 2 FP is 2:1 odds for the Argentines (Kill Number of 6) and also adds 1 to his 2d6 roll, for Lt. Weigand's LM.

- The Argentine player rolls a 7 + 1 = 8

The British Squad is eliminated, but first they get to counterattack, and they can attack both or one of the Argentine Squads. He has a better chance against one Squad, with an IFP of 1^{M} (2) vs. 2, for 1:1 odds and a Kill Number of 8.

Developer's Note: *In* Heroes of the Falklands, *the British roll 1d8 + 1d6 instead of 2d6 in Melee.*

- The British player rolls a 9, taking an Argentine Squad down with them.

Lt. Weigand, one Argentine Squad and the abandoned British Blowpipe are left in the hex under a Melee marker. The Puma remains in hex I5, in hover mode, under a Fired marker (see Figure 5).

Figure 5

The Argentine impulse is over, and with no more units to activate on either side, the turn's Operations Phase concludes as well. The Administrative Phase follows, but the In-Depth Helicopter Example ends here. Finish it off and see if the Argentines can eliminate the rest of the British paras.

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.

Developer's Note: *Don't shy away from night scenarios. They provide a lot of opportunity for maneuvering and assaults that cannot occur during daytime scenarios. It's a whole new dimension of the* ***LnLT*** *experience.*

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 hex). A unit can fire on units farther than two hexes ONLY if the target is marked with a Fired marker. Such attacks subtract three (–3) from the total Firepower (FP) of the attackers (not each unit) in addition to any other modifier.

- Night LOS limitations apply to LOS Event.

Night Example 1: *A stack of units conducting Assault Movement fire at a target located greater than two hexes distant subtracts a total of 5 (–2 for AM and –3 for firing at a unit greater than two hexes distant).*

At night, units firing at a target in an adjacent hex still add two (+2) to their FP.

Night Example 2: *A 2-IFP unit firing on an adjacent target at night has 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, 14.0) can fire at any target within two hexes (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 three (+3) to the to-hit roll unless the target is within two hexes.

Target acquisition at night follows the rules for acquisition in daytime and requires the target to be within two hexes. Starshell and firing at targets farther than 2 hexes but marked with a Fired marker don't allow for the placement of acquisition markers, because of their ephemeral nature (markers removed in the Administrative Phase).

Night Example 3: *A M4A1 Sherman tank fires at a Pz IV under a Fired marker six hexes away. At that range (with clear LOS), the Sherman has an unmodified to-hit number of 8 (needs to roll an 8 or less with 2d6), but 3 is added to the roll because it is night; thus a 5 or greater is needed to hit the Pz IV.*

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 their 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 Off-board Artillery (18.2) at night remains the same as during the day, with the following exception:

- One (+1) is added to the scatter (white) die-roll.

Thus, Leaders and Scouts can call-in OBA to any hex to which they would have LOS during the day, but one (+1) is added to the scatter (white) die-roll.

20.1.5 Thermal Imaging Systems (TIS) at Night

At night, units equipped with TIS (10.1.2) can fire normally at enemy units at a range of up to six (6) hexes. These units also gain the benefit of Acquisition markers (14.3) when they fire on units within six hexes.

Beyond six hexes, units equipped with TIS only suffer a +1 OFT modifier (vice +3) for firing during a night scenario at a unit that is not within six hexes or illuminated by a Starshell (20.2).

20.2 STARSHELLS

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

Each Nationality's Starshell Capability is listed in module-specific rules. Observe the following steps/conditions:

- Select the hex and roll 1d6:
- If the result is equal to or less than the Nationality's Starshell Capability, modified by (subtracting) the Leader's LM (11.1.1), place a Starshell marker in the hex.
- Regardless of whether he or she succeeds, the Leader or Hero is marked with an Ops Complete marker.
- A Leader who fires a Starshell cannot lend his or her LM to any attacks during that impulse/turn but can activate units in the same hex—and adjacent hexes (if unwounded, 11.1.2).
- 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 by any units that meet range and LOS requirements without the penalties described in 20.1.
- Starshell markers are removed during the following Administrative Phase (9.0).

20.3 STARSHELLS & MORTARS

Onboard Mortars (WTs only) can also place Starshells (pending Nationality Capability), but a GO Leader (11.1) or Scout (11.6) must use their impulse to call-in the fire. The Leader/Scout can place a Starshell marker in any hex within THREE hexes of his hex or in any hex in his LOS under a Fired marker that is also within range of the Mortar (no roll is made). Place a Fired marker on the Mortar WT and an Ops Complete marker on the Leader/Scout.

A Leader cannot call-in a Starshell from a Mortar and add his or her LM (11.1.1) to any attacks during that impulse/turn but can activate units in the same hex—and adjacent hexes (if unwounded, 11.1.2).

21.0 Fortifications & Obstacles

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 and obstacles.

Developer's Note: *The art on the counters/markers for the Fortifications and Obstacles is not uniform across the* ***LnLT*** *system, but the rules governing them are.*

21.1 BUNKERS

Bunkers provide excellent protection for MMCs and SMCs. 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.

They cannot be placed in a hex with another Fortification but can be in a hex with Wire (21.3) and Mines (21.4). Vehicles (15.0), Mounted Units (MUs, 6.6) and non-MG WTs cannot setup in or enter Bunkers.

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 (10.4.1). In other words, a Bunker is like a hex within a hex, and is treated as such.

Place units in the Bunker under the 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 following rules also apply to Bunkers:

- 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.
- The three front hexes of a bunker delineate a covered arc akin to the one for vehicles (14.1) but three hexes wide at the base.
- Units on top of a Bunker cannot engage units in a Bunker in Melee combat (8.0), 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, if applicable.
- Even if the Bunker is in open terrain, the units DO get the -2 bonus to their die-roll for rallying in terrain with a positive TM (3.0).
- WTs and SWs that use the OFT cannot fire from a Bunker. Anti-Tank Rifles (ATRs), the French FLG APAV and the British PIAT (23.1.1) are exceptions to this rule.

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 (10.4.1). 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.

21.1.3 Bunkers & Overruns

Vehicles cannot enter Bunkers or attempt to Rubble them, but they can enter hexes containing Bunkers and Overrun (15.3) units outside and inside of the Bunker as long as the hex is otherwise permissive of the Overrun (e.g., Clear, Low Crops, Brush, etc.).

To Overrun units within the Bunker, the vehicle must enter the hex through one of the Bunker's front three hexsides. Units inside the Bunker add its TM (usually +2) to their defensive die-roll. Units in the Bunker that survive the Overrun in Good Order CANNOT perform a counterattacking Close Assault, as per 15.3/17.1, but can, if the vehicle is open AND they pass a Morale Check, conduct a DFT (5.0) counterattack instead—and a unit possessing an ATR SW can conduct an OFT (14.1) attack against the vehicle if it is open or buttoned (15.0.1).

21.2 FOXHOLES

Foxholes are soldier-dug defensive positions. They are placed at setup, and the following rules apply:

- 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, as per 5.5).
- Vehicles and non-MG WTs only gain the benefit of Foxholes if they set up in the hex containing the Foxholes.
- MUs (6.6) do not benefit from Foxholes until they are dismounted.
- Foxholes' TM of +1 is added to the TM of its hex, if applicable.
- Even if the Foxholes are located in open terrain, the units DO get the -2 bonus for rallying in terrain with a positive TM (3.0).
- Foxholes (I wish it went without saying) cannot be placed in Pond, Pool, 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 marker is removed when the vehicle exits the hex.

21.4 MINES

Mines markers attack enemy Leg 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. Mines attack with NO modifiers, e.g., no DFT Movement penalty or TMs. Thus Mines attack with 1d6 + Mines' FP vs. 1d6.

If a unit(s) enters an Mines hex containing enemy units, perform the Mines attack against the entering unit(s) first, and then, if it (they) survives, perform the Melee (8.0). If the entering unit(s) is rendered NME by the FFE, the Melee proceeds as per 8.0 and the unit(s) is eliminated. Note this all happens in ONE impulse.

If (and this is a rare case) a Melee-eligible unit enters a Mines hex containing only enemy NME units, it is first attacked by the Mines. If it survives the Mines attack, proceed with the Melee (in which the NME units are eliminated and a Melee marker is placed on the hex); if the Mines attack renders the entering unit NME (Shakes it), it must return to the hex from which it entered, is placed under a Moved marker and is subject to attacks by any other Mines or FFE markers in the hex and OF (5.3).

Passengers (16.0) 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.

21.4.1 Mines Against Vehicles

When Mines attack vehicles, they attack the vehicle's lowest HULL armor divided by 2 (round fractions up). No other modifiers (TM, DFT, OFT, etc.) If the Mines' attack result (1d6 + 1 FP (or 2, if that's the case) vs. 1d6 + lowest HULL armor divided by 2, rounded up) is greater than the vehicle's defensive result, roll 1d6 on the Mines vs. Vehicles Table:

Mines vs. Vehicles Table	
1	No Effect
2-3	Shaken
4-5	Shaken & Immobilized
6	Destroyed (including Crew)

21.4.2 Immobilized Vehicles

Place an Immobilized marker on Immobilized vehicles. If a vehicle is Immobilized, it can no longer move, but, once it has rallied, it can fire and rotate its turret if it has one.

21.5 BARRICADES

Barricades are obstacles placed on Road hexes. They face a hexside and block that hexside (an arrow on the counter points to the hexside it blocks). Barricades observe all the rules for Walls, including LOS (10.3.2), except as follows:

- Vehicles (15.0) and MUs (6.6) cannot pass through a Barricade's hexside.
- A Barricade can be attacked as if it was an armored vehicle and can be destroyed by any weapon using the

OFT with a penetration value greater than 1. Barricades are considered to have an Armor Factor of 2.

- Barricades can be destroyed by a successful Close Assault (17.1), from either hex to which the barricade forms a hexside, and units attempting to do so aren't required to undergo a pre-assault Morale Check. Again, Barricades are considered to have an Armor Factor of 2.
- Barricades have a TM of +2, which is applied in the same manner as a Wall's TM.
- A Barricade blocks LOS traced through, or along, the Barricade hexside from the same elevation to the same elevation.
- The Barricade doesn't block LOS to a hex in which it forms a hexside when traced from a hex through a Barricade that forms one of the hex's sides, or when the LOS is traced from the firing hex along a Barricade that connects to the target hex.
- Barricades provide no TM against indirect fire (18.1/2). The TM is in addition to other terrain in hex.
- During the Rally Phase, units in a hex with a Barricade only gain the –2 bonus if all potential enemy fire would cross the Barricade hexside.

21.6 TRENCHES

Trenches are deeply dug, well-supported defensive positions. Trench markers are placed at setup, and the number granted to a side is noted in the Order of Battle (OOB). The following rules pertain to Trenches:

- They CANNOT be placed in Building, Huts, Rough, Marsh or any type of water hexes.
- Trenches cannot be placed in a hex with another type of Fortification, such as a Bunker or Foxholes, but they can be placed in a hex with Mines or Wire.
- Units in a hex with a Trench marker are considered to be in the Trench. A Trench's Target Modifier (TM) is added to the TM of its hex, not to exceed +4, as per 5.5.
- Trenches provide a +2 TM except when the attacking units include a Mortar or are attacked by Off-board Artillery; in such cases the Trenches only provide a +1 TM.
- A Trench's TM only applies to MMCs/SMCs; other units, such as vehicles (15.0) and MUs (6.6), receive no TM for occupying a hex with a Trench marker.
- It costs no additional MPs for a MMC/SMC to enter a Trench; units pay the MP cost of the hex terrain the Trench is in. Other units' MP cost is delineated on the TEC.
- When moving from one Trench to an adjacent Trench-marker hex, MMCs/SMCs only pay 1 MP, and do NOT incur the DFT movement penalty.
- Unless otherwise limited, units in a Trench have an unrestricted field of fire.

21.6.1 Trenches & Spotting

Trenches are neither blocking nor degrading terrain; they take on the hex type (blocking, degrading or open) of the hex they occupy. However, regardless of the hex terrain, hexes with a Trench in it must be spotted as if they were in blocking terrain before units in the hex can be the target of enemy fire.

Trench hexes occupied by units under a Moved, Assault Move or Fired marker are spotted as per normal.

But if other units are in the hex and not under a Moved, AM or Fired marker, they cannot be targeted except by Mortars and Artillery until they themselves are under a Moved, AM, Fired or Spotted marker.

21.7 VEHICLE EMPLACEMENTS

Vehicles in a defensive position were often dug into an Emplacement in order to provide them with extra protection. Emplacements are placed at setup, and the following rules pertain to them:

- Emplacements provide no TM but all hull hits (i.e natural 2 or odd result on the OFT attack) against a vehicle under an Emplaced marker are negated, and the targeted vehicle does NOT have to take a Morale Check. Any Turret hit (natural even results on the OFT attack) impact the vehicle, even if it is not turreted; in this last case, the shot has hit the upper part of the non-turreted vehicle and you use the appropriate Hull armor value for the angle of impact. A natural 12 always miss.
- Vehicles under an Emplaced marker can only move out of the Emplacement by reverse movement into one of the two rear hexsides directly opposite the vehicle hull's covered-arc vertex. Vehicle cannot pivot their chassis in an emplacement.
- Once a vehicle has exited from under an Emplaced marker, the marker is removed from the Map.
- OFT attacks against one of the two rear hexes proceed normally, the tank emplacement not offering any special protection
- If an Emplaced vehicle is destroyed, replace the Emplaced marker with a Wreck marker.
- Hexes containing an Emplaced vehicle do not need to be spotted unless required by terrain in the hex, e.g., a Wheat Field hex containing an Emplaced vehicle needs to be spotted, but a Clear hex does not.
- Emplaced vehicles can be Close Assaulted (17.1).
- There can only be one vehicle per emplacement marker but up to two markers can be put in the same hex.

21.8 EMPLACEMENTS

Emplacements are defensive positions reinforced by sandbags and other materials. The following rules pertain to Emplacements:

- Only MMCs, including WTs, and SMCs can be in an Emplacement—vehicles and MUs (6.6) cannot.
- MMCs/SMCs in a hex with an Emplacement marker are considered in the Emplacement.
- Unless otherwise limited, units in an Emplacement have an unrestricted, 360-degree field of fire.
- Emplacements cannot be placed in Building, Huts or any water hexes.
- They cannot be placed in a hex with another Fortification but can be in a hex with Wire and Mines.
- An Emplacement's TM of +2 or +3 is added to the TM of its hex.

- Emplacements are considered open terrain, but even if an Emplacement is located in Clear terrain, the units do get the –2 bonus to their die-roll for attempting to rally in a hex with a +TM.

21.9 SANGARS

Sangars are fortified areas in the desert similar to Foxholes (21.2), but usually built up instead of dug down. The following rules pertain to Sangars:

- They are open terrain but provide a TM of +1.
- They are placed during setup, and are allowed in all hex- terrain types except Buildings (and Rooftops), Wadis, Ponds and Ocean.
- They cannot be placed in a hex with another Fortification but can be in a hex with Wire and Mines.
- Units in a Sangar in an open-terrain hex do gain the –2 bonus on their rally die-roll for being in a hex with a positive TM.
- Vehicles and non-MG WTs only gain the benefit of Sangars if they set up in the hex containing the Sangar.

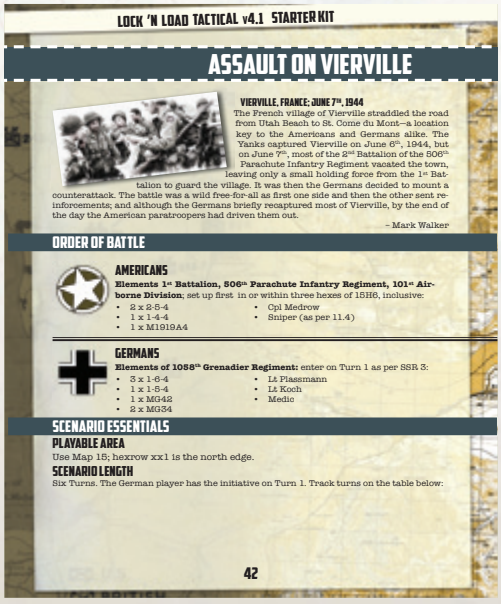
21.10 FORTIFIED

Fortified hexes are improvised, built-up defensive positions similar to Emplacements (21.8). The following rules pertain to Fortified hexes:

- They are open terrain but have a +2 TM.
- They have a 360-degree range of fire (out or in).
- They cannot be placed in Buildings (and Rooftops), Huts, Rough or any water hexes.
- They cannot be placed in a hex with another Fortification but can be in a hex with Wire and Mines.
- It does not cost any additional MPs to enter or leave a Fortified hex.
- Units in a Fortified hex in an open-terrain hex do gain the –2 bonus on their rally die-roll for being in a hex with a positive TM.
- Vehicles and non-MG WTs only gain the benefit of a Fortified hex if they set up in the hex containing the Fortified marker.

22.0 Scenario Information

In **LnLT** all scenarios are laid out in a similar format, with specific sections.


LOCK 'N LOAD TACTICAL v4.1 STARTER KIT

ASSAULT ON VIERVILLE

VIERVILLE, FRANCE: JUNE 7TH, 1944

The French village of Vierville straddled the road from Utah Beach to St. Come du Mont—a location key to the Americans and Germans alike. The Yanks captured Vierville on June 6th, 1944, but on June 7th, most of the 2nd Battalion of the 506th Parachute Infantry Regiment vacated the town, leaving only a small holding force from the 1st Battalion to guard the village. It was then the Germans decided to mount a counterattack. The battle was a wild free-for-all as first one side and then the other sent reinforcements; and although the Germans briefly recaptured most of Vierville, by the end of the day the American paratroopers had driven them out.

– Mark Walker

ORDER OF BATTLE

AMERICANS

Elements 1st Battalion, 506th Parachute Infantry Regiment, 101st Airborne Division; set up first in or within three hexes of 15H6, inclusive:

- 2 x 2-5-4
- 1 x 1-4-4
- 1 x M1919A4
- Cpl Medrow
- Sniper (as per 11.4)

GERMANS

Elements of 1058th Grenadier Regiment: enter on Turn 1 as per SSR 3:

- 3 x 1-6-4
- 1 x 1-5-4
- 1 x MG42
- 2 x MG34
- Lt Plassmann
- Lt Koch
- Medic

SCENARIO ESSENTIALS

PLAYABLE AREA

Use Map 15; hexrow xx1 is the north edge.

SCENARIO LENGTH

Six Turns. The German player has the initiative on Turn 1. Track turns on the table below:

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LOCK 'N LOAD TACTICAL v4.1 STARTER KIT

VICTORY CONDITIONS

To win, a side must control (22.1) four Building hexes within three hexes of 15H7 at the end of the scenario. Any other outcome is a draw. The Americans control all the Building hexes at the start of the scenario.

SPECIAL SCENARIO RULES

1. All Buildings are Level-1.
2. The German 1058th Grenadiers' point of entry is randomly determined. Before the first German impulse on Turn 1, roll 1d6: if the number rolled is 1-2, the Germans enter via the east edge; 3-4, the north edge; and 5-6, the west edge. The German player never enters via the south edge.

EVENT MARKERS

Place Event Marker A (Occupation) on hex 15J8. German activation only. When activated, remove Event Markers A and B and read Paragraph One.

Place Event Marker B (Occupation) on hex 15F8. German activation only. When activated, remove Event Markers A and B and read Paragraph One.

PARAGRAPHS

STOP! PLEASE DON'T READ AHEAD!
DO NOT READ THESE PARAGRAPHS UNTIL INSTRUCTED TO BY THE SCENARIO!

Paragraph One

On the outskirts of the city your scout spots the dusty field gray of the Wehrmacht. Reinforcements! Beginning in the next friendly impulse, the German player can bring on 4 x 1-6-4, 1 x MG34, 1 x MG 42, and Sgt. Baumann (with Assaulter Skill) via any Map edge except the south edge. All units must enter via the same edge, and follow normal activation rules during entry. That's the good news. The bad news is that the scout reports an American column hot on the Germans' heels. In any friendly impulse AFTER the first German reinforcement unit enters the Map, the American player can bring on Major Tom, 1 x 2-5-4, Hero Hird (no Skill), and 1 x BAR via any Map edge adjacent to the edge from which the German units enter (including the south side). All units must enter via the same edge, and follow normal activation rules during entry.

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Keep in mind that module-specific rules always supercede the core rules. Also, section 24.0 in all module-specific rules and scenarios booklets details which scenarios are best suited to new players.

The scenario's **Title** is at the top of the first page. Under the title is the date and geographic location followed by the scenario description.

The next section is the **Order of Battle**, or **OOB**. The OOB contains the forces each side has for the scenario. Listed is their historical formation (if applicable) and where they set up and/or where and when they enter the Map. Which side sets up first is also indicated.

- Set aside all reinforcements counters, including heroes and skills, to ensure their availability when their time comes
- Unless otherwise notified, consider half-hexes from map X abutting half-hexes of map Y to not be part of either for setup

In the OOB, **Squads and Half-Squads** are always listed with the number used before an **x** (e.g., 2 x) and also in their simplest form (2 x IFP - Range - MF) unless there are MMCs with similar numbers but different Morale Ratings (front or back) in the countermix, whether more than one type is in the OOB or not:

- If a side has only 1-6-4 Squads in the countermix, 1-6-4 is used.
- If, say, a side has 1-6-4 Squads with both 5 Morale and 6 Morale in the countermix, a fourth number is used: 2 x 1-6-4-5 and/or 2 x 1-6-4-6.
- If a side has Squads with differing back/Shaken Morale numbers, a fifth number is used, after a **/**: 2 x 1-6-4-5/6 and/or 2 x 1-6-4-5/5.
- If a side has Squads with the same numbers but some are Assault-Move -capable (6.1), (AM) is listed for differentiation: 2 x 2-5-4 (AM).

Heroes (11.2) are listed with their name in parentheses and any Skill (12.0) after their name, if they have a Skill:

- Hero (Hird)
- Hero (Panski) w/ Loner Skill

Leaders (11.1) and Armor Leaders (11.5) are listed by their rank and name and any Skill after their name, if they have a Skill:

- Col Heath w/ Charismatic Skill
- Lt Lewis

Other SMCs (see 11.0) are listed individually, with any Skill or special circumstances in parentheses):

- Sniper (placed as per 11.4)
- Medic
- Corpsman
- Scout
- Advisor

Weapon Teams (WTs, 1.7) are listed by type and number and any Skill, if they have a Skill:

- 1 x .50 cal MG WT
- 2 x 57 mm ATG WT
- 1 x Type 92 MG WT w/ Slayer Skill

Support Weapons (SWs, 1.6) are listed by type and number; in some cases they are assigned to a specific unit:

- 2 x BAR
- 3 x RPG-2
- 1 x MG42*
- Hero (Panski) w/ Rocket Man Skill & 1 x LAW

*The MG42 above is a bipod/tripod MG (1.6.1). If the side sets up on the Map, the player can choose which mode he wants the SW to be in, bipod or tripod.

If the side enters the Map on Turn 1 (or at any other time) the SW must be in bipod mode. The same applies for SWs with a Dismantled side to their counter.

Vehicles (15.0) are listed by type and number:

- 2 x M10 Wolverine
- 3 x M4A1 Sherman
- 1 x Tiger I
- Fixed-wing Aircraft (19.1) are listed by type and number and, usually, the first turn of availability:
- 1 x Harrier Airstrike (Available on Turn 2)

If no turn is listed, the airstrike is available on Turn 1.

Helicopters (19.2) are listed by type and number:

- 3 x Huey Transport
- 1 x Huey Gunship
- 2 x Puma

Fortifications (21.0) are listed by type and number:

- 2 x Bunker
- 3 x Foxholes
- 4 x Wire
- 2 x Mines
- 2 x Emplacement +3

In some cases, a countermix may have a Fortification with different TMs or FPs, in which case the TM or FP is listed next to the Fortification, in parentheses.

Off-board Artillery or Mortar Fire Missions (18.2) are listed by number and Firepower:

- 2 x Off-board Artillery Missions (5 FP)
- 1 x Off-board Mortar Mission (3 FP)

If a formation or unit is subject to any Special Scenario Rules (SSRs), those, too, are listed in the OOB, e.g., (see SSR 1, see SSR 3). SSRs are listed in a section of their own in the scenario's layout.

The next section is **Scenario Essentials.** Scenario Essentials include:

- **Playable Area:** Which Map(s) are used and their orientation, with an accompanying image.
- **Scenario Length:** How many turns the scenario is and which side has the initiative on Turn 1.
- **Victory Objectives:** What one or both sides has to accomplish in order to claim victory. Victory is often determined by the number of Victory Points (VPs) a side needs to accrue during the scenario by controlling hexes, eliminating enemy units or exiting friendly units via a side/edge of the Map.

Special Scenario Rules (SSRs) is the next section. They are listed by number and referred to throughout the scenario layout by acronym and number, e.g., (SSR 1), (SSR 2), etc. SSRs always supercede and/or are exceptions to the core rules.

Event Markers is the next section. They are placed during setup. The Event marker(s) is specified by Letter (A–D) and type (Occupation or LOS) and its hex placement is listed. Events are usually activated by one side, and that side is listed as well. When activated a specific Paragraph that must be read is listed. If there are no Events in the scenario, there is no Event Markers section.

A scenario's final section is **Paragraphs.** Paragraphs are listed by number, and they should NOT be read until the scenario instructs players to do so, after an Event marker is activated. If there are no Paragraphs in a scenario, there is no Paragraphs section. The following general scenario rules also apply:

- 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 the Map in any mode (LC, Moving, AM and such) a player wishes as long as they are capable of that type of movement.
- AF-capable units cannot use Assault Fire (6.1.1) to fire and then enter the Map.
- 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 Objectives, 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 Objectives are checked; i.e., no sudden victory.

22.1 CONTROL

Often, the Victory Objectives 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 Good Order (GO) MMC or Hero or the side that last passed a GO MMC or Hero through the hex. Different levels of a Multi-story Building, Bunkers and Caves are all considered to be a separate hex within a hex (10.4.1).

If a Building or Multi-story Building needs to be controlled, all hexes of the Building must be controlled unless specified otherwise in the Victory Objectives or in a SSR.

If a scenario ends with a Melee (8.0) persisting in a Victory Point (VP) hex, the side that controlled the hex prior to the Melee gains the VPs for the scenario.

23.0 Additional Weapons & Equipment

Across the **LnLT** system, there is additional equipment and unique weapons that function differently from normal Support Weapons (SWs, 1.6) or Weapon Teams (WTs, 1.7). These are covered in this section, with weapons separated by era.

23.1 WORLD WAR II-ERA WEAPONS

23.1.1 British PIAT

The PIAT (Projector Infantry Anti-Tank) SW was Great Britain's answer to the man-portable anti-tank gun.

Unlike the German and American rocket-propelled weapons, the PIAT's HEAT (14.2) round was launched from its projector via a large spring.

PIATs are subject to the same rules as other ordnance-firing SWs (1.6.4), with the following exceptions:

- A unit cannot fire a PIAT SW if it is at a level higher than its target, e.g., a PIAT at Level-1 cannot fire at a target at Level-0.
- A unit **can** fire a PIAT from a Building or a Bunker. Being spring-launched, it doesn't have a backblast.

23.1.2 Soviet RPG-43

The RPG-43 Support Weapon was a large-stick, hand-held anti-tank grenade widely used by Soviet infantry from 1943 until the end of the war. Though powerful, with a Firepower (FP) of 3, it can only be used at very close range, during a Close Assault (17.1) against an enemy vehicle.

It's a **single-use** SW, and is removed from the Map after its used.

It is not a Melee-eligible SW (8.0).

23.1.3 American Sticky Bomb

The Sticky Bomb was a makeshift anti-tank Support Weapon used by the Americans.

A Sticky Bomb has a Firepower (FP) of 1, and it can only be used during a Close Assault (17.1) against an enemy vehicle.

It's a **single-use** SW, and is removed from the Map after its used.

It is not a Melee-eligible SW (8.0).

23.1.4 Japanese Stick Bomb

The Stick Bomb is a Support Weapon used by the Japanese. A Stick Bomb is a **single-use** SW with a FP of 1. Once it is used, it is removed from the Map.

A Stick Bomb can be used in Melee (8.0) or in a Close Assault (17.1), as an anti-tank weapon.

23.1.5 Italian Solothurn 20 mm ATR

The Italian Solothurn 20 mm ATR is a Support Weapon that was very heavy: 54 kg (almost 120 lbs.). This SW cannot be carried by a lone eligible SMC.

23.2 MODERN-ERA WEAPONS ●

23.2.1 Claymore Mines ●

M-18 Claymore Mines are directional, remotely detonated mines that fire a shotgun-like blast of pellets that can be lethal up to 50 meters.

The Claymore marker represents 2-4 of them.

Claymore mines have two modes: carried and deployed. Carried Claymores have no Firepower (FP); deployed Claymores have a FP of 0 and a Range of 1.

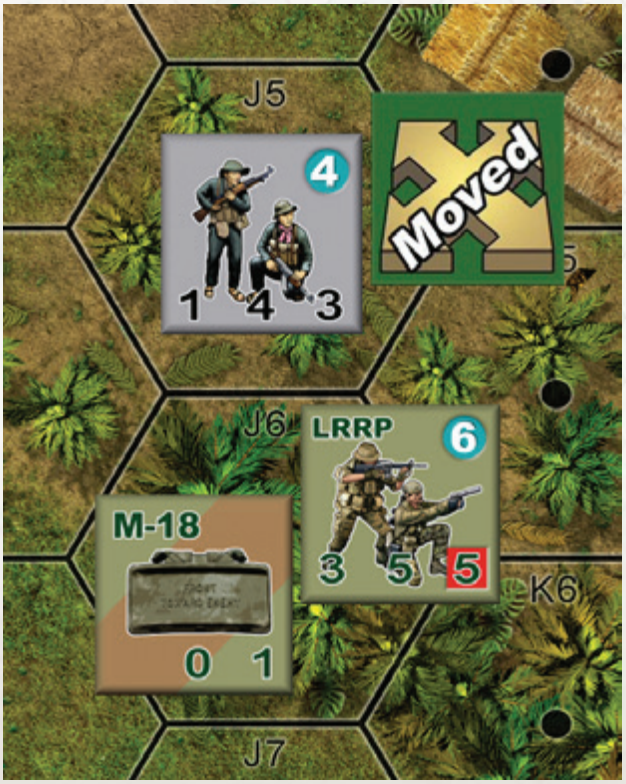
Claymores can be deployed in any hex its possessing unit(s) can enter, including Buildings and Bunkers (21.1).

To deploy a Claymore, a MMC (but not a Weapon Team (1.7)) or two eligible SMCs—Leaders (11.1), Heroes (11.2), Snipers (11.4), Scouts (11.6), Advisors (11.9) and Marksmen (11.12)—must spend its/their impulse doing so. The unit(s) deploying the Claymore is marked Ops Complete. Single SMCs cannot deploy Claymores.

The Claymore is deployed in the MMC's or SMCs' hex and cannot be retrieved after deployment; a friendly Good Order MMC or eligible SMC must remain in the hex to activate the Claymore. A single eligible SMC can activate the Claymore.

If an enemy unit(s) moves within range, the player owning the Claymore can activate the Claymore and attack the enemy unit(s) as per 5.0. This attack occurs BEFORE any Opportunity Fire (OF, 5.3). Movement and Target Modifiers (TMs) apply, including the +2 for attacking an adjacent target.

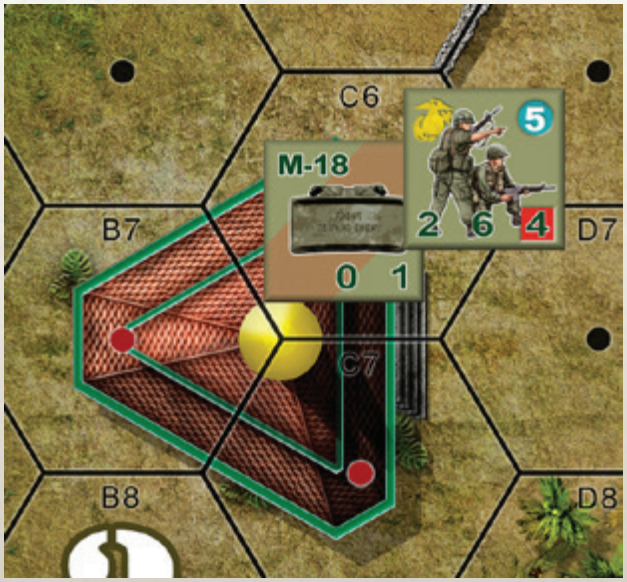
- Claymore mines attack Legs units as per 5.0 and unarmored vehicle as per 17.3, They can't attack armored vehicle, open or buttoned
- Claymore Mines cannot attack units in their own hex



Claymore Example 1: *In the image above, the American LRRP Squad in hex J6 (Heavy Jungle) has a previously deployed Claymore. The VC player moves a 1-4-3 Squad into the Light Jungle in hex J5. The Claymore attacks the VC Squad before the LRRPs perform Op Fire, if desired. The Claymore attacks the VC Squad with a total FP of 3 [0 (Claymore's FP) + 2 (adjacency DFT modifier) + 1 (attacking a unit that's moving or under a Moved marker) = 3]; the VC player gains the Target Modifier (TM) of the Light Jungle, which is +2 for VC units (+1 for all other forces). Thus, the opposed die-roll conducted as per 5.0 is 1d6 + 3 vs. 1d6 + 2.*

Firing the Claymore does not count as OF (5.3) or an impulse for the activating unit, and does not cause the firing unit's hex to be spotted. After the Claymore Mines attack, they are removed from the Map.

If deployed on the ground floor (Level-0) of a Multi-story HC Building, an activated Claymore can attack any of the six adjacent hexes, including hexes outside the Building, or the upper level of the hex it's deployed in. If the Claymore is deployed on the upper level (Level-1) of a Multi-story HC Building, it can attack adjacent upper-level hexes within the same Building, but NOT ground-level hexes outside the Building, but it can attack the ground floor of the hex it's deployed in.



Claymore Example 2: *In the image above, the Marines 2-6-4 (AM) Squad with a deployed Claymore on the ground floor (Level-0) of the Multi-story HC Building in hex C6 can activate the Claymore to attack enemy units that enter any adjacent Level-0 hex, inside or outside the Building, or the upper level (Level-1) of hex C6. If the Marines and the Claymore were on the upper level of Building in hex C6, the activated Claymore could only attack enemy units entering the ground floor (Level-0) of hex C6 or the other two upper-level (Level-1) hexes of the same Building—hexes B7 and C7.*

If deployed by a unit(s) in a Bunker (21.1), it can only attack unit(s) in adjacent hexes in the Line of Sight (LOS, 10.3) of the Bunker's front three hexes (marked with a red arrow) or those that enter the hex containing the Bunker from one of its non-front-facing hexes, due to the exception that makes a Bunker a "hex within a hex" (see 10.4.1).

Claymore Example 3: *In the image above, the Marines 1-5-4 Half-Squad with the deployed Claymore is in a Bunker within the Heavy Jungle in hex E2. The Marines can only activate the Claymore to attack the NVA 2-5-4 (AM) Squad if it enters hex E3, D3 or F3—the Bunker's three front-facing hexes—or if the NVA Squad enters hex E2 from hex D2, E1 or F2—the Bunker's three non-front-facing hexes.*

Developer's Note: *The previous two examples represent rare-case situations, but are covered here from the standpoint of thoroughness.*

The following rules also apply:

- Claymores are considered Support Weapons (1.6) for portage costs. Hence a Squad can carry two, a Half-Squad/Crew can carry one and an eligible SMC can carry one but forfeits 2 MPs when doing so.
- Only one Claymore can be deployed per hex.
- If an enemy unit enters a hex within range of two or more Claymores, the Claymores are detonated separately and sequentially.
- If all friendly units exit a Claymore's deployment hex (or are destroyed), the Claymore is removed from the Map.
- Deployed Claymores are not owned (possessed) like a SW. As long as one eligible unit stays, at all times, in the deployed Claymore hex, they can be activated/detonated.

23.2.2 M203 40 mm Grenades ●

The 40 mm marker represents ammunition for the M203 Grenade Launcher. The 40 mm marker has a Firepower (FP) of 2 and a range of 3.

When a 40 mm attack is conducted, add 2 FP to the firing unit's Inherent Firepower (IFP), range permitting. 40 mm Grenades must be Fired at the same time as the firing unit's IFP and at the same target. After the 40 mm Grenades are Fired, flip the marker over to its Low Ammo side to indicate the expenditure of ammunition. If the Low Ammo side of the marker was already face up, then the marker is removed, signifying that Squad has expended all of its 40 mm ammunition, i.e., each marker can make two attacks.

M203 Example 1: *A US 2-6-4 Squad with a 40 mm Grenades marker fires at a Soviet Squad two hexes away with a total FP of 4 [2 (IFP) + 2 (FP of 40 mm) = 4]. After the attack, flip the 40 mm marker to its Low Ammo side.*

The 40 mm marker's range is surrounded by a black square; as per rule 5.4, Extended Range, this indicates that the unit can fire the 40 mm grenades at up to twice its printed range, but when doing so their FP is halved.

M203 Example 2: *The same US 2-6-4 Squad in the previous example fires its IFP and its now Low Ammo 40 mm Grenades at a Soviet Squad five hexes away with a total FP of 3 [2 (IFP) + 1 (half the 40 mm's FP of 2) = 3]. After the attack, remove the 40 mm Grenade marker from the Map.*

Though presented here in the Support Weapon section, the 40 mm marker is not considered a SW and doesn't count towards the SW maximum for a MMC or SMC. Hence, a Squad can fire two SWs and its 40 mm in the same impulse. Or a Squad can fire a SW and its 40 mm in the same impulse and still use its IFP.

M203 Example 3: *A US Ranger 3-6-4 Squad with a M-60 MG SW (FP of 2, range of 10) and 40 mm Grenades fires at a Somali Squad three squares* away with a total FP of 7 [3 (IFP) + 2 (M-60's FP) + 2 (40 mm's FP) = 7]. *In* Day of Heroes *there are squares instead of hexes.*

The following rules also apply:

- 40 mm Grenades CANNOT be used in Melee (8.0).
- The 40 mm Grenades marker can be carried and employed by any unit that can use a SW.

- If the unit carrying the 40 mm marker is eliminated, the marker is removed from the Map.
- 40 mm Grenades cannot be captured.

23.2.3 LVTP-5 & 106 mm RR ●

The American LVTP-5's standard configuration is with a 3-FP covered-arc MG. This MG has a range of 12.

The LVTP-5 can also mount a 106 mm Recoilless Rifle (RR), which will be delineated in a scenario's Order of Battle. When called for, place the 106 mm RR counter on the LVTP-5. A LVTP-5 with this weapon does NOT have the 3-FP MG. The following pertains to the 106 mm RR:

- The 106 mm RR has a to-hit table on the back of its counter.
- It has an HE-equivalent of 5, and fires HEAT (14.2) ammunition.
- The 106 mm RR can fire in a 360-degree fire arc; use the counter as if it were a Turret marker, and pivot it to face the direction of fire.
- The LVTP-5 with the 106 mm RR can still carry passengers (16.1).

23.2.4 French LRAC 89 mm ●

Officially named *Lance-Roquettes AntiChar de 89 mm modèle F1*, the LRAC is a French reusable rocket launcher. Like the LAW or RPG-7 and RPG-16 Support Weapons in **LnLT**, it can be used multiple times.

Because it can fire anti-personnel ammunition, it is not affected by rule 14.2.1., i.e., DO NOT subtract one (–1) from its HE-equivalent when attacking infantry NOT located in a Building, Huts or Bunker. The LRAC is not a Melee-eligible SW (8.0).

23.2.5 French FLG APAV ●

The FLG APAV ("*Anti-Personnel/Anti-Véhicule*) is a 40 mm anti-personnel rifle grenade. When using the FLG, observe the following rules:

- Against MMCs, SMCs and WTs, the FLG APAV is used in the same manner as the M203's 40 mm grenade (23.2.2).
- Against vehicles, the FLG APAV uses the to-hit table on the back of the counter.
- The FLG APAV is a **single-use** SW. When the weapon is used, remove the marker from the Map.
- The FLG APAV is not a Melee-eligible SW (8.0).

23.2.6 French APILAS ●

The APILAS (Armor-Piercing Infantry Light Arm System) is a portable, **one-shot**, 112 mm anti-vehicle Support Weapon.

Because it was a brand-new weapon in 1985, and because a Squad cannot carry many rockets, the APILAS has a depletion number (of 4) like an ATGM on the counter's bottom left; thus, when firing with the APILAS apply 14.4.1:

- If the **colored** die on the to-hit die-roll is less than its depletion number of 4, resolve the current attack, but the APILAS counter is removed from play.

The APILAS is not a Melee-eligible SW (8.0).

23.2.7 Soviet AGS-17

The Soviet AGS-17 Grenade Launcher is a deadly weapon, capable of laying waste to hundreds of attacking infantry. In the European War of 1985, the launcher proved to be a valuable weapon for the Soviet Infantry.

In **LnLT**, the AGS-17 is a Weapon Team (1.7), and is used as follows:

- It has "3x" next to its HE-equivalent, and thus it can fire three times in each impulse.
- All three shots can be directed at the same hex, or they can be divided between up to three adjacent hexes
- The AGS-17 also has a to-hit table (1.7.1) and it can fire at armored vehicles—but only with success at lightly armored vehicles.

23.3 EQUIPMENT

23.3.1 Rubber Boats

In order to make daring river crossings, forces often relied on the buoyancy of Rubber Boats. Units equipped with Rubber Boats are described in a scenario's Order of Battle (OOB, 22.0), and the following rules and restrictions apply:

- Rubber Boats are considered one SW for portage (1.6) and are considered a PPO unit in regards to passenger capability (16.2).
- Only Squads, Half-Squads, Crews and SMCs can use Rubber Boats—no WTs (1.7) or MUs (6.6).
- Units equipped with Rubber Boats expend their entire Movement Factor (MF) when entering a River hex from a non-River hex and when exiting a River hex into a non-River hex.
- If moving from one River hex into another, Rubber Boats can move up to two hexes.
- When units in a Rubber Boat are targeted (on a River hex, obviously), the firing unit adds +1 to their FP on the DFT and −1 to their to-hit roll on the OFT.
- Units exiting a River hex cannot Assault Move, Assault Fire, Stealth Move, Double-Time or Low Crawl.
- Units exiting a River hex into a hex occupied by enemy units can only defend during the first round of the ensuing Melee (8.0).
- SMCs in a River hex must remain with the MMC with whom they are stacked.
- Units in a Rubber Boat (on the River) cannot fire either their IFP or Support Weapons.
- Artillery fire cannot be called by units in Rubber Boats.
- Shaken units in a Rubber Boat can move away from enemy units and even debark on a River bank as long as they do not violate 5.1.

Series Resources

If you are interested in expanding your LnLT gaming experience these additional resources might do the trick. Many of our LnLT Resources can be found on our LnLP online store. All series resources are sold separately.

- **LnLP Store:** http://store.lnlpublishing.com

SKILL PLAYING CARD DECKS

The Skills PAC is a one- or two-sided PAC that contains the information pertaining to all of the Skills (12.0) in a particular game. Those who wish to free up table space or prefer using Playing Cards (standard size) can order our Skill Card Decks directly from Wargame Vault.

Wargame Vault: http://bit.ly/LnLP-WV

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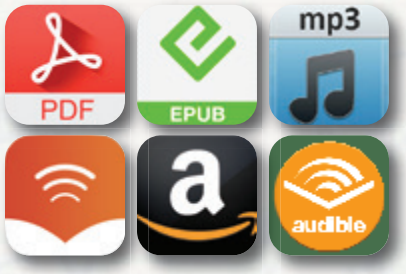

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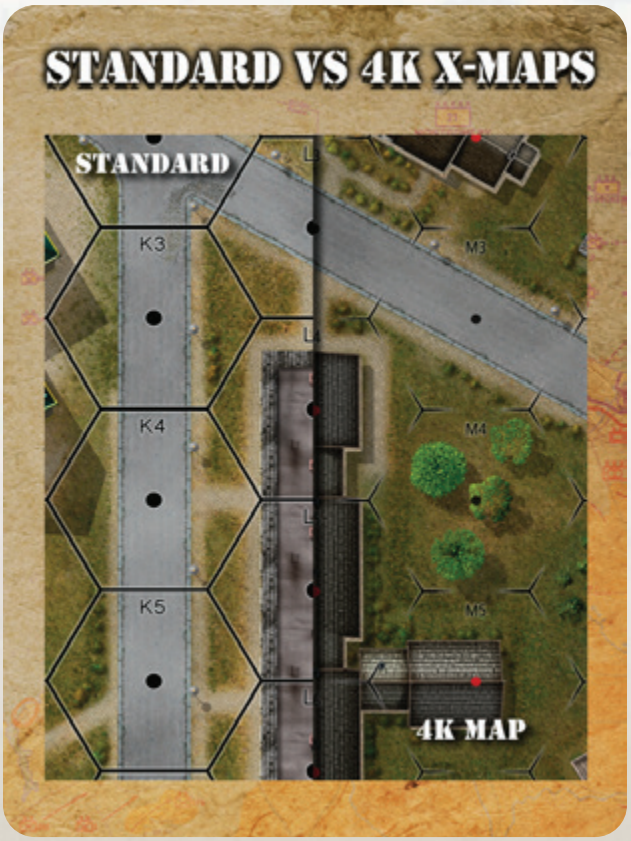
LNLT BOOTCAMP TRAINING VIDEOS

We have created a series of videos designed to enhance the learning of the LnLT Core Rule concepts. These videos are not substitute for reading this rule book but should be considered a video player aid for the manual. You can view these videos at the links below.

- **Bootcamp - LnLT:** http://bit.ly/Ln-LT-Bootcamp

MAPS, X-MAPS AND 4K X-MAPS



There are three styles of maps available for the LnLT series. The Standard maps (8.25" x 12.75") that come in all games. Second are the X-Maps (11" x 17"). The X-Maps are the same as our Standard maps in every way except they are comprised of larger hexes, which contain nearly twice the area of the standard hexes. Our 4K X-Maps (11" x 17") are our premiere maps and are the same size as our X-Maps but offer some different features.

The 4K element brings an enhanced style to complement your Tactical series games. Using a minimal hex grid, augmented with new custom terrain and buildings, these maps immerse you in the action with a fresh new look and feel.

Extra maps have also been added with updated terrain features, replacing those that require certain terrain for some scenarios. No longer do you have to imagine that Bocage are hedges, or buildings and rice paddies are clear terrain, we've taken care of that for you. These maps are also found in our digital game edition.

4K X-Maps include all of the original game maps customized in this new style, along with the updated maps and a list of the scenarios they are used for. Immerse yourself in the 4K experience.

You can find our X-Maps and 4K X-Maps on our store.

- **LnLP Store:** http://store.lnlpublishing.com/series/lock-n-load-tactical-series

PLAYER AID CARDS FOR V5.1

LnLT Player Aid Cards v5.1 (PAC) has been redesigned to incorporate all the updates and additions from version 5.1, as well as a complete visual overhaul to make using them easier and faster to use. Inside you'll find new six double sided 8.5 x 11 PAC for referencing the LnLT Core Rules v5.1.

- **LnLP Store:** http://bit.ly/LnLT-PAC

LNLT DIGITAL ON STEAM FOR MAC AND WINDOWS

Lock 'n Load Tactical series is our award-winning squad-level tactical board game now available on Windows and Mac computers.

- **LnLT Digital:** https://bit.ly/2JC2HoU
- **LnLT Digital Video:** http://bit.ly/Ln-LTD-HAtRS

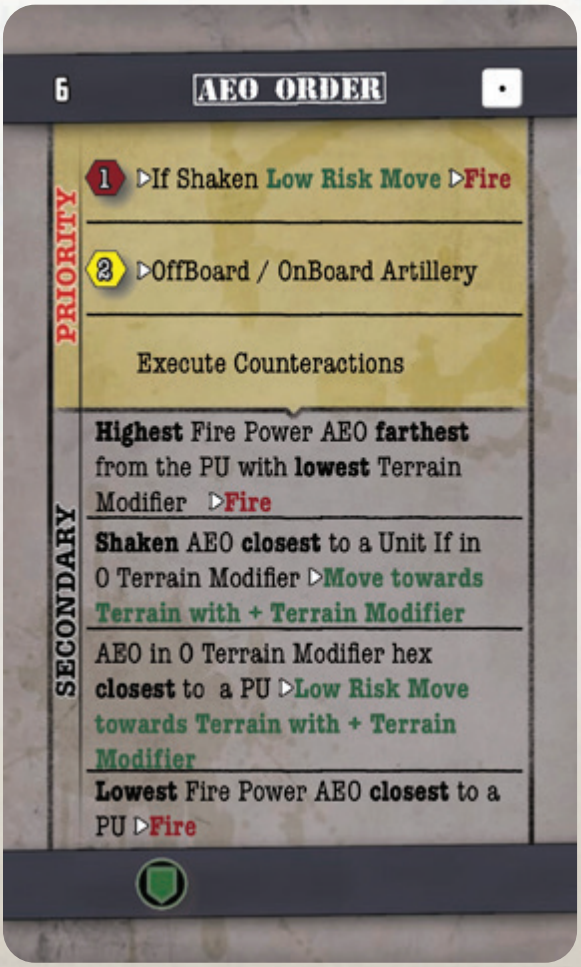
LNLT SOLO

Lock 'n Load Tactical Solo is our next evolution in our LnLT series. Lock 'n Load Tactical Solo system allows players to fight against an Artificial Enemy Opponent (AEO) that operates using a series of player cards drawn from a deck. The card deck makes decisions for the AEO game units. LnLT Solo allows you to play just about every scenario, from any side, from any game in the LnLT board game series.

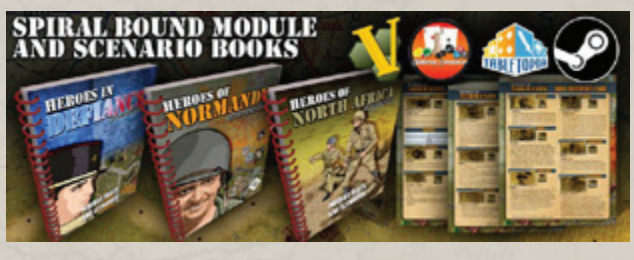
We went beyond to provide a solitaire system that would work with our Battle Generator and across the entire LnLT game series past, present and future game editions.

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

- **LnLT Solo:** http://bit.ly/LnLT-Solo



LNLT MODULE RULES AND SCENARIO SPIRAL-BOUND BOOKLETS



Many gamers are looking for other ways to play boards then just face to face. Other gamers have storage, table space or finding players issues. LnLP has released new spiral-bound booklet editions of our module rules and scenarios of our games. These are not the same booklets that come in the game but includes a new skill player aid card, v5.1 Player Aid Cards, Terrain Effects Chart, Turn Record Track player aid card, module rules and all the scenarios. These new spiral-bound booklets are designed to be used with our board games, digital DLC modules and all of our virtual table modules (Tabletop Simulator, Vassal, Tabletopia, Steam LnLT DLC modules).

Owning our spiral-bound module booklets allows you to fully play our board games without needing to own the physical board game. These new module booklets can be used with our board game edition or with any of our virtual game modules for Vassal, Tabletop Simulator, Tabletopia, or our Digital DLC games on Steam.

LNLT VIRTUAL BOARD SIMULATORS

Virtual Board Game Simulators are software game engines for building and playing online adaptations of board games and card games. Play live on the Internet. These virtual board game simulators can be on all platforms, and can cost anything from nothing, subscription fee to purchasing a software application.

Tabletop Simulator

Tabletop Simulator is an independent video game that allows players to play and create tabletop games in a multiplayer. Ownership of Tabletop Simulator is required to use our modules. Developed by Berserk Games

- **Tabletop Simulator:** http://tabletop-simulator.com
- **LnLT TTS Modules:** https://bit.ly/TTS-LnLP-List
- **LnLT TTS Video Tutorial:** https://bit.ly/TTS-Tutorial

VASSAL

Vassal is a game engine for playing online adaptations of board games and card games. Play live on the Internet or by email. Vassal is a free to use software.

- **Vassal:** http://vassalengine.org
- **LnLT Vassal Modules:** http://bit.ly/LnLP-Vassal

Tabletopia

Tabletopia is a multi-platform digital environment. Tabletopia online arena is just like playing board game. You can play directly in modern desktop web browsers on Mac and Windows platforms, and via iPhone and Android.

- **Tabletopia:** https://tabletopia.com
- **LnLT TT Starter Kit Module**: https://tabletopia.com/games/lnltsk

BATTLE GENERATOR

LnLT Battle Generator system allows players to mix and match forces from different games and even different eras. Players can have Viet Cong forces from Heroes of the Nam face off against the German forces from Heroes of Normandy. This requires some thought, but this can make for some very interesting battles.

Players can use either the Generic Unit Point System or our Pre-defined Point Base Unit Costs. The amount of points is defined by the forces in the battle you want to play and then modified up or down by the variables of the battle. This means that you get to the action fast but allow the battle to be very flexible.

The LnLT Battle Generator has been tailored to work with all LnLT modules in the series past, present, and future. Players can mutually agree on one or all Battle Generator features they want to use, the choice is all yours.

- **LnLT Battle Generator:** http://bit.ly/LnLT-BattleGen

COMPENDIUMS

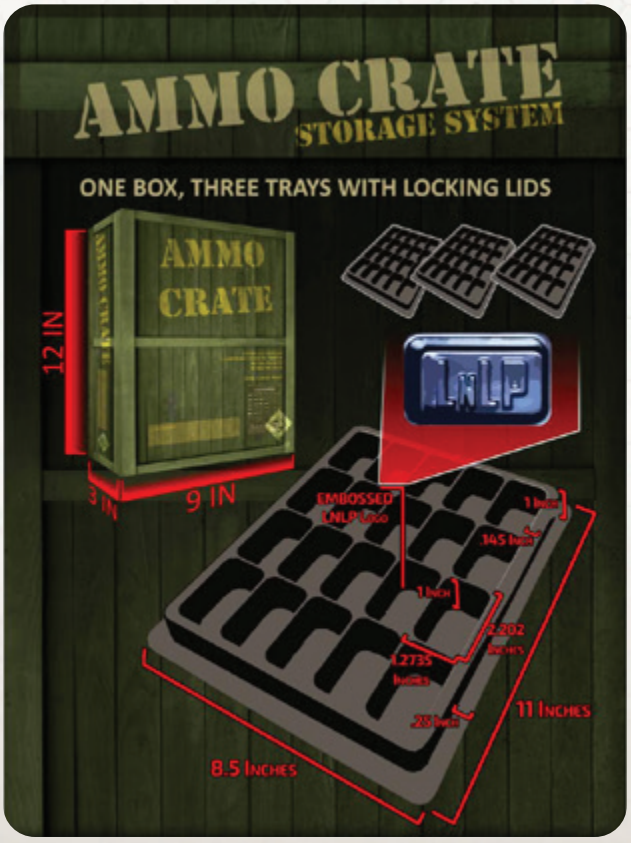
The Compendiums for the LnLT series contains an abundance of articles on game tactics, historically pertinent information, force attributes and scenario strategies, as well as additional Maps and an abundance of scenarios for all of your favorite LnLT games.

- **LnLT Compendiums:** http://bit.ly/LnLT-Comp

AMMO CRATE

Our Ammo Crate storage system comes in our normal 3" Deep game box designed to look like an Ammo Crate. The storage box is made with heavy-duty cardboard with dimensions of 9" wide x 12.5 tall x 3" deep. The storage box is designed so you can write what is contained in the box on any of the four flaps, back panel and/or front cover. Each Ammo Crate comes with three LnLP counter trays. Each counter tray has 20-compartments that are each 7/8" deep and our counter tray lids lock close and will not shake open.

- **LnLP Ammo Crate:** http://bit.ly/Ln-LP-AmmoCrate

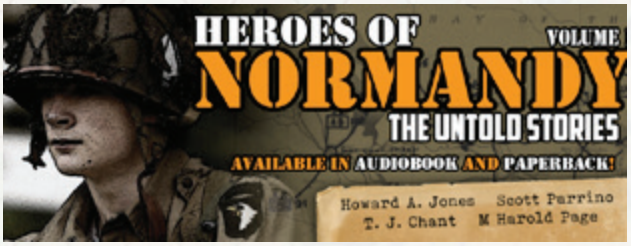


LNLT ADMIN COUNTERS

The new LnLT Admin counters incorporate a new design and style. The new Admin counters that were introduced in the LnLT Core Rules v5.1 are also included. Inside you'll find new 100+ 8.5 x 11 2mm thick counters to use with the latest LnLT Core Rules v5.1.

- **LnLT Admin Counters:** http://bit.ly/LnLT-Admin

LNLP NOVELS



LnLP has been working with a team of writers to bring some you some of the most exciting war stories around. One of our first books was Heroes of Normandy - The Untold Stories and delivers seven action-packed combat stories. You will be taken behind enemy lines with a young Airborne soldier in the early morning hours of D-Day and then lead British troops forward as they discover the truest definition of heroism. You will also witness the same events through the eyes of retreating Germans and advancing Americans and might end up rooting for both sides to survive. You will experience a gritty assault against a stronghold in a German-held town, and learn the terrible secret hidden there. A German squad behind enemy lines to retrieve a wounded SS officer, and the luckiest soldier in the US Army joins forces with the worst British jinx to wreak havoc. These are the Heroes of Normandy and their Untold Stories.

- **LnLP Book On Amazon:** http://bit.ly/LnLP-Amazon
- **Heroes of Normandy Audiobook Sample:** http://bit.ly/HoN-Audio

LITKO GAME ACCESSORIES FOR LNLT

The Litko gam accessories will enhance your gaming experience. These additional items are not necessary to play LnLT but are available through our strategic partnership with Litko

- **LnLP On Litko:** http://bit.ly/LnLP-Litko

LNLP SOCIAL LINKS

- **Facebook:** https://www.facebook.com/LocknLoadPub
- **YouTube:** https://www.youtube.com/c/LocknLoadPublishing
- **Twitter:** https://twitter.com/LnLPub
- **Instagram:** https://www.instagram.com/lnlpub/
- **Discord:** discord.gg/DQBhqFx

OUR FAVORITE GAMING SITES

- **The Gimpy Gamer:** http://bit.ly/2WZWuc0
- **Moe's Game Table:** https://bit.ly/3isQ5Qr
- **The Players Aid:** https://bit.ly/3kdVUSp
- **Big Board Gaming:** https://www.youtube.com/user/hipshot0710
- **Rob Oren Tabletop World:** https://www.youtube.com/user/seahawk8601
- **No Enemies Here:** https://bit.ly/2Fw9GRg
- **The Original Grognard:** https://www.youtube.com/user/Steelwhip2001

GAME CONVENTIONS

- **World Boardgaming Championships:** https://www.boardgamers.org/
- **ConsimWorld Expo:** http://expo.consimworld.com/

Infantry Gameplay Narrative

Welcome to the **Lock 'n Load Tactical (LnLT)** system. Learning how to play any Squad-level tactical game system can be difficult, and the best way to learn is to have someone there to teach you. Absent of that, the following gameplay narrative provides an as-played approach to learning the **LnLT** system without burdening the player with trying to absorb everything in the rules manual and on the Player-Aid Cards (PACs) before putting a counter on the Map. The focus here is essential gameplay, not low-percentage or rare-case situations—and, most of all, fun. Before we play **LnLT**, let's get familiar with the components used when playing. We'll keep it to an overview, and explore the details when we play.

We are going to use components that are, mostly, from the **LnLT** *Starter Kit*. The components are from World War 2, and include American Paratroopers and German Wehrmacht units. Our training scenario is going to take place on Map 15.

The Map

Map 15 is a standard geomorphic (can be combined with other Maps to make a larger playing area) Map. It's lettered hex-rows are Axx–Oxx, from left to right, and numbered xx1–xx8, from top to bottom. The edges are half-hexes, which function as whole hexes whether they are mated with another Map's edge or not. Each hex is approximately 50 meters wide; thus, a Map is about 400 meters by 700 meters.

Every hex has terrain in it. On Map 15 there are the following kinds of terrain, with an example in parentheses: Clear (F2), Road (F4), Forest (E7), Light Woods (G4), Low Crops (C2), Cemetery (J6), Wheat Field (K1) and Brush (D2); there are also two types of Buildings:

Stone/Heavy Construction (F5), with a red dot in their center; and Wooden/Light Construction (F3), with a black dot in their center. Hexside terrain also exists: Walls (K6/L6) and Hedges (K2/K3). Each **LnLT** game has its own unique terrain, and everything you need to know about terrain is on the Terrain Effects Chart (TEC), found on one of the Player-Aid Cards (PAC). The TEC is referred to all the time in the rules, and it's your best friend and resource while playing; it also contains info not found in the rules.

Author's Note: *As a military conflict simulation,* ***LnLT*** *uses lots of acronyms. The full text is listed the first time it is used in each section, e.g., Terrain Effects Chart (TEC). They quickly become second nature, but a glossary is at the back of the rules booklet. Common ones are TEC, PAC, MMC, SMC, SW, WT, IFP, FP, MF, MP, GO, AM, LC, DT, DFT, OFT, OF and LOS.*

Whether you have the *Starter Kit* or a complete game, take a look at the TEC. It's divided into rows and columns; from left to right it shows Terrain Images, Terrain Names, Terrain Type (whether it's open, degrading or blocking), the Movement Costs (there are three vehicle types + Leg units, i.e., infantry), Target Modifiers (TMs), Obstacle Height and any notes, if applicable.

Author's Note: *Obstacle Height affects Line of Sight (LOS) when firing from one level of terrain to another, and comes in to play when there are Hills and Multi-story Buildings on the Map, and for indirect fire of Mortars, none of which we will address at this time.*

HEROES OF NORMANDY — TERRAIN EFFECTS CHART

Image	Name	Type	Movement Cost (P=Prohibited) T	O	R	Leg	Target Modifier	Obstacle Height	Notes
	Bocage	Blocking	+9*	P	P	+4*	+3	Level 1	See 10.5 in the Heroes of Normandy Module Rules. *Denotes cost to cross the hexside
	Bridge	See Notes	1	1	½	1	See Notes	Ground Level	If LOS crosses the bridge bordering a Wall, the TM and LOS restrictions are the same as Wall above. When traced down the length of the bridge, the terrain is Open.
	Brush / Flowers	Degrading	1	1	2	1	0	Per terrain height	Negates +1 Moving or Moved marker penalty for target unit.
	Cemetery	Degrading	P	P	P	1	+2	Per Terrain height	None
	Clear	Open	1	1	2	1	0	Level-0	None
	Forrest	Blocking	P	P	P	2	+2	Level 2	No vehicles unless on a Road. Forest hexes contain more than 4 overlapping tree silhouettes.
	Hedges	Blocking	+0	+3*	+4*	+1*	0	Per Terrain height	Blocks LOS traced through, or along, the Hedge from same elevation to same elevation, with the following exceptions: 1) Doesn't block LOS to a hex in which the hex forms a hexside, 2) when traced FROM a hex through a Hedge that forms one of the hex's sides, or 3) when the LOS is traced form the firing hex along a Hedge that connects the firing hex to the target hex. For example: LOS from 27K4 to 27M4 is not blocked. Negates movement modifier against direct fire traced across Hedge hexside. No modifier against indirect fire. *Denotes cost to cross hexside.
	Woods (Light)	Degrading	4	6	8	2	+1	Level-1	Light Woods contain four tree silhouettes per hex. None of the silhouettes touch.

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Hex F2 is a Clear hex: it's open terrain, it costs Leg units 1 Movement Point (MP) to enter the hex, it provides no TM (defensive bonus), and does not present any obstacle height.

Let's look at another. Hex F5 is a Stone/Heavy Construction (HC) Building and has a red dot, which further defines it as such. HC Buildings are blocking terrain, cost Leg units 2 MPs to enter, have a TM of +4, and though on Level-0 it presents a height as obstacle of Level-1. Any HC Building that is three-hexes or more in size is a Multi-story Building and has two floors, which include staircases; Multi-story Buildings present an obstacle height of Level-2. There are no Multi-story Buildings on Map 15.

Hex G4 contains Light Woods, which is degrading terrain, costs 2 MPs for Leg units to enter, has a TM of +1, and though the hex itself is at Level-0, it presents an obstacle height of Level-1 because of the trees in the Light Woods. This same hex has Walls on four of its six hexsides. The Walls are blocking terrain, cost an additional +1 MP for Leg units to cross, provide a TM of +1, and its obstacle height is the same level as the hex, which is Level-0.

What do terrain types mean? There are three terrain types: open, degrading and blocking. Why is this important? Terrain types influence Line of Sight (LOS) and determine if a hex is spotted. Only units in spotted hexes can be Fired at. (More on LOS and Spotting later.)

Open-terrain Hexes, such as Clear or Road hexes, are just that, open. Open-terrain hexes do not inhibit LOS and are always spotted. Open hexes do not have Target Modifiers (TMs) and thus provide no benefit to units being Fired upon while in such hexes.

Degrading-terrain Hexes, such as Light Woods, Brush and Low Crops, degrade—or hinder—LOS and are not spotted unless units in the hex perform an action, such as firing or moving, that causes the hex to become spotted. Degrading-terrain hexes usually have a TM and/or an effect on fire through or into the hex.

Blocking-terrain Hexes, such as HC Buildings, Light Construction (LC) Buildings, Forest and Wheat Fields, block LOS and are also not spotted unless units in the hex perform an action, such as firing or moving, that causes the hex to become spotted. Blocking-terrain hexes almost always have a TM or a beneficial effect to defending units in the hex.

Every hex has a center dot. The art around the center dot defines the hex terrain. Line of Sight (LOS) is traced from the center dot of the firing unit's hex to the center dot of the target unit's hex. All center dots are black save for those denoting Stone/Heavy Construction (HC) Buildings, which are red; this is to easily differentiate between HC and Light Construction (LC) Buildings.

We've covered the basics of the Map and the TEC. Now let's put some counters on it.

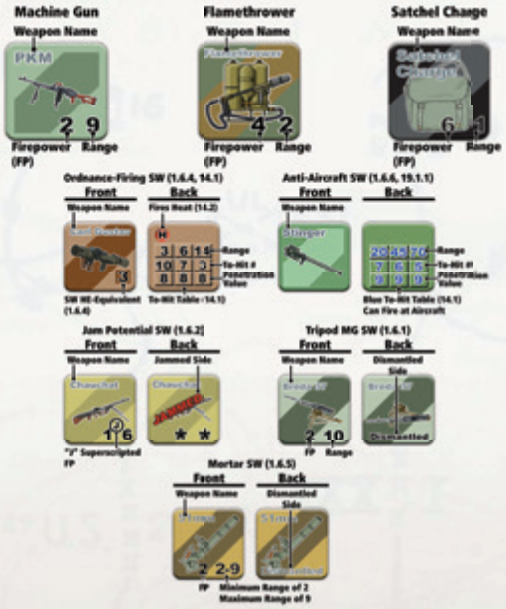
Author's Note: *So far we've covered portions of rules from sections* ***1.1, 1.4*** *and* ***10.1/2/3/4.***

Units & Markers

Units are represented on the Map by counters, and their actions and other items, such as fortifications like Foxholes, are represented by counters/markers. The terms counter and marker are synonymous. **LnLT** has three counter sizes: 5/8", 3/4" and 7/8". Here we are only going to use 5/8" counters, but 3/4" and 7/8" are described as well.

MULTI-MAN COUNTERS [MMCs]

SUPPORT WEAPONS [SWs, 1.6]



SINGLE-MAN COUNTERS [SMCs]

The majority of counters are 5/8", and these include:

- Multi-Man Counters (MMCs), such as Squads, Half-Squads and Crews
- Single-Man Counters (SMCs), such as Leaders, Heroes, Medics and Snipers
- Support Weapons (SWs), such as the BAR, the .30 cal M1919A4, the MG34 and the MG42
- Skill counters, such as Assaulter
- Fortifications, such as Foxholes and Bunkers, and obstacles, such as Wire and Mines
- Event markers
- Markers to denote Smoke, if a SMC is Wounded or that units are on the upper level of a Building or Rooftop
- Fire For Effect markers, which denote hexes under an Artillery or Mortar Barrage
- All the Administrative markers denoting actions that have been taken, such as Fired, Moved, Assault Move, Low Crawl, Hit & Run and Melee, as well as Ops Complete and Spotted markers.

We'll cover Multi-Man Counters (MMCs), Single-Man Counters (SMCs) and Support Weapons (SWs) here, and others relevant to learning the basics of the game as they come up when we start pushing counters on the Map.

Multi-Man Counters (MMCs)

Squads, Half-Squads and Crews are all Multi-Man Counters (MMCs). Across the bottom of the counter, from left to right, is their Inherent Firepower (IFP) – Range – Movement Factor (MF). Their Morale rating is in a circle in the upper-right corner. Weapon Teams (WTs) are also MMCs, but they are represented on 3/4" counters. Almost all MMCs also have an Identification Badge (IB) in the upper-left corner; IBs are usually a flag, a roundel or a combat formation's crest.

Inherent Firepower (IFP): A unit's Firepower without the addition of any heavier Support Weapons (SWs). The number is added to direct-fire attacks. Zero (0) is also an IFP. An asterisk (*) indicates that a unit has no IFP and cannot initiate or participate in direct-fire attacks.

Range: How many hexes the unit can fire with its IFP. Count the target hex but not the firing unit(s)'s hex.

Movement Factor (MF): The number of Movement Points (MPs) a unit can spend during an impulse. (A game turn is comprised of each side conducting alternating "impulses", in which the units in one hex are activated to perform actions such as moving and firing.)

Morale: A general measure of a unit's willingness to fight. The front of a unit's counter is its Good Order (GO) side; the back of a unit's counters is its Shaken side. Shaken MMCs lose their IFP and cannot fire, and their MF is reduced, usually by half.

Squads

Squads are MMCs that represent 8–12 men, and there are two figures on the counter. The US 101st Airborne Squad pictured here is referred to as a 2-5-4 or a 2-5-4-6, to include its Morale, when called out in a scenario's Order of Battle (OOB). The German Wehrmacht Squad pictured here is referred to as a 1-6-4 or a 1-6-4-5. The Morale is added to the call-out if a game's countermix has units with the same three numbers for IFP-Range-MF but differing Morales. The 2-5-4 Airborne Squad has a red box around its MF; this indicates that the Squad can use Assault Move and Assault Fire (more on both later); if a side has 2-5-4 units in the countermix and some have Assault Move (AM) and others don't, those with AM are called-out as 2-5-4(AM) and/or 2-5-4(AM)-6.

Half-Squads

Half-Squads are MMCs that represent 4–6 men, and there is one figure on the counter. The numbers on the counter indicate the same information as on a Squad. The Half-Squads pictured here are called out in the OOB as 1-4-4, 1-5-4 and 0-5-4. Half-Squads are usually created during play when a Squad suffers a Casualties result during fire combat.

In some cases, like with the Germans we are using here, when a Squad suffers Casualties there are two different Half-Squads, and a die-roll is made to determine which one replaces the Squad on the Map—roll 1d6: odd, a 1-5-4; even, a 0-5-4.

Crews

Crews are MMCs that represent a vehicle's Crew, and are considered a Half-Squad. A Crew counter, like a Half-Squad, has one figure on it. With few exceptions, Crews only appear after their vehicle is destroyed or abandoned. (More on Crews in the Vehicle & Ordnance Gameplay Narrative.)

Weapon Teams (WTs)

Weapon Teams are MMCs that represent larger weapons, such as Mortars, Heavy Machine Guns and Anti-Tank Guns (ATGs), and their Crew. WTs are on 3/4" counters and show the weapon and two figures. Like 5/8" MMCs, they, too, have their FP – Range – MF across the bottom of their counter and their Morale on the upper-right corner. In the OOB, WTs, unlike other MMCs, are called-out by name, e.g., 1 x 50 mm Mortar WT.

Single-Man Counters (SMCs)

SMCs are significant individuals who have special abilities and the power to alter the course of a battle. Leaders, Heroes, Medics, Snipers and Armor Leaders are all SMCs. Scouts are also SMCs, but they appear infrequently and we won't cover them here. Certain game modules have unique SMCs such as Advisors, Nurses, Commissars/Political Officers, Chaplains, Marksmen and Pipers.

SMCs either have a face or a single figure on them. Leaders and Armor Leaders have ranks and names. Heroes have names.

Leaders

Leaders are SMCs representing officers or non-commissioned officers (NCOs). Their counters have a face on them, and have a rank and name, like Cpl. Medrow and Lt. Koch pictured here. A Leader counter has three numbers on its front (Good Order (GO)) side, on the right side. From top to bottom they are: Morale – Leadership Modifier (LM) – Movement Factor (MF). Thus, Cpl. Medrow is a 6-0-6 Leader; Lt. Koch is a 7-1-6 Leader. Leaders do not have an IFP and cannot fire at enemy units or enter Melee by themselves unless they possess a Support Weapon (SW). They do, however, greatly influence all facets of the game.

Morale: Like MMCs, this is a general measure of the Leader's willingness to fight. Shaken Leaders lose their LM and their MF is, usually, halved.

Leadership Modifier (LM): A Leader's LM is a measure of his (or her; there are some tough female Leaders in the Viet Cong and the Soviet Partisans) Leadership and ability to influence fire combat, Damage Checks (DCs), Melee combat, rallying, Close Assaults of vehicles and other functions. We'll address each of these as they come up in our training scenario.

Movement Factor (MF): The number of Movement Points (MPs) a Leader can spend during an impulse. Leaders, more often than not, have a MF of 6. Good Or-

der (GO) Leaders, when stacked with and moving with Squads and Half-Squads (GO or Shaken), can initiate Double-Time Movement (DT), which adds 2 MPs to the MMCs' MF, but the MMCs' MF cannot exceed the Leader's MF.

Leadership Range: All Leaders also have an inherent Leadership Range (LR) of 1. LR is NOT printed on a Leader's counter. LR is used for activation. During an impulse, a Leader can activate units in his or her hex AND in all adjacent hexes. Chain activation can occur if there is a Leader in an adjacent hex. Leg Leaders can't activate vehicles in adjacent hexes; and Armor Leaders can't activate Leg units in adjacent hexes.

Wounded Leaders lose their LR and subtract one (-1) from their Morale.

Leaders can also call-in Off-board Artillery, fire Starshells at night, make Spotting Attempts and possess Skills. (We'll cover these as they come up.)

Heroes

Heroes are the most dynamic units in the **LnLT** system. They can change the tide of a battle. Heroes either begin a scenario as part of the OOB, or, more frequently, they are created/spawned due to combat results. Heroes have a single figure and name on their counter, e.g., Hero (Hird), and, like MMCs, an IFP – Range – MF – Morale. Heroes never Shake—they are too busy being heroic!

They can be wounded though, and the back side of their counter is its Wounded side.

Heroes other attributes include:

- They always use their full IFP during multi-unit attacks.
- Allow Shaken units in their hex to make a rally attempt.
- They can Assault Move (AM) and Assault Fire (AF). Some can even use Stealth Movement.
- They can Close Assault vehicles. (More on Close Assaults in the Vehicle & Ordnance Gameplay Narrative.)
- They shift Melee odds one column in their side's favor when "attacking", in addition to adding their IFP. (More on Melee later.)
- They can possess Skills.

Medics

Medics (and Corpsmen) represent exceptional medical personnel. Medic counters have a single figure on them; they have no IFP or Range but do have a MF and Morale. They cannot possess or fire Support Weapons (SWs) either. During each turn's Rally Phase, a Medic can **A)** Remove the Wounded marker from one SMC (including himself), or **B)** Rally a Shaken MMC/SMC to its GO side. The object of the Medic's attention must be in the same hex. Medics, whether or not they have SR on the back of their counter, can always Self-Rally.

Snipers

Snipers are highly trained marksmen. Sniper counters have a single figure on them; they have an IFP, a Range and a Morale, but no MF. They cannot move: once placed on the Map (they are almost always placed during an impulse instead of set up at the start of a scenario) they must remain in their placement hex. Snipers fire individually, never with other units, and roll 2d6 instead of 1d6. When in a hex by themselves, they double the hex's Target Modifier (TM).

Armor Leaders

Armor Leaders are like regular Leaders, with a Morale and Leadership Modifier (LM), but they have no Movement Factor (MF); thus, Sgt. Darius is a 7-1 Armor Leader. Armor Leaders are unique in that they share the fate of the vehicle/tank they command. (More on Armor Leaders in the Vehicle & Ordnance Gameplay Narrative.)

Support Weapons (SWs)

Support Weapons (SWs) are additional weapons that a MMC or SMC can possess. Support Weapons, such as the BAR and MG34, add additional Firepower (FP) to direct-fire attacks; they also have a longer range than the IFP of their possessing units. There are also SWs that fire ordnance, such as a Bazooka or Panzerfaust; these SWs have a to-hit table on the back of their counter, and they fire separately from direct-fire (small-arms) attacks. We will cover them in the Vehicle & Ordnance Gameplay Narrative.

SWs that have a tripod side, like the US .30 cal M1919A4 and the German MG42, cannot be moved when they are in tripod mode, and have to be switched to their dismantled or bipod side during the Rally Phase if its possessing unit desires to move with the weapon. Units that enter the game from off of the Map always have to enter with these SWs in their dismantled or bipod mode.

Skills

The **LnLT** system has a number of Skills that bestow unique abilities on certain SMCs and MMCs. Each Skill has a counter, which is placed under the unit counter that has the Skill. Skills are called out in a scenario's Order of Battle (OOB) or granted to Heroes when they are spawned/created during play. The traits of each Skill, and who can use them, are listed on the Skills Player-Aid Card (PAC).

Fortifications, Obstacles & Others

In many scenarios, one or both sides have fortifications and obstacles that help bolster their defensive positions.

Foxholes and Bunkers give defending units an additional Target Modifier (TM), which is printed on the counter. Wire hinders movement, for Leg units as well as the three classes of vehicles—Tracked, Off-road and Road. Mines attack units that enter the hex they are in, using the FP printed on the counter.

A few more markers worth mentioning can appear during play as a result of actions of the units on the Map, and, like Fortifications, most are listed on the TEC. Some of these include:

Smoke, laid by Good Order MMCs, increases a hex's TM and blocks Line of Sight (LOS). Smoke lasts two turns, including the turn during which is was laid.

Wrecks appear when a vehicle is destroyed (most Wrecks are 5/8" counters, but some games have 3/4" Wreck counters). Wrecks provide other units with a TM and they degrade LOS.

Rubble markers appear when a Wooden/LC Building is purposefully destroyed by an armored vehicle or a scenario's special rules (SSRs) call for some Buildings on the Map to be Rubble before a scenario begins. Rubble provides a TM and degrades LOS.

Starshells are Fired during night scenarios by Leaders and Heroes, and, indirectly, by Mortars. They increase visibility.

Off-board Mortar and Artillery barrages (OBA) are called in by Good Order Leaders or Scouts. We'll cover OBA in the Vehicle & Ordnance Gameplay Narrative. FFE markers are also placed on the Map when Mortar WTs fire, but they do not affect adjacent hexes like OBA FFE markers do.

Events

Some scenarios contain Events. Events markers are placed on the Map at setup, and are triggered by a side either by occupation of the hex or Line of Sight to the hex, as denoted on the Event marker. The side that triggers/activates the Event is listed in the scenario's Order of Battle (OOB) under the Event Markers section (if there are Events). Events add suspense and intrigue to the game in the form of story-telling elements and unexpected reinforcements—some good, some bad. When an Event is activated the scenario directs the players to read a Paragraph, listed by number in the Paragraphs section of the scenario. We won't cover Events in our training scenario.

Administrative Markers

Administrative markers, like those pictured above, are used during gameplay to mark conditions of units or hexes on the Map. The Turn/Initiative marker is placed on the Turn Track PAC; the counter is flipped to display the side (let's just say Allied or Axis here) with the initiative on that turn. We'll cover each of these admin markers as they come up during our training scenario.

We've covered a lot of stuff, but it has been a necessary overview of the components. Now we are ready to get some counters on the Map and play some **LnLT**!

Author's Note: *In the above section on Units & Markers, we covered the basic information from the following* ***LnLT*** *core rules sections and subsections:* ***1.1, 1.1.1, 1.5, 1.6, 1.6.1, 1.7, 1.8, 1.9, 7.0, 11.1, 11.1.1, 11.1.2, 11.1.3, 11.1.5, 11.2, 11.3, 11.4, 11.5, 12.0, 15.4, 21.1, 21.2, 21.3*** *and* ***21.4****.*

Training Scenario

It's time to get some counters on the Map. Every **LnLT** scenario has an Order of Battle (OOB); Scenario Essentials, which contains the Playable Area, Scenario Length and Victory Objectives; Special Scenario Rules (SSRs); and Events and Paragraphs, if applicable. These are described in detail in section 22.0 of the v5.1 core rules. For our training scenario, we will have an OOB, Scenario Essentials and SSRs, so you can see how units are called out and other conditions that pertain to the scenario. In the OOB, a side's formation and how/where it sets up is listed, followed by a list of the units required, by number and type.

With units from the **LnLT** *Starter Kit* (or *Heroes of Normandy*), we're going to create a D-Day situation. American Paratroopers from A Company of the 502nd Parachute Infantry Regiment (PIR) of the 101st Airborne Division have dropped into Normandy the night before. They've seized a key town, but only have a small force with which to repel a counterattack by Germans from the 1057th Regiment of the 91st Infantry Division.

Order of Battle

Americans

Elements of A Company, 502nd PIR, 101st Airborne Division; set up first in or within two hexes of hex I6 on Map 15:

- 3 x 2-5-4
- 1 x BAR
- 1 x M1919A4
- Sniper (as per 11.4 and SSR 1)
- Cpl Medrow
- Maj Tom

Germans

Elements of the 1057th Regiment, 91st Infantry Division; enter on Turn 1 via the north edge (xx1) of Map 15:

- 5 x 1-6-4
- 1 x MG34
- 1 x MG42 (Bipod)
- Medic
- Lt Koch w/ Assaulter Skill
- Sgt Baumann

Scenario Essentials

Playable Area: Use Map 15 from the **LnLT** *Starter Kit* (or *Heroes of Normandy*); only hexrows Exx – Kxx, inclusive, are in play; hexrow xx1 is the north edge.

Scenario Length: Four turns. The Germans have the initiative on Turn 1.

Victory Objectives: To win, the Germans must control (rule 22.1) both hexes of the Church (I5, I6) and there can be no Good Order American MMCs or SMCs on the Map. Any other outcome results in an American victory. American units that exit the Playable Area are considered eliminated.

Special Scenario Rules

1. **Sniper:** The American Sniper is place as per 11.4 but can only be placed in hexrows xx5 – xx8, inclusive, within the Playable Area.
2. **German Heroes:** The Germans do not spawn Heroes (11.2.1) in this scenario.
3. **Steeple:** The Church Steeple in hex I5 has been destroyed by an artillery shell and cannot be occupied and does not need to be controlled in regard to the German Victory Objectives.

So, we have all of our information to play the training scenario. Assemble the counters that are in the OOB and get ready to set up the Americans.

Before setting up, when on defense, it's good to know (in no particular order):

- Your forces, and the enemy's;
- What the Victory Objectives are;
- The duration of the scenario; and
- What the terrain is.

Author's Note: *Going forward, I'll note significant rules by their location in the rules booklet in parentheses as they occur, as well as sum up those, and others, at the end of each turn.*

The Americans know they have to defend the two Church hexes (both HC Building hexes), and must set up in or within two hexes of I6, the south end of the Church. The Playable Area is narrow, seven hexrows wide, from Exx to Kxx. It's also a short scenario, just four turns, so the Germans are going to have to push. We know from our analysis of the Map and the TEC that the LC and HC Buildings have great Target Modifiers (+3, +4) so those are the best hexes in which to set up.

The Walls (hexside terrain) in the center of the town also block Line of Sight (LOS) unless either the target or the firing unit is in a hex that shares a Wall hexside, so a unit in H5 can fire at hexes H4 and H3 but not at H2 or H1.

With Walls on both sides, these center hexes, also containing Light Woods, allow the Germans cover to advance if the Americans set up safely in the Buildings. But the Americans are outnumbered and decide to set up in the safety of the Buildings. The highest Target Modifier (TM) a hex can have is +4; however, Snipers, when in a hex by themselves, double the hex's TM (5.5).

The Americans have a scratch force, just a platoon, three Squads; but they are Airborne and are thus better troops than the German Wehrmacht soldiers attacking them. The Airborne Squads have a Morale of 6 (1 greater than a German Squad), an Inherent Firepower (IFP) of 2 (1 more than a German Squad), a Range of 5 (1 less than a German Squad), and a Movement Factor (MF) of 4 (the same as a German Squad), but the Airborne Squads have a red box around their MF, thus they are capable of Assault Move (AM, 6.1) and Assault Fire (AF, 6.1.1). Assault Move means they can move up to half of their MF and then fire, in the same or a later impulse, with a –2 penalty to their Firepower (FP); the –2 penalty is per firing stack, not per firing unit. Assault Fire is, basically, the inverse of AM; the unit(s) can fire first, subtracting two (–2) from the firing unit(s)'s FP, and then move up to half of their MF, but the unit(s) must fire and move in the same impulse. So, these paratroopers are very tough customers.

Author's Note: *Inherent Firepower (IFP) is one unit's Firepower (FP). FP is the total of one or more unit's IFP and any Support Weapons' FP during an attack.*

The Americans also have two Leaders (11.1): an average one, Cpl. Medrow, a 6-0-6, who has no Leadership Modifier (LM, 11.1.1); and an excellent one, Maj. Tom, a 6-2-6, who has a (very rare) LM of 2. The Americans need to split up and cover all points of expected attack, and having two Leaders is important, not just because a great Leader like Maj. Tom adds his LM of 2 to direct-fire attacks, but because Leaders are needed to rally any of the Squads if they become Shaken due to direct-fire attacks (5.0, 3.0). So, it's a good idea to split up the pair of Leaders.

The Americans also have a Sniper (11.4), which they can place not at setup but after the scenario begins, during an American impulse or during a German impulse, to conduct Opportunity Fire (OF, 5.3). Op Fire occurs during an enemy impulse when an enemy unit moves—but doesn't use Low Crawl (6.3) or Stealth Movement (6.4). Only units that have yet to be activated can perform OF. The Sniper can be deadly, but he has to be placed in a hex with a Target Modifier of +1 or greater, and, once placed, he cannot move. Snipers also can't Melee; they are deemed a Non-Melee-Eligible (NME) unit (8.0).

The Americans also have two Support Weapons (SWs, 1.6). A Browning Automatic Rifle (BAR) and a M1919A4 .30 caliber machine gun. A Squad can possess two SWs. A Squad can fire one SW and still use its IFP or two SWs and forfeit its IFP. Half-Squads can possess one SW, and forfeit their IFP if they use the SW. Single-Man Counters (SMCs, 11.0) like Leaders can possess SWs, too, but halve the weapon's FP, fractions rounded up, when doing so, forfeit their LM as well (1.6) when firing and subtract two (–2) from their MF; thus, it wouldn't make sense to have Maj. Tom possess either SW because the Americans want his LM of 2 added to attacks. An SW Portage Table is on one of the PAC (1.9).

The BAR has a FP of 1 and a range of 6; the M1919A4 has a FP of 2 and a range of 12. The M1919A4 is more powerful but a possessing unit has to dismantle it from its tripod mode (1.6.1) before moving; and this can only be done during the Rally Phase (3.0). A SW counter is placed beneath the MMC/SMC that possesses it.

Despite stacking limitations (1.3) of three Squads and two SMCs, which would allow them to put all of their units (except the Sniper when placed) in one hex, the Americans are going to defend the Church in force, but spread out, occupying the front (north end) of the Church with a strong command element, and a support element in the LC Building across the street, covering the flank. They also have the Sniper, to be placed later, as per rule 11.4. They set up as follows (see Figure 1):

In hex I5:

- 2 x 2-5-4
- 1 x M1919A4 (Tripod)
- Maj Tom

In hex G6:

- 1 x 2-5-4
- 1 x BAR
- Cpl Medrow

Figure 1: American Setup

The Germans do not set up on the Map, but enter on Turn 1. The German player also needs to consider the same information as the American player.

When on offense, and entering the Map on Turn 1, it's good to know (in no particular order):

- Your forces, and the enemy's;
- What the Victory Objectives are;
- The duration of the scenario; and
- What the terrain is.

The Germans have two more Squads than the Americans, and a little more Firepower in their Support Weapons (SWs). Both of their Leaders have a LM of 1, which is good. And Lt. Koch has the Assaulter Skill, which grants the Squads stacked with him the ability to Assault Move (6.1) and Assault Fire (6.1.1), just like the American paratroopers. The Germans also have a Medic (11.3), who can rally a Shaken unit and/or heal a wounded SMC, including himself, during the Rally Phase (3.0).

When entering the Map, they must observe normal stacking limitations (1.3) of three Squads and two SMCs, and only one stack can enter per impulse (22.0). So, the German player needs to think about how he wants to stack his units. But first, since the Americans have been set up, he needs to check out the Map and utilize the available intel: The Americans are set up in the north/front end of the Church and on the west side of the H1 – H8 Road; and they don't have a Line of Sight (LOS, 10.0/3) to any of the entry hexes (E1 – K1). The Germans have four turns to take control (22.1) of the Church and ensure that no Good Order American units are on the Map. The Americans also have a Sniper, to be placed once the scenario begins.

It's going to take at least two turns to get to the Church. The German Squads have a Movement Factor (MF) of 4, but if they move with a Good Order Leader, they can use Double-Time movement (6.2), and add two Movement Points (MPs) to their MF. Knowing this, the German player can, on Turn 1, move his units about halfway to the Church without being Fired on because of the Buildings on the north end of the Map and the Walls and Light Woods in the center of the town. Thus, the following questions must be on the German player's mind:

- Do the Germans want to advance with all their units on one flank, or split up?
- Do they want to move in two stacks?
- Do they want to have a Squad with the MG42 establish a fire-support position, maybe in hex J3, a LC Building, switching the SW to its tripod side, for the extra Firepower (3 FP vs. 2 FP in bipod mode)?

- If all their forces enter via the east side of town, they may take the Church, but will they have time to knock out Cpl. Medrow and his Squad in hex G6?

The German player decides to enter his forces in two stacks, each with a Leader, and use the good cover to advance with Double-Time movement on Turn 1, perhaps only exposing themselves to Sniper fire. The Medic will enter alone, and put himself in a flexible position, to allow him to get where he's needed. This can be risky, as the Medic is unarmed, and is a non-Melee-eligible unit (8.0), which means that unless he is stacked with a Good Order MMC or a Hero or a Leader armed with a Melee-eligible SW, he is eliminated in Melee automatically. But on Turn 1, he will not be exposed; it's more of a concern later in a scenario.

The German stacks are as follows:

Stack 1:

- 3 x 1-6-4
- 1 x MG42
- Lt Koch w/ Assaulter Skill

Stack 2:

- 2 x 1-6-4
- 1 x MG34
- Sgt Baumann

Stack 3:

- Medic

Lt. Koch's stack has the extra Squad, and the MG42, so, if desired, he can establish a fire-support position or use a Squad to draw fire and then rush into the Church for Melee, if necessary, and still have the MG42's extra Firepower (FP). But the American position in the Church has a lot of FP, too. While it's good to have a plan, plans, as the adage goes, do not survive contact with the enemy. Also of note, the German player doesn't have to commit to the above stacks; he can alter the stacks of any units before they enter the Map.

Lt. Koch has the Assaulter Skill, which is placed under his counter. If you have *Heroes of Normandy*, place the other Skill counters into a mug or opaque cup; if a Hero is created/spawned (11.2.1) during play, a Skill is picked from the cup (12.0). If you only have the *Starter Kit*, don't worry about it—just follow along.

Author's Note: *Portions of the following rules were covered above:* ***1.1, 1.1.1, 1.3, 1.6, 1.6.1, 3.0, 6.1, 6.1.1, 6.2, 8.0, 10.0, 10.2, 10.3, 10.3.2, 11.1, 11.1.1, 11.3, 11.4, 12.0*** *and* ***22.0****.*

TURN 1

Rally Phase

On Turn 1, the Rally Phase (RP, 3.0) is almost always perfunctory. The initiative is stated in the Scenario Essentials, but during Turn 2's RP each side will roll 1d6; the side with the higher result has the initiative, and if both sides roll the same number, the side with the initiative on the prior turn retains the initiative. The Germans have the initiative, so place the Turn marker on the Turn 1 box on the Turn Track PAC with the German Initiative side up.

Neither side has any Shaken units, so there is no need to perform any rally attempts.

Other actions that can be performed during the RP:

- Two Good Order (GO) Half-Squads (not Crews) of the same type (have the same Identification Badge (IB, 1.1)) can join to form a Squad if they are in the same hex as a GO Leader, and they are not locked in Melee (8.1). A GO Leader cannot break a Squad down in to two Half-Squads. Half-Squads are either part of a side's Order of Battle (OOB) or they are created during play when a Squad suffers casualties.
- Friendly GO units can swap Support Weapons (SWs, 1.6).
- GO units can switch a tripod SW (1.6.1) to its dismantled or bipod side, and vice-versa.
- GO units can switch a Mortar SW (1.6.5) from its assembled (combat ready) side to its dismantled (moveable) side, and vice-versa.
- GO MMCs, but not Weapon Teams, and eligible SMCs can pick up an unpossessed SW.
- GO MMCs, Leaders and Heroes can destroy a SW, which is then removed from the Map.

Here, we have none of these to perform, so we begin the Operations Phase.

Operations Phase

German Initiative

The Operations Phase (OP, 4.0) consists of the players engaging in alternating impulses. During an impulse, a player activates and controls units in one hex or passes. The player with the initiative goes first, then his opponent, and so on. Once all activated units have been marked with a Moved, Fired, Assault Move (and Fired), Low Crawl, Stealth, Hit & Run or 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 (9.0) begins.

Moved, Fired and the other administrative markers listed above are used to mark units on the Map after they complete their impulse. There are no Stealth-move-capable (6.4) or Hit-&-Run-capable (6.7) units in this scenario, so we won't concern ourselves with them. Units that use Double-Time movement (6.2), which was brought up earlier, are marked with a regular Moved marker.

Author's Note: *During an impulse, actions taken by activated units have a >> bullet point at the left side of the column, as do die-rolls for any game function.*

German Impulse: The Germans have the initiative, and one of their stacks can enter per impulse. Recall from the Scenario Essentials that the Playable Area is hexrows Exx – Kxx, inclusive, so the Germans must enter from E1 to K1. For their first impulse, the German player activates Lt. Koch's stack—three Squads, a platoon.

» Lt. Koch and his men enter the Map via hex J1, using DT movement, which increases the three Squads' Movement Factor (MF) by 2 Movement Points (MPs), from 4 to 6. Hex J1 is a Clear hex. With the Terrain Effects Chart (TEC) at hand, we know that Clear hexes cost Leg units 1 MP. The Americans do not have a Line of Sight (LOS, 10.0/3) to hex J1, so there is no chance for them to perform Opportunity Fire (OF, 5.3). A player always has to give his opponent enough time to decide if they want to perform OF or not.

» From J1, they bound over the Hedge hexside, which costs an additional 1 MP to cross, and enter hex J2, another Clear hex. They've now spent 3 of their 6 MPs. Again, the Americans have no LOS to them, and cannot Op Fire, so they continue to move.

» From J2, Lt. Koch and his men enter the Light Construction (LC) Building in hex J3, at a cost of another 2 MPs; they've now spent 5 of 6 MPs.

The American player can Opportunity Fire (5.3) on the Germans with both Major Tom's and Cpl. Medrow's stacks, and by placing their Sniper. Opportunity Fire (OF) is a major rule, and is used all the time. Here it is, straight out of the rulebook: "Good Order (GO) units that are not marked with a Moved, Low Crawl, H&R or Fired marker, and that have a clear (not blocked) Line of Sight (LOS) 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 at it."

Opportunity Fire (OF) always occurs during the opposing player's impulse, and moving units can be subjected to attacks equaling the number of MPs they spent to enter a hex. Lt. Koch and his men used Double-Time movement (not Low Crawl or Stealth) and spent 2 MPs to enter the LC Building hex in J3, thus they can be attacked two times—one attack per enemy hex. The American player, however, decides to hold fire, to see if the Germans keep moving—and knowing they have more units to bring onto the Map.

» Though the Germans can continue to move, and advance into any of the two Road hexes, in I3 and J4, or the Clear hex in K3, each at a cost of their final 1 MP, they would be exposed in open terrain. They stop in J3, and a Moved marker is placed on them (see Figure 2; units are spread out to show all units in the stack).

Figure 2: First Move

American Impulse: The Americans are on defense; moving is not what they want to do—at least not yet. They can fire, though. Lt. Koch's stack is under a Moved marker, which spots the LC Building hex (blocking terrain) they are in. In **LnLT**, to fire on enemy units, they must be: **1)** Within range of the firing unit(s); **2)** The firing unit(s) must have a Line of Sight (LOS); and; **3)** The target hex must be spotted (5.0, 10.0/1/3).

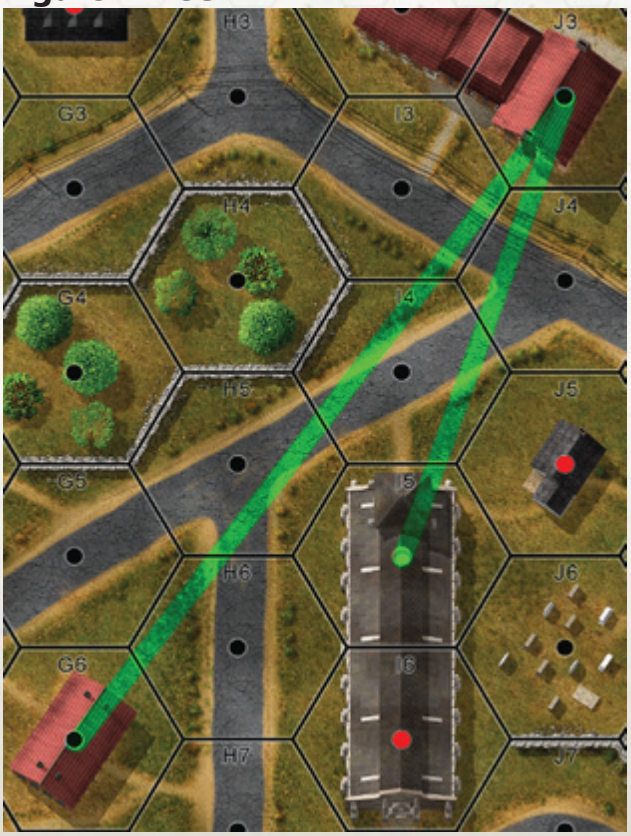
Range: When figuring out the range, you count the target hex but not the firing unit(s)'s hex. Major Tom's hex, I5, is 3 hexes away from Lt. Koch's, J3; we count the two Road hexes (I4 and J4) between the Buildings and Lt. Koch's hex, but not Major Tom's. Cpl. Medrow's hex, G6, is 5 hexes away from Lt. Koch's hex—H6, H5, I4, I3/J4 and J3 (see Figure 3). The American Squads (2-5-4) have a range of 5, and thus both American stacks have the range to fire at Lt. Koch and his men with their Inherent Firepower (IFP) of 2.

One of the Squads with Major Tom has a .30 cal M1919A4 MG SW with a range of 12, and the Squad with Cpl. Medrow has a BAR SW with a range of 6.

Figure 3: In Range

Line of Sight (LOS): LOS is traced from the center dot of the firing unit's hex to the center dot of the target hex. There are two types of terrain that affect LOS: blocking and degrading. As noted earlier, there are three types of terrain: Open, degrading and blocking. Open-type terrain (like Clear and Road hexes) do not hinder LOS. Degrading-type terrain (like Light Woods or Brush) degrade LOS; up to two degrading-terrain hexes can be in between the firing unit(s)'s hex and the target unit(s)'s hex; if three degrading-terrain hexes are between them, the LOS is blocked. Blocking-type terrain (like HC/LC Buildings and Forest) block LOS, and thus no fire attack can occur. The LOS from Maj. Tom's hex to Lt. Koch's hex is clear. The LOS from Cpl. Medrow's hex is also clear (see Figure 4).

Figure 4: LOS



Other Key LOS Information:

- LOS is always reciprocal: If A can see B, B can see A.
- The terrain in the firing unit(s) and target unit(s)'s hexes does not affect LOS.
- One is subtracted (-1) from the firing unit(s)'s total FP for each degrading-terrain hex hindering the LOS, up to two; three blocks LOS.

Spotted: In **LnLT**, hexes not units are spotted. This is very important. **Hexes NOT units are spotted.** Just because a human player looking at the Map can see his enemy's units doesn't mean his units on the Map can see them; the hex they occupy must be spotted. Open-terrain hexes are always spotted, but for degrading- and blocking-terrain hexes to be spotted, actions by units on the Map need to happen.

A hex is spotted if:

- It's an open-terrain hex.
- A unit is currently/actively moving or Assault Moving in/through a hex.
- A unit in a hex is marked with a Moved, Assault Move, H&R, Fired or Melee marker.
- A Good Order (GO) friendly (to the firing) unit is adjacent to the hex.
- The hex has a Spotted marker on it (placed after a successful Spotting Attempt (10.1.1), which we'll cover later).

Spotting is status driven, too. If one of three units in a hex is marked Moved (or Fired, etc.) the hex is spotted, and all three units can be Fired at. The status can change during a turn. If moving units leave a blocking- or degrading-terrain hex, that hex is no longer spotted.

At the end of a turn, all administrative markers, like Moved and Fired, are removed from the Map, so blocking- and degrading-terrain hexes begin a turn unspotted unless a Good Order friendly (to the firing) unit is adjacent to the hex.

Author's Note: *Think of spotting in terms of exposure. A Building hex has enemy units in it, but they aren't moving or firing or doing anything that makes the hex spotted. You may know they are there (in fact you, the player, can see them) but they are not exposed yet; they are taking cover. If they fire, they are marked Fired, and are considered in the windows and/or doors firing their weapons; they are exposed. In between Operations Phases, from one turn to another, they are taking cover again, reloading, rallying, etc. I'll use golf as another example. If you are on a fairway, 150 yards from the green, you rely on the flag to let you know where the hole is; but if the flag isn't in the hole you have no idea where the hole is and don't know where to aim your shot. Sure, you know the hole is somewhere on the green, but without the flag in the hole, or someone next to the green telling you where the hole is, you can't make an accurate shot.*

Lt. Koch's stack is in a blocking-terrain hex, but they are under a Moved marker, so the hex is spotted. Having met the range and LOS requirement, the Americans can, during this turn, bring all their Firepower to bare on Lt. Koch and his men, if desired.

The American player knows he can fire at Lt. Koch's stack in a later impulse with either of his two stacks, and even with his Sniper, but the Germans still have more units to bring on the Map and it's prudent to wait.

» The American player Passes.

German Impulse: The German player decides to bring on Sgt. Baumann's stack of two Squads, one of which possesses a MG34 SW.

» Sgt. Baumann and his men enter the Map using Double-Time movement (6.2) via hex F1, a Clear hex, spending 1 of their 6 MPs. The Americans have no LOS to this hex, so no Opportunity Fire (OF) is possible.

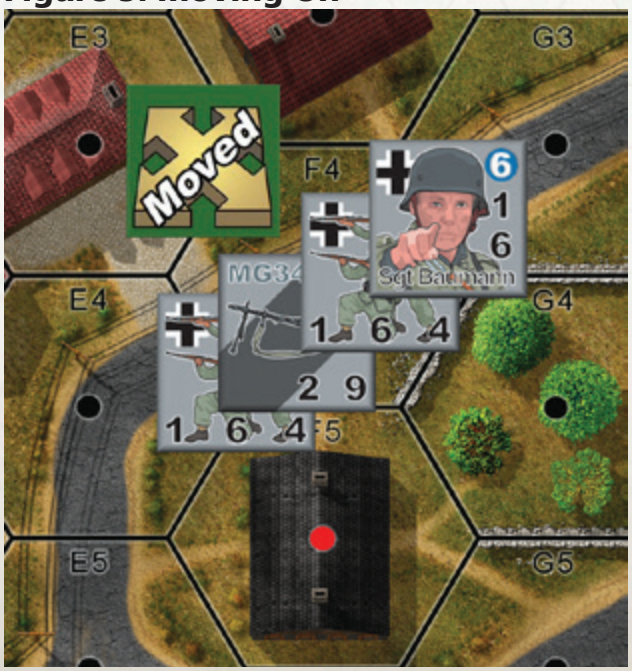
» From F1, they enter F2, another Clear hex; they've now spent a total of 2 of their 6 MPs. Again, they are not exposed to enemy OF.

» From F2, they enter F3, a LC Building hex, which costs 2 MPs to enter; they've now spent 4 of their 6 MPs.

The American units on the Map still do not have LOS to this moving stack, but the American player can place his Sniper (as per 11.4) for OF, if desired, but the Sniper must be placed in a hex with a positive Target Modifier (+TM), and there's an SSR that restricts the Sniper's placement to hexrows xx5 – xx8. The only eligible hex with an LOS to hex F3 is the HC Building hex in F5. From F5, the Sniper would get a shot, but this is a precarious position, as he would surely be taken out quickly by the advancing Germans. Once placed, Snipers cannot move, and if enemy MMCs, Heroes or Leaders possessing a Melee-eligible SW enter the Sniper's hex, he is eliminated automatically, for Snipers are non-Melee-eligible (NME) units. Not a good placement option.

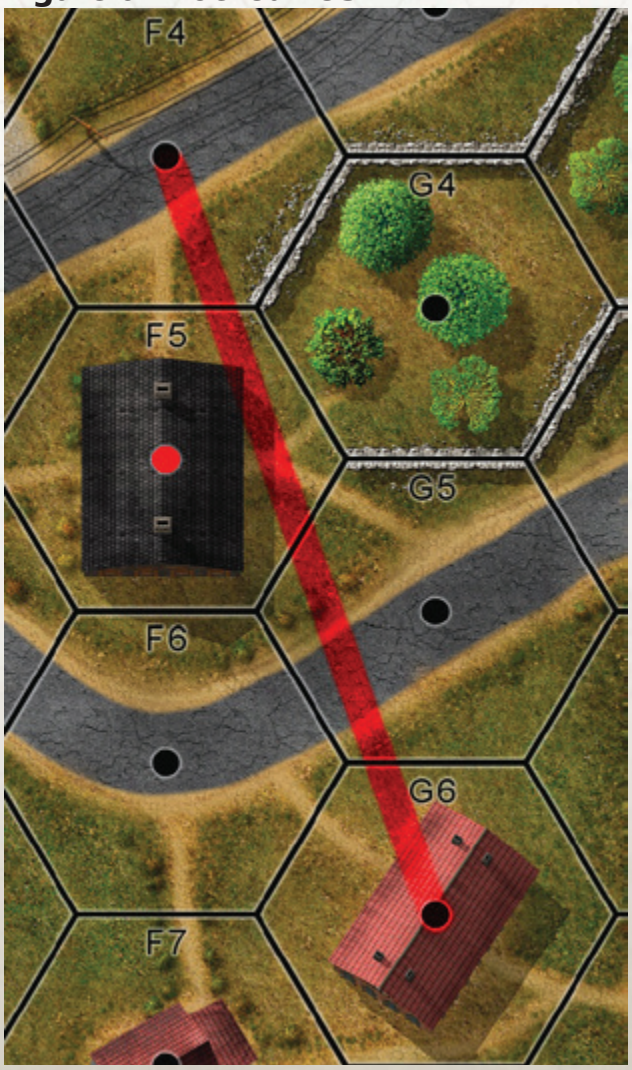
» Sgt. Baumann's stack has 2 more MPs. It costs 3 MPs to get to hex F5 (1 for the Road, F4, and 2 to enter the HC Building, F5) and 4 MPs to get to G4 (1 for the Road, F4, 1 to go over the Wall hexside (F4/G4) and 2 to enter the Light Woods (G4). They will be safe on the Road in F4 due to the Wall on the far side of hex G4 blocking LOS to them. It's a gamble that the American player won't place his Sniper in F5, but they need to cover ground. They enter hex F4, spending 1 MP, the 5th of their 6 MPs for the impulse. They don't have to spend all their MPs, so they stop here, and a Moved marker is placed on the stack (see Figure 5).

Figure 5: Moving On



American Impulse: Knowing the Germans only have their Medic to bring on makes it easier to decide when to fire, and which enemy-occupied hex at which to fire. Cpl. Medrow's hex, G6, does not have LOS to Sgt. Baumann's hex, F4; it's very close, but the LOS is blocked by the corner of the HC Building in hex F5 (see Figure 6). And LOS to F4 from Maj. Tom's hex, I5, is blocked by the Wall's H5/G4 hexside. (If that Wall hexside wasn't there, Maj. Tom's hex would have LOS to F4 but it would be degraded by the Light Woods in G4 (10.3.2).)

Figure 6: Blocked LOS



As stated earlier, both American-occupied hexes have LOS to Lt. Koch's hex, J3.

» Maj. Tom's hex is activated, and he directs his stack to fire at the Germans in hex J3.

Let's go through the steps of a direct-fire attack (5.0).

- Range (3 hexes) and LOS (clear) requirements have been met.
- A direct-fire attack is conducted by performing an "opposed" die-roll—both sides roll 1d6 + any modifiers at the same time and compare the results.
- The attacking player rolls 1d6 + their total FP (the FP of all firing units and Support Weapons) + any Leader's Leadership Modifier (LM, 11.1.1) +/– any modifiers on the Direct Fire Table Player-Aid Card (DFT, 1.9).
- The defending player rolls 1d6 + the Target Modifier (TM) of their hex, if applicable; TMs are found on the Terrain Effects Chart (TEC).

The American player is firing multiple units at once, thus he must follow rule 5.2 on Multiple Attacking Units. It states: "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 IFP. . . . SWs that use the DFT add their entire FP." The Squad with the .30 cal M1919A4 MG SW leads the attack and the other Squad supports it.

- The lead Squad contributes its IFP of 2 + the MG SW's FP of 2, for a total of 4.
- The second Squad contributes half of its IFP (2 x 1/2 = 1), adding 1 to the attack; thus the total FP is 5.
- **DFT Modifiers:** The targets are Leg units under a Moved marker, which adds one (+1) to the attack; and Maj. Tom's LM of 2 is also added to the attack. Total DFT modifier = +3.
- For the attack, the American player rolls 1d6 + 5 (total FP) + 3 (DFT modifiers), or 1d6 + 8.
- The target units are in a LC Building hex, which has a TM of +3.
- For the attack, the German player rolls 1d6 + 3 (TM).
- To simplify the opposed die-roll we could subtract the TM (3) from the American player's total FP (8) and make it 1d6 + 5 vs. 1d6, but that's up to the players—as the saying goes:

it's six in one, half-dozen in another. We will conduct the attack by the book, though. As you roll, feel free to make machine-gun noises.

» The American player rolls a 4 + 8 = 12

» The German player rolls a 4 + 3 = 7

- Since the American player's 12 is greater than the German player's 7, the German player must now conduct a Damage Check (DC) for each unit in the hex.
- To conduct a DC, the defending player rolls 1d6 and adds the difference between the attacker's and the defender's modified die-rolls, which is 5 (12 – 7 = 5) and checks the Damage Check Table under the appropriate column for each unit type, comparing the result of the die-roll vs. the unit's Morale (see Figure 7). The defender rolls for each unit in the target hex, beginning with Lt. Koch (Leaders always check first). If Lt. Koch passes, his LM (of 1) is subtracted from the other units' DCs. So, let's conduct a Damage Check 5, or a DC5:

Figure 7: DCT

DAMAGE CHECK TABLE (DCT) (5.0, 14.1, 18.2)

Die Roll vs. Morale	Good Order MMC	Shaken MMC	Good Order SMC (not a Hero)	Hero or Shaken SMC	Armored Vehicle - Armor Leader	Unarmored Vehicle	Helicopter
Die Roll less than or equal to Morale	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
Die Roll greater than Morale and less than 2x Morale	Shaken	Casualties	Shaken	Wounded	Shaken	Shaken	Damaged
Die Roll greater than or equal to 2x Morale and less than 3x Morale	Casualties	Casualties	Wounded	Wounded	Shaken	Destroyed	Destroyed
Die Roll greater than or equal to 3x Morale	Eliminated	Eliminated	Eliminated	Eliminated	Abandoned	Destroyed	Destroyed

» Lt. Koch goes first. His Morale is 7. He rolls a 2 + 5 = 7. We look under the Good Order SMC column . . . 7 is = his Morale of 7, so Lt. Koch remains in Good Order, and now his LM of 1 is subtracted from the DC, making it a DC4, for the three Squads.

» 1st Squad (Morale: 5) rolls a 4 + 4 = 8. We look under the Good Order MMC column . . . 8 is greater than his Morale of 5 but less than twice his Morale (10) so he is Shaken; flip his counter over to its Shaken side.

» 2nd Squad (Morale: 5) rolls a 6 + 4 = 10. 10 is 2x greater than or equal to his Morale of 5, so this Squad suffers Casualties. The Squad is reduced to a Half-Squad and Shaken. The German 1-6-4 Squads in *Heroes of Normandy* reduce to either a 1-5-4 Half-Squad or a 0-5-4 Half-Squad, based on a 1d6 roll: odd, they get a 1-5-4; even, they get a 0-5-4. A 2 is rolled; they get a 0-5-4, which replaces the 1-6-4 Squad, and it is also flipped to its Shaken side.

» 3rd Squad (Morale: 5) rolls a 1 + 4 = 5. 5 is = to his Morale of 5, so there is no effect. Normally, if a MMC (but not a Crew or Weapon Team) rolls a 1, there would be a chance that they would spawn a Hero, during which they roll 1d6 again, and an even result spawns a Hero (11.2.1); but due to SSR 2, the Germans do not spawn Heroes in our training scenario.

» The American stack is marked with a Fired marker, and the Germans remain under their Moved marker; however, a Squad and a Half-squad are Shaken, and Lt. Koch and a Squad remain in Good Order (see Figure 8, next page).

Figure 8: Fired

> **Author's Note:** *The American player did not have to include the second Squad in the previous attack. He could have withheld it from the attack and either moved the Squad during that impulse or Fired it in a later impulse; if it Fired in a later impulse it would apply its full IFP of 2 to the attack, as it would be the lead Squad. It would not be aided by Maj. Tom's LM, however, as the Major is already marked Fired.*

German Impulse: Smarting from the American attack (which, honestly, could have been much worse), the German player cannot return fire until the next turn. All he can do is pass or bring on the Medic.

» The Medic (MF of 6) enters via the half-hex above G1 (half-hexes are in play unless otherwise noted in a Special Scenario Rule (SSR)), which is Clear (costs 1 MP) and then enters the HC Building hex in G1 (cost: 2 MPs; spent: 3 MPs) and finishes its impulse in the other half of the HC Building, in hex G2 (cost 2 MPs; spent: 5 MPs). A Moved marker is placed on the Medic.

From here the Medic is in a flexible position and can get to either friendly Leader on the next turn, if needed.

American Impulse: Cpl. Medrow, in hex G6, is unable to order his men to fire at Sgt. Baumann's stack, in hex F4, due to LOS restrictions, but they can fire at Lt. Koch's hex. May as well pour it on.

» Cpl. Medrow and the Squad with the BAR fire at Lt. Koch's hex.

The process is the same as the previous attack, as per 5.0.

- Range (5 hexes) and LOS (clear) requirements have been met.
- The American player rolls 1d6 + 3 [2 (Squad's IFP of 2) + 1 (BAR's FP) = 3] + 1 (DFT modifier for firing at Leg units under a Moved marker); Cpl. Medrow's LM is 0, so he adds nothing to the attack; thus, the American player rolls 1d6 + 4.
- The German player, again, rolls 1d6 + 3 (LC Building hex's TM).
- The American player rolls a 2 + 4 = 6.
- The German player rolls a 4 + 3 = 7.
- Since the attacker's roll is less than the defender's roll, the attack has no effect. Cpl. Medrow's stack is marked with a Fired marker.

German Impulse: With no units to move and no other actions to take, all the German player can do is Pass.

American Impulse: The American player can only conduct one action.

» He places his Sniper, as per rule 11.4.

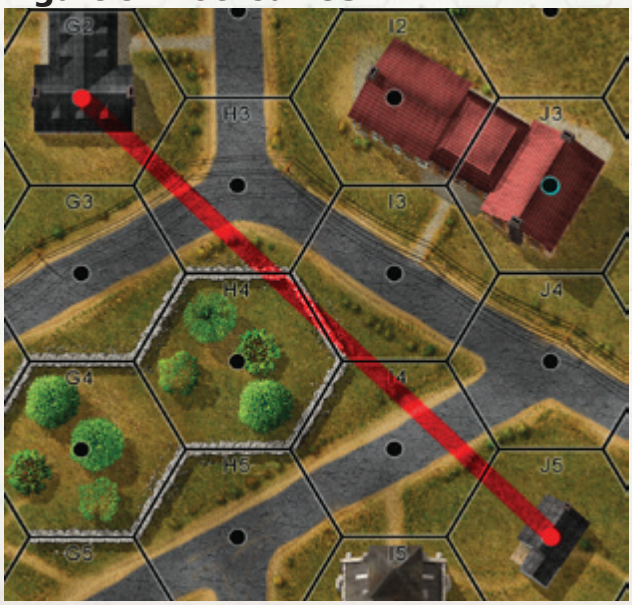
The Sniper must be placed in a hex with a +TM. Once placed, it cannot move. However, Snipers, when in a hex by themselves, double the hex's TM—to a maximum of +8, the only instance when a hex's TM can be greater than +4—except against enemy Mortars (1.6.5, 18.1), Artillery barrages (18.2) and Snipers.

Also, when a Sniper attacks, it rolls 2d6 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.

The American player doesn't have a lot of good options to place the Sniper if he wants to fire at Sgt. Baumann's hex, for placing the Sniper in hex F5, adjacent to the German stack, will likely produce a favorable result against one of the enemy units, but the Sniper, if the Germans retain the initiative on Turn 2, will likely be eliminated in the turn's first impulse. The Sniper doesn't have to be placed during Turn 1, but knowing the Germans need to press the attack, makes placement necessary.

» The American player places the Sniper in hex J5, an HC Building hex (TM of +4, thus +8 for the Sniper). He cannot fire at the Medic, as the Wall in the center of town blocks the LOS (see Figure 9), so he gets Lt. Koch's hex in his crosshairs.

Figure 9: Blocked LOS



- With four units in the hex, his target must be chosen randomly. In this case, we roll 1d6, and roll again if the result is 5 or 6. Lt. Koch is the target if the roll is a 1, and the MMCs on a 2, 3 or 4, from top to bottom in the stack.

» The American player rolls 1d6, and the result is a 5. Roll again. The result of the second roll is a 1, thus Lt. Koch is the target.

- For the Sniper attack, the American player rolls 2d6 + 0 (Sniper's IFP) + 1 (DFT modifier for firing at a Leg unit under a Moved marker); thus 2d6 + 1.
- The German player rolls 1d6 + 3 (LC Building's TM).

» The American player rolls a 5 and a 3 + 1 = 9.

» The German player rolls a 3 + 3 = 6.

- Since the American player's result (9) is greater than the German player's result (6), a Damage Check 3 (9 – 6 = 3) must be conducted.

» For the DC3, Lt. Koch rolls 1d6 + 3 vs. his Morale of 7. He rolls a 5 + 3 = 8.

We check the Good Order SMC column on the DCT; since 8 is greater than his Morale of 7, Lt. Koch is Shaken; flip his counter to its Shaken side.

- The Sniper is marked with a Fired marker.

Once all activated units have either moved, Fired, been marked with an Ops Complete marker, or after three straight passes, the Operations Phase ends. All units on the Map have been marked Moved or Fired, so the Ops Phase ends and the Administrative Phase (9.0) begins. The Map at the end Turn 1's Ops Phase appears in Figure 10.

Figure 10: End of Turn 1's Ops Phase

Administrative Phase

During the Administrative Phase, all admin markers, such as Moved and Fired are cleared from the Map. If Smoke had been used, any Smoke 1 markers would be flipped to their Smoke 2 side, and any Smoke 2 markers would be removed. Then we start Turn 2.

Author's Note: *Portions of the following rules where covered during Turn 1:* ***1.1, 1.1.1, 1.2, 1.3, 1.4, 1.5, 1.6, 1.9, 3.0, 4.0, 5.0, 5.0.1, 5.1, 5.2, 5.5, 6.0, 6.2, 8.0, 9.0, 10.0, 10.1, 10.1.1, 10.2, 10.3, 10.3.2, 11.1, 11.1.1, 11.1.3, 11.2.1, 11.3, 11.4*** *and* ***22.0****.*

TURN 2

Rally Phase

We roll for initiative first. If both sides roll the same result, the side with the initiative from the last turn (the Germans) retains the initiative.

- The American player rolls a 4.
- The German player rolls a 2.
- American initiative.

Advance the Turn marker on the Turn Track PAC to Turn 2 and flip it to the American Initiative side. The Americans have no Shaken units, so they do not have to conduct any rally attempts. The Germans, on the other hand, took a few hits during Turn 1, and Lt. Koch and a Squad and a Half-Squad in his hex are all Shaken.

During the Rally Phase, players go hex by hex, if there is more than one hex in which units are Shaken. In each hex, any Shaken Leaders always attempt to rally first. If the Leader rallies, the Shaken non-SMC units can attempt to rally.

A rally attempt is conducted exactly like a Morale Check (1.5.1): 2d6 is rolled; if the result is less than or equal to the unit's Morale, it rallies. If the unit is in a hex with a +TM, two is subtracted (–2) from the roll. A Good Order (GO) Leader's Leadership Modifier (LM, 11.1.1) is also subtracted from the roll (only one Leader's LM can be applied, in cases where two Leaders are in a hex). A Shaken Leader does not subtract his own LM from his rally attempt.

Lt. Koch attempts to rally first. He is in a hex with a +TM, so two is subtracted (–2) from his rally-attempt roll. His Morale is 7, so, with the modifier, the German player needs to roll a 9 or less with 2d6 to rally Lt. Koch.

- The German player rolls a 6 and a 2 = 8. 8 – 2 (TM in hex) = 6, which is less than Lt. Koch's Morale of 7, thus he is rallied. Flip his counter to its GO side.

The Shaken Squad attempts to rally next. Its Morale is 5, it's in a hex with a +TM and Lt. Koch's LM of 1 is also subtracted from the rally-attempt roll. The German player needs to roll an 8 or less with 2d6 to rally the Squad.

» The German player rolls a 3 and a 4 = 7 – 2 (TM hex) – 1 (LM) = 4, which is less than the Squad's Morale of 5, thus it is rallied. Flip the Squad to its GO side. This is very important; this Squad possesses the MG42, and the Germans need its additional Firepower (FP).

The Shaken 0-5-4 Half-Squad is next—and last—to rally. (The order a player rallies the Shaken MMCs is up to the player, but he or she must declare to their opponent which unit is conducting the rally attempt.)

The #s for the rally attempt are the same as they were for the Squad; the German player needs to roll an 8 or less with 2d6 to rally the Half-Squad.

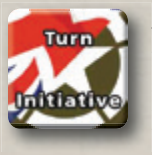
- The German player rolls a 5 and 3 = 8 – 2 (TM) – 1 (LM) = 5, which is equal to the Half-Squad's Morale of 5. Flip the Half-Squad to its GO side.

The dice were with the Germans, and all Shaken units rallied. But it was necessary that they were in a hex with a +TM; without it, Lt. Koch would not have rallied, and then neither MMC would have been able to attempt to rally—and without the +TM modifier neither of them would have rallied. Terrain is very important when it comes to rallying Shaken units.

Neither side desires to switch the mode of their Support Weapons: the Americans keep their .30 cal M1919A4 in tripod mode (1.6.1) and the Germans decide against switching the MG42 from bipod to tripod mode. In tripod mode, it can't be moved. Neither side wants to change which units possess their SWs either. To do this, if desired, both units need to be in Good Order (3.0). The Rally Phase is over, and we move on to the Operations Phase.

Operations Phase

American Initiative



At the start of Turn 2's Operations Phase (OP, 4.0), the Map, pictured in Figure 11, is clear of the Moved and Fired markers from Turn 1. This means that the blocking- and degrading-terrain hexes that were spotted (10.0/1) at the end of Turn 1's OP are no longer spotted. But, you may ask, Major Tom and his men Fired on Lt. Koch's hex; don't they know the Germans are in that HC Building hex? They do, but when they Fired at them they were moving, and moving around within the Building; now they have taken cover. The Americans know they are in the Building, but if they Fired on them they would be wasting their ammo, as none of the Germans are exposed—none of them are conducting an action, such as moving or firing, that reveals their position.

Figure 11: Start of Turn 2's Ops Phase

American Impulse: If the Americans want to fire on Lt. Koch's hex, the hex must again become spotted. Since the Germans have yet to have a chance to perform an action, the only way the Americans can fire on the hex is to make a successful Spotting Attempt (10.1.1).

- Any GO MMC or SMC (with exceptions: Medics, for example, cannot) can attempt to spot an unspotted blocking- or degrading-terrain hex by rolling 1d6.
- To spot a blocking-terrain hex, 2 or less must be rolled; to spot a degrading-terrain hex, 3 or less must be rolled.

- A Leader can subtract his or her LM from the spotting attempt.
- A spotting attempt is not considered an action, but only one can be made per impulse;

  and any unit that makes a spotting attempt is marked with an Ops Complete marker (4.1).
- Any unit that successfully spots a hex can, in that same impulse, fire on that hex without penalty, and after the fire attack, the Ops Complete marker is replaced with a Fired marker.
- Other units in the hex can also participate in the fire attack against enemy units in a just-spotted hex. Also, a spotted hex is spotted for all units with an LOS to the hex.

Making a spotting attempt is not required; the American player can pass. Major Tom can spot Lt. Koch's hex (blocking terrain) on a 1d6 roll of 4 or less because he subtracts his LM (2) from the roll. The odds are good, but it's not automatic.

» The American player decides to Pass.

Passing is a smart decision; it puts the onus of action on the German player. It's up to the Germans to take the Church and suppress the Americans in the town.

German Impulse: The American player is correct: the burden of attack is on the offensive side. The German player needs to consider that the scenario is only four turns long. He needs to advance or lay down some effective suppressing fire on this turn. He decides to move on his right flank first.

» Sgt. Baumann's hex, F4, is activated.

When a hex is activated during an impulse, some units can move, some can fire and some units can do nothing at all, but all units that move must move together, and all units that fire must fire together. (Exceptions include vehicles, which move and fire separately save for instances of Coordinated Movement (6.5), and Weapon Teams, which fire separately from other Leg units in a hex, even if firing in the same impulse.) The German player makes a gambit, and moves the Squad without the MG34 by itself.

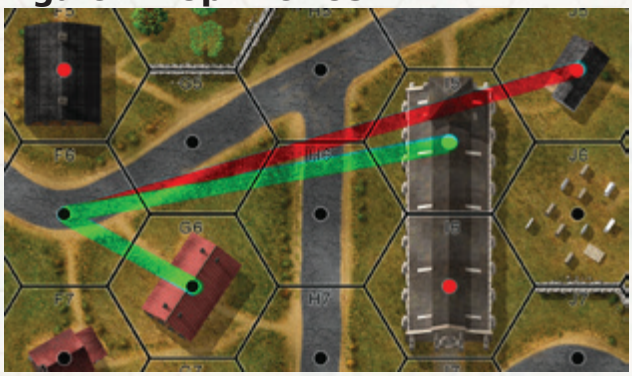
» The 1-6-4 Squad leaves hex F4 and enters the HC Building in hex F5, spending 2 MPs (of its MF of 4).

Since the Squad spent 2 MPs to enter hex F5, the Americans can conduct Opportunity Fire against it from two different hexes, if desired. The HC Building has a TM of +4, so the Americans hold their fire, to see if the Squad is bold enough to keep moving south, in open terrain.

» The German player, knowing time is short, has the daring to move the Squad into hex F6, a Road hex, open terrain—totally exposed, and adjacent to Cpl. Medrow and his BAR-armed Squad—spending 1 more MP (3 of its 4).

Two of the three American-occupied hexes have a clear LOS to the German Squad in hex F6 (the Sniper does not, see Figure 12), but only one can perform Op Fire since the Germans spent 1 MP to enter the Road hex.

Figure 12: Op Fire LOS



» Cpl. Medrow and his men raise their M1 Garands, M1 carbines and the BAR and open fire on the bold Germans. The direct-fire attack is conducted just like those conducted in Turn 1. The only difference is that the target is in an adjacent hex—and not in a hex with a +TM—which grants the firing units a DFT modifier of +2.

» The 2-5-4 Squad contributes its IFP of 2 + 1 (the BAR's FP) to the attack, for a total FP of 3. Cpl. Medrow has no LM, so he adds nothing to the attack but encouraging words (he does not participate, which is important because he can still move, if desired, or perform a spotting attempt). And another 3 is added to the attack because of the adjacency DFT modifier (+2) and (+1) for firing at a unit that is currently moving or under a Moved marker. The American player rolls 1d6 + 6.

• The German player rolls just 1d6 + 0, as the Squad is in a Road hex, which has no TM.

» The American player rolls a 4 + 6 = 10.

» The German player rolls a 5 + 0 = 5.

• Since the American player's result (10) is greater than the German player's result (5), a Damage Check 5 (10 – 5 = 5) must be conducted.

» For the Squad's DC5, the German player rolls 1d6 + 5 vs. its Morale of 5. He rolls a 2 + 5 = 7. We check the DCT's GO MMC column; since 7 is greater than his Morale of 5 and less than twice his Morale, the Squad is Shaken; flip its counter to its Shaken side.

• Moving units that are Shaken due to a combat result must end their movement/impulse. The Shaken German Squad is marked Moved, and the American Squad is marked Fired; Cpl. Medrow remains unmarked (see Figure 13).

Figure 13: Adjacent Fire

• Sgt. Baumann and the other German Squad, since they did not move or fire during this impulse, remain unmarked as well.

All things considered, this was a lucky result for the Germans.

American Impulse: The American player decides to pass. Let the Germans come.

German Impulse: The German player continues his assault on the American left flank.

» Again, Sgt. Baumann's hex, F4, is activated, and the Leader and his Squad use Double-Time movement (6.2) to enter hex E4, a Road hex (spending 1 MP, of 6).

No American-occupied hex has LOS to E4, so no Op Fire.

» Baumann and his men enter the Road hex E5, spending another MP (2 of 6).

Cpl. Medrow does not have a Support Weapon (SW), so he cannot Op Fire at the moving Germans. Major Tom's hex has LOS, too, and they have yet to activate, so they can Op Fire, but choose not to, as they must contend with Lt. Koch and his two and half Squads. Instead of joining the Shaken Squad in F6, Sgt. Baumann and his men enter the Clear hex E6, spending the third of their 6 MPs. Major Tom's hex has LOS to E6, as it did to E5 (see Figure 14), but they hold their fire.

Figure 14: Holding Fire

» Sgt. Baumann and his men end their impulse by entering the LC Building in hex F7, spending 2 more MPs, using 5 of their 6 MPs for the impulse. A Moved marker is place on them.

American Impulse: The American player is concerned about the German advance on his left flank, and Turn 3's initiative will be key; but defending the Church is the primary task.

To give them some options, Cpl. Medrow makes a spotting attempt on Lt. Koch's hex.

- Hex J3 is a LC Building hex, which is blocking terrain, so the American player needs to roll a 2 or less with 1d6. Cpl. Medrow has no LM, and there are no degrading-terrain hexes inhibiting the LOS to J3 (one (+1) would be added for each), so there's no modifiers.

» The American player rolls a 4, and the spotting attempt is unsuccessful. An Ops Complete marker is placed on Cpl. Medrow.

A spotting attempt does not constitute an impulse, and the American player is not going to conduct any other actions, so the impulse counts as a Pass.

German Impulse: Since the American Sniper is a non-Melee-eligible (NME) unit (8.0, 11.4), the German player decides to take a gamble. He is going to have his 0-5-4 Half-Squad attempt to lay Smoke (7.0) in the Road hex between them and the Sniper, in hex J4, and, if successful, try to rush the Sniper. Opportunity Fire may cut them down, but to advance, sacrifices must be made. The Germans can trade fire turn after turn, but the four-turn limitation and the Victory Objectives force them to press the attack.

Only Good Order MMCs (but not Weapon Teams) can lay Smoke, and they cannot already be marked with a Moved, Fired, Assault Move, Stealth, Low Crawl, H&R or Ops Complete marker. Smoke can be laid in the unit's hex or any adjacent hex; and it's best done in circumstances such as this, when a unit wishes to attempt to cross a Road, from one Building to another, either to cover terrain or enter Melee.

- To lay Smoke, the unit needs to roll 1d6 and the result must be less than or equal to its nation's Smoke-laying Capability, which is stated in the module-specific rules of each game. In *Heroes of Normandy*, all nations have a Smoke-laying Capability of 2. Leadership Modifiers and Target Modifiers DO NOT affect the roll.

» For the Half-Squad's Smoke-laying attempt, the German player rolls . . . (the die caroms off the inside edge of the upturned box cover and spins like a top) . . . (wait for it) . . . a 2! A success. Place a Smoke 1 marker on hex J4. The German impulse is not over. The Half-Squad can now move but one is subtracted (–1) from its MF, from 4 to 3. The other units in the hex are eligible to move with the Half-Squad, but Lt. Koch only sends the five men in the Half-Squad out into the billowing cloud . . .

Smoked hexes are blocking terrain with a +1 TM, and the TM is cumulative with any other TM in the hex, e.g., if the Smoke was in hex J3, the LC Building with a +3 TM, the Smoke would increase it to +4 (the most a hex can have, 5.5). Units that fire out of a Smoked hex suffer a –1 DFT modifier. Also of note: if the Half-Squad's Smoke-laying attempt was unsuccessful, they would be marked Ops Complete.

» . . . The 0-5-4 Half-Squad hits the macadam on the Road with swift feet, spending 1 of its 3 MPs; but since they are currently moving, the Smoked Road hex is spotted (it's also spotted for the Americans because it is adjacent to a Good Order unit—the Sniper).

» As they feared, the Americans Op Fire on the Half-Squad. The Sniper takes aim. Since there is only one enemy unit in the hex, the Half-Squad is the target.

- For the opposed die-roll, the American player rolls 2d6 (Sniper) + 0 (IFP) + 2 (adjacency DFT modifier) + 1 (firing at a moving unit, DFT modifier), or 2d6 + 3; the German player rolls 1d6 + 1 (TM of Smoke in a Road hex).

» The American player rolls a 5 and 4, thus 9 + 3 = 12.

» The German player rolls a 3 + 1 = 4.

- Since the American player's result (12) is greater than the German player's result (4), the 0-5-4 Half-Squad must take a Damage Check 8 (12 – 4 = 8).

» For the Half-Squad's DC8, the German player rolls 1d6 + 8 vs. its Morale of 5. He rolls a 5 + 8 = 13. We check the DCT under the GO MMC column . . . 13 is greater than twice the Half-Squad's Morale of 5; it suffers Casualties.

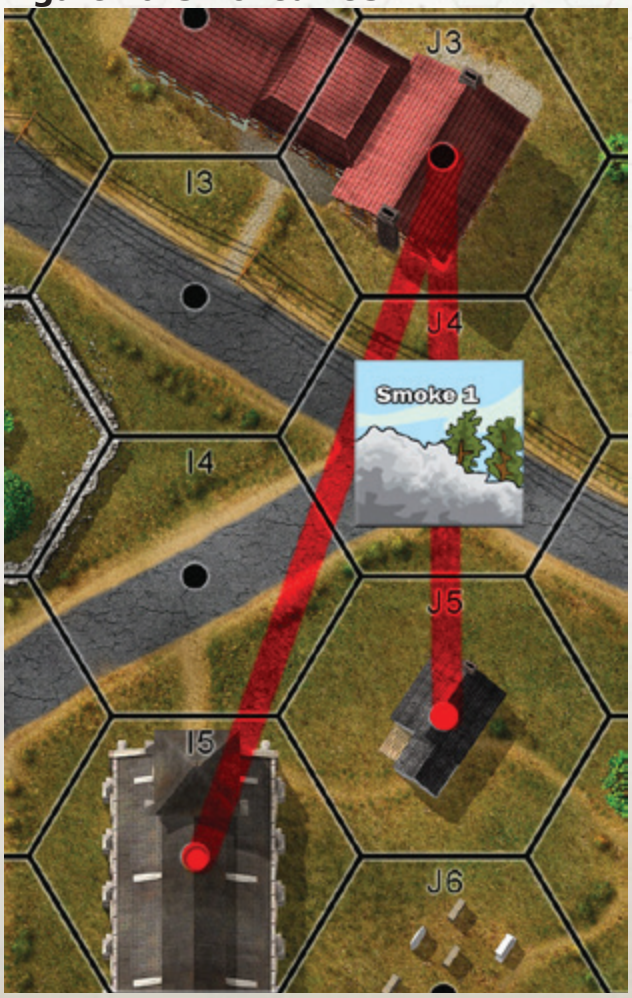
- Half-Squad's that take a Casualties result are eliminated. The Half-Squad is removed from the Map. If you have *Heroes of Normandy* and have its Turn Track PAC out, you can place the Squad the Half-Squad was derived from in the German Casualties box on the PAC. A Fired marker is placed on the (very lethal) American Sniper.

The Smoke 1 marker remains in hex J4 (see Figure 15).

Figure 15: Smoked

The German impulse is not over. No more units from Lt. Koch's hex can move during this impulse, because all units that move must move together, but they can fire. The Smoke in hex J4, however, is considered to occupy the whole hex, and is blocking terrain; thus, Lt. Koch and his men do not have LOS to the Sniper's or Major Tom's hex (see Figure 16).

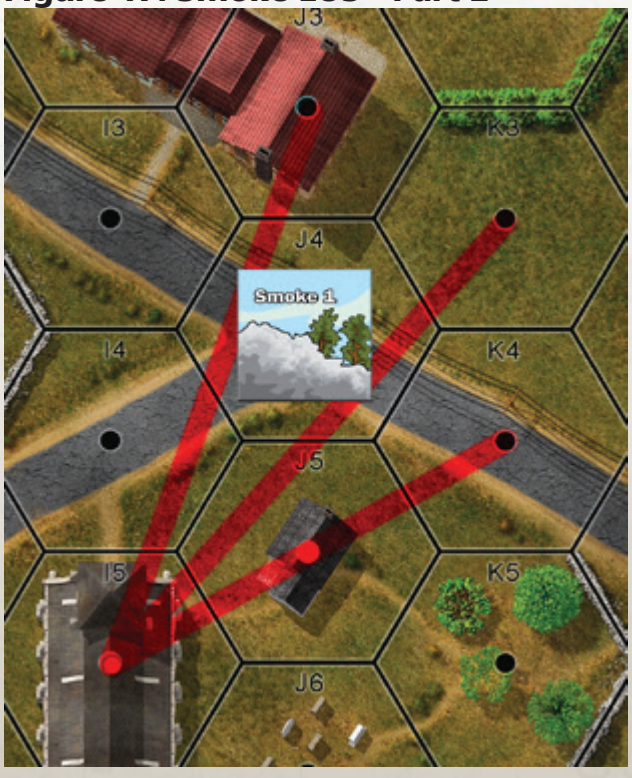
Figure 16: Smoked LOS



American Impulse: The Smoke 1 marker also inhibits Major Tom and his men from having LOS to Lt. Koch, since LOS is reciprocal. Though the Germans lost a Half-Squad, the Smoke 1 marker is affecting the actions on the Map. Also of concern to the American player is that the Smoke 1 marker blocks Major Tom's LOS to hexes K3 and K4 (see Figure 17), and Lt. Koch and his other pair of Squads can now flank the Sniper and take him out in an uncontested Melee (8.0); and if that happens, the Germans will be marked with a Melee marker, which prevents the Americans from firing on them.

(It's a time-continuum thing; it's important to conceive of all actions during a turn occurring at approximately the same time; so the Americans inability to fire at the Germans under a Melee marker, despite the Sniper being eliminated, is because, theoretically, the Germans are in the process of "taking out" the Sniper.)

Figure 17: Smoke LOS—Part 2



If the Sniper is going to survive, the Americans need to act. Major Tom orders the 2-5-4 Squad without the MG SW to Assault Move (6.1) into the Sniper's hex, the HC Building in J5. Only units with their MF in a red box can Assault Move (AM). They can move up to half their MF and then fire in that impulse or in a later impulse—or Op Fire during a later enemy impulse, which is the American player's plan to protect the Sniper and, hopefully, hold off the impending German flanking maneuver.

» The 2-5-4 Squad Assault Moves into hex J5, spending 2 of its allowable 2 MPs (half of its MF of 4 is 2).

- It's marked with an Assault Moved marker (see Figure 18). It does not fire, as no spotted enemy-occupied hexes are in its LOS.

Figure 18: Assault Move

German Impulse: Lt. Koch and his men are enraged. Though Lt. Koch has the Assaulter Skill, they cannot use AM to enter Melee (their intent, in hex J5) and they can't use Assault Fire (basically, AM in reverse: fire, subtracting two from FP, and then move, at half MF, but all in one impulse; 6.1.1) and then enter Melee either. He didn't expect his Half-Squad to be cut down.

» The German player activates Lt. Koch's hex and moves the Leader and both Squads into the Clear hex K3, to avoid being Op Fired at by Major Tom and his men, whose LOS is blocked by the Smoke in J4. The American 2-5-4 Squad in hex J5, under an AM marker, can Op Fire at them but holds fire, assuming they are going to move adjacent, which they do, into hex K4.

» The American paratroopers open up on the approaching Germans. Their total FP is 3 [2 (IFP) – 2 (firing after an AM) + 2 (firing at adjacent hex) + 1 (firing at units currently moving) = 2 – 2 + 2 + 1 = 3], and roll 1d6 + 3. The Germans receive no TM since they are in a Road hex, and roll 1d6 + 0.

» The American player rolls a 3 + 3 = 6.

» The German player rolls a 5 + 0 = 5.

• Since the American player's result (6) is greater than the German player's result (5), the German units must undergo a Damage Check 1 (6 – 5 = 1).

» Lt. Koch takes the DC1 first—Leaders always go first. His Morale is 7, though, so it is impossible for him to be Shaken on a DC1, as a 6 on 1d6 + 1 = 7.

• Lt. Koch passes the DC unscathed, and his LM of 1 is now subtracted from the two Squad's DC, making it a DC0.

» The Squad with the MG42 is next. For its DC0, the German player rolls 1d6 + 0 vs. its Morale of 5. A 4 is rolled, which is less than its Morale of 5, so it, too, is unscathed.

» The second Squad is next—same #s involved as the first Squad. The German player rolls a 6; since 6 is greater than its Morale of 5, we check the DCT under the GO MMC column and see that the Squad is Shaken. Flip it to its Shaken side and mark it with a Moved marker; it cannot continue moving with Lt. Koch and the other Squad.

Mark the American 2-5-4 Squad with a Fired marker; it can share the one with Sniper—it retains the AM marker.

The German player continues his impulse. Despite taking Op Fire and half his men hitting the ground for cover, Lt. Koch and the Good Order (GO) Squad enter hex J5. Melee ensues.

Melee Basics:

- Both sides get to "attack" and both sides get to "defend", and combat is considered simultaneous, i.e., results are not applied until both sides have made their "attack".
- There's only one round of Melee per hex, per turn.
- Only GO MMCs and SMCs armed with a Melee-eligible SW contribute their Firepower (FP). Heroes always contribute their full IFP, but there are no Heroes involved here.
- The MG42 is a Melee-eligible SW (MGs, Flamethrowers, Satchel Charges and Molotov Cocktails) but the Squad possesses it, not Lt. Koch.
- Lt. Koch still has a role to play: his LM of 1 is added to the German's "attack" roll.

Figure 19: Melee Table

MELEE SUCCESS PROBABILITY TABLE									
	1-3	1-2	2-3	1-1	3-2	2-1	3-1	4-1	5-1
Dice Roll (Kill Number)	11	10	9	8	7	6	5	4	3

- The Sniper, as stated earlier, is a NME unit and does not participate; if the American Squad is eliminated, the Sniper will be eliminated regardless of what happens to the German units.
- To conduct the Melee, we must establish an odds ratio.
- The total FP of the German units is summed: 1 (Squad's IFP) + 2 (FP of MG42) = 3.
- The total FP of the American unit is summed: 2 (Squad's IFP) + 0 (no SW) = 2.
- The Germans have an odds ratio of 3:2.
- The Americans have an odds ratio of 2:3.
- Look at the Melee Table on one of the PACs (see Figure 19, previous page).
- Under the odds ratio of 3:2, the Kill Number is 7. The German player needs to roll greater than or equal to 7 with 2d6 to eliminate the Americans, but since Lt. Koch has a LM of 1, 1 is added to the German player's roll, thus he effectively needs to roll greater than or equal to 6.
- Under the odds ratio of 2:3, the Kill Number is 9. The American player needs to roll greater than or equal to 9 with 2d6 to eliminate the Germans. Lt. Koch's LM does not negatively affect the American roll.

» Since he initiated the Melee, the German player goes first: He rolls a 3 and 5, + 1 (Koch's LM), for a total of 9. 9 is greater than or equal to the Kill Number of 7, and the American Squad is eliminated; but the American player gets to "attack" as well.

» The American player rolls a 6 (looking good) and a 2 (ouch), for a total of 8. 8 is less than the Kill Number of 9, so the Germans survive the Melee.

- Since there are no more Melee-eligible American units in the hex, the Sniper is also eliminated.

  Remove the 2-5-4 Squad and the Sniper and place them in the American Casualties box on the Turn Track PAC. The AM marker that was on the 2-5-4 and the Fired marker that was on the 2-5-4 and the Sniper are also removed. Place a Melee marker on the German units in the hex (see Figure 20).

Figure 20: Post Melee

Author's Note: *For the sake of learning, if the American player's roll eliminated the German Squad, and only Lt. Koch and the Sniper were left in the hex, both would also be eliminated since they are both, in this case, NME units (8.1).*

Figure 21: End of Turn 2

American Impulse: Major Tom is in a tough spot. He cannot fire at the adjacent Germans because they are under a Melee marker. (In theory, the Melee is still effectively transpiring.) Because the .30 cal M1919A4 is in tripod mode (1.6.1), his Squad cannot move without abandoning the MG (and its FP) and if they enter Lt. Koch's hex they will not Melee until the next turn, and they'd have the same 2:3 odds, but would add Maj. Tom's LM of 2 to their roll. A gamble, for sure.

If they get the initiative on Turn 3, they can fire at the adjacent Germans with 1d6 + 8 after all the modifiers are applied, and that could be deadly. The German Medic has yet to move, and will most likely move to one of the two Shaken German Squads, to try to rally it during Turn 3's Rally Phase. But the Major and his men are trigger happy and want revenge for their lost fellow paras. They don't have LOS to hex K4 but they do have LOS to hex F6 (recall Figure 14).

» They fire on the Shaken German Squad in hex F6, 3 hexes away.

- The Americans have a total FP of 7 [2 (Squad's IFP) + 2 (MG SW's FP) + 2 (Tom's LM) + 1 (target unit is under a Moved marker) = 7] and roll 1d6 + 7.
- The Shaken German Squad is in a Road hex and receives no TM, and rolls 1d6 + 0.

» The American player rolls 5 + 7 = 12.

» The German player rolls 2 + 0 = 2.

- Since 12 is greater than 2 the Shaken German Squad must undergo a Damage Check 10 (12 – 2 = 10). That's gonna hurt!

» For the DC10, the German player rolls 1d6 + 10 vs. the Shaken Squad's Morale of 5. He rolls a 5 + 10 = 15. We check the DCT under the Shaken MMC column: 15 is greater than or equal to triple the Morale of 5, so the Shaken Squad is Eliminated. Place the Squad in the German Casualties box on the Turn Track PAC and remove the Moved marker. Place a Fired marker on Major Tom and his Squad.

German Impulse: Only the Medic, in hex G2, has yet to be activated. With all the American units under Fired markers, the German player can move the Medic without concern for Op Fire. Neither German Leader is wounded, but there is a Shaken Squad in hex K4.

He moves the Medic along the four Road hexes, from G2, through the Smoke in J4, to K4. The Medic goes under the same Moved marker that is already in the hex.

No units on the Map can be activated so the Operations Phase ends. The state of the Map is displayed in Figure 21 (previous page).

Administrative Phase

We clear the Map of the Moved, Fired, Ops Complete and Melee markers, and flip the Smoke 1 marker to its Smoke 2 side. Then we start Turn 3.

Author's Note: *During Turn 2, portions of the following rules were covered:* ***1.1, 1.1.1, 1.2, 1.3, 1.4, 1.5, 1.6, 1.6.1, 3.0, 4.0, 4.1, 5.0, 5.0.1, 5.1, 5.5, 6.0, 6.1, 6.1.1, 6.2, 7.0, 8.0, 8.1, 9.0, 10.0, 10.1, 10.1.1, 10.2, 10.3, 11.1, 11.1.1, 11.1.3, 11.1.4, 11.2, 11.4, 12.0*** *and* ***22.0****.*

TURN 3
Rally Phase

We roll for initiative first. This is a crucial roll since both sides have units adjacent to each other.

» The American player rolls a 2.

» The German player rolls a 4.

• German initiative.

Advance the Turn marker on the Turn Track PAC to Turn 3 and flip it to the German Initiative side.

The German player conducts his rally attempts first. The only unit on either side that is Shaken is the Squad in hex K4. No Leader is in the hex, but the Medic is there. As per the Medic rules (11.3), during the Rally Phase, a Good Order (GO) Medic can attempt to heal one wounded SMC or rally one Shaken MMC or SMC. He does this by passing a Morale Check (1.5.1); the Morale Check is done on the Medic, not on the wounded or Shaken unit. If the Medic is in a hex with a +TM, two is subtracted (–2) from the 2d6 roll. Leadership Modifiers do NOT affect the roll.

» The German Medic attempts to rally the Shaken Squad in K4. K4 has no TM, so there are no modifiers. The German player must roll less than or equal to the Medic's Morale of 6. He rolls a 1 and a 5, for a total of 6. The Shaken Squad is rallied. Flip the Squad to its GO side.

The German player, knowing he has the initiative, switches the mode of MG42 SW in hex J5 from bipod to tripod mode, which gives it an increase in FP from 2 to 3, and suggests the German player's intent to fire on Major Tom's hex.

Figure 22: Start of Turn 3

The American player does not switch modes of the M1919A4, and neither side has units swap SWs, and there are no Half-Squads to combine in to a Squad and no dropped or abandoned SW to be picked up. The Rally Phase ends and the Ops Phase begins.

At the beginning of Turn 3's Ops Phase, the Map looks as pictured in Figure 22.

Operations Phase

German Initiative

Winning the initiative was huge, a small victory. All Leaders have an inherent Leadership Range (LR) of 1; this value is not on their counter (11.1.2).

A Leader (GO or Shaken) can use his/her LR to activate not just its hex, but any adjacent hexes that contain friendly units. A wounded Leader's LR is reduced to 0.

German Impulse: The German player activates Lt. Koch's hex, and Lt. Koch uses his LR to activate hex K4 as well.

» Lt. Koch and his Squad and their now-tripod-mode MG42 open fire on the adjacent hex, I5, on Major Tom and his men in the north half of the Church, which is the key to the German victory in this training scenario.

- Since they are adjacent, hex I5 is spotted. The Germans have a total FP of 7 [1 (Squad's IFP) + 3 (MG42's FP) + 1 (Lt. Koch's LM) + 2 (adjacency DFT modifier) = 7], and roll 1d6 + 7. The American player rolls 1d6 + 4 (TM of HC Building hex).

» The German player rolls a 5 + 7 = 12.

» The American player rolls a 2 + 4 = 6.

- Since the German player's result (12) is greater than the American player's result (6), the American units must undergo a Damage Check 6 (12 – 6 = 6). Ouch; they will both at least be Shaken.

» The Major takes the DC6 first. He rolls 1d6 + 6 vs. his Morale of 6. The American player rolls a 3 + 6 = 9. We check the GO SMC column on the DCT; 9 is greater than his Morale of 6 but less than twice his Morale (12), and thus he is Shaken. Flip his counter to its Shaken side. His LM of 2 cannot be subtracted from the Squad's DC6.

» For the Squad's DC6, 1d6 + 6 is rolled vs. its Morale of 6. The American player rolls a 1 + 6 = 7. We check the GO MMC column on the DCT; 7 is greater than the Squad's Morale of 6, and it is Shaken. Flip the Squad to its Shaken side. The Americans are in bad shape, as the Squad in K4 can now be activated and move and enter I5 and eliminate the Shaken paras—

But wait! The Squad rolled a 1 on its DC. This means there's a chance that a Hero is spawned (11.2.1). The American player rolls 1d6 again: if the result is even, a Hero is created.

» The American player rolls a . . . 4. They get a Hero!

If you have *Heroes of Normandy*, pick a 101st Airborne Hero at random; if you have the *Starter Kit*, Hero (Hird) is the only option. Let's all go with Hird (2-2-6) as the created Hero. He also gets to pick a Skill (12.0). The *Starter Kit* doesn't have all the Skills, but we'll randomly pick one from the *Normandy* countermix . . . The Fanatic Skill counter is picked from the cup containing all the Skill counters not currently in the game. Fanatic is a Leader-only Skill, so we pick again . . . Deadly is picked. Deadly is a Leader or Hero Skill. We consult the Skills PAC to find out what pertains to Deadly.

Deadly

- Leader or Hero
- Add one to the Firepower (FP) of attacks from units stacked with this Leader. That's 1 FP TOTAL not 1 FP per each unit in the stack.
- If a Hero possesses this Skill, add 1 FP to his attacks.

Hird already has a hefty IFP of 2, and the Deadly Skill increases it to 3. Hird and the Deadly Skill counter are placed in hex I5, and a Fired marker is placed on Lt. Koch and his Squad, in hex J5 (see Figure 23).

Figure 23: Hero Creation

The German impulse is not over. Because of Lt. Koch's LR, the units in hex K4 can now activate, though the unexpected creation of Hero Hird has spoiled the German plan for a well-orchestrated "shake and take". The German player doesn't have to do anything with the units in hex K4 during this impulse, but he can if he wants to.

» He decides not move or fire the Squad or the Medic in hex K4.

American Impulse: The Americans were on their heels, but out of chaos came a Hero, and all is not lost. Their left flank is still a concern.

» The American player activates Cpl. Medrow's hex, G6, and the 2-5-4 Squad engages in Assault Fire (6.1.1).

Assault Fire (AF) can be conducted by any unit that can Assault Move (MF in a red box). The unit(s) have to fire and then move in the same impulse, though; their fire attack suffers a –2 DFT modifier and their MF is halved (fractions rounded up, if applicable). They are going to fire on Sgt. Baumann's hex, F7, and then hustle over to reinforce the Church, to hex I5, which they can do utilizing Cpl. Medrow's ability to order Double-Time movement, which increases their MF to 6 and is halved to 3. But first, let's conduct the fire attack.

- The 2-5-4's total FP is 3 [2 (IFP) + 1 (BAR's FP) – 2 (DFT modifier for using AF) + 2 (adjacency DFT modifier) = 3], and the American player rolls 1d6 + 3. The German player rolls 1d6 + 3 (TM of LC Building hex).

» The American player rolls a 4 + 3 = 7.

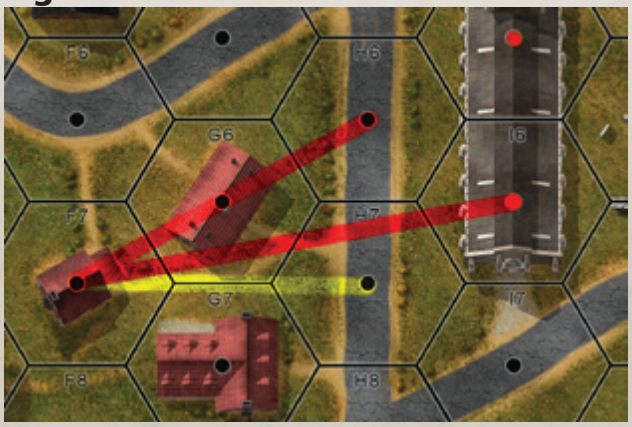
» The German player rolls a 5 + 3 = 8.

- Since the German player's result (8) is greater than the American player's result (7), the fire attack has no effect. Now the Americans conduct the move portion of their AF. Because they are leaving a hex from which they Fired and no other units are in the hex, a Spotted marker is placed in hex G6 (this isn't too important here, but could be in other circumstances, e.g., if, in a later impulse, a unit uses Low Crawl (6.3) to enter the hex, it wouldn't be spotted normally, but would be here since a unit did fire from the hex, making enemy and friendly units alike aware of action taking place in that hex during that turn).

» The Americans move to the Road hex H6 first, paying 1 MP of their MF of 3—and this is important because in hex H6, no German unit has LOS to them.

If they moved to hex H7, Sgt. Baumann and his Squad could Op Fire on them as an LOS traced along a hexside between two separate Building hexes provides a limited LOS: a fire attack can occur but the firing units suffer a –2 DFT modifier to their total FP (see Figure 24). By moving to hex H6, the Americans avoid this Op Fire.

Figure 24: Limited LOS

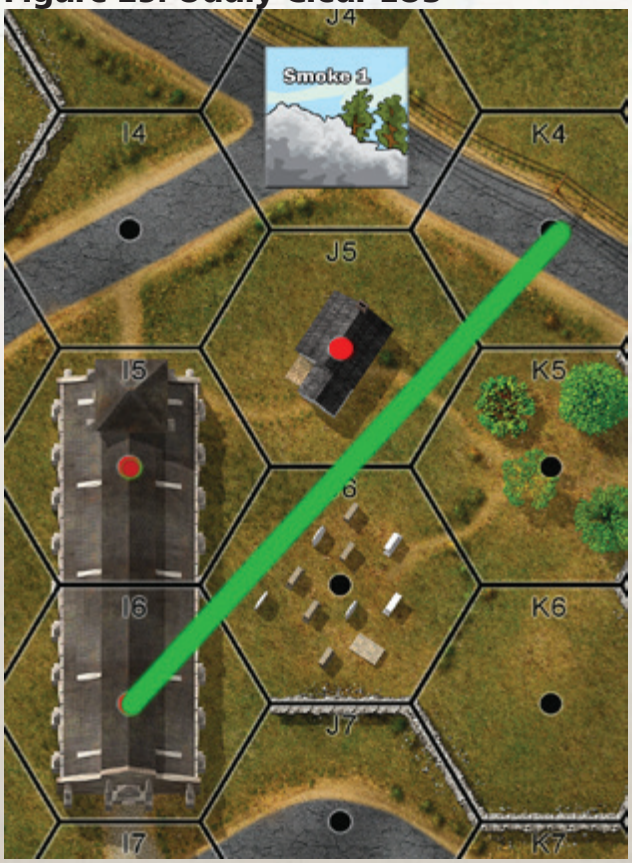


» From hex H6, the paras enter the south end of the Church, hex I6, paying 2 more MPs, using up their MF of 3.

The German Squad in hex K4, oddly, has a clear LOS to hex I6 (see Figure 25, next page). Remember, LOS is gauged from a hex's center dot to center dot, and it must touch terrain artwork to be blocked or degraded.

The line from K4 to I6 does not touch the Building art in J5 or the Cemetery art in J6, thus it is clear. The German player decides not to Op Fire. Place a Moved marker on Cpl. Medrow and the Squad in I6.

Figure 25: Oddly Clear LOS



German Impulse: The German player has a few things to consider now that the Americans have consolidated their position in the Church (see Figure 26, next page). The American Hero is itching to Op Fire on any German unit that moves, but his range is only 2 hexes and thus Sgt. Baumann and his Squad have some room to maneuver. Time is short, and the Church is now firmly in American hands.

» The German player activates Sgt. Baumann's hex, and they move, using Double-Time movement (6.2), which ups the Squad's MF from 4 to 6. First, they spend 2 MPs and enter the LC Building in hex G7.

» To avoid being Fired at by Hero Hird, they enter the Road hex, in H8, paying 1 more MP (3 of 6).

» From H8, they enter I7, another Road hex, spending another MP (4 of 6).

» With 2 MPs left, Baumann orders his men into the Church, into hex I6 (cost: 2 MPs; 6 of 6), initiating Melee with Cpl. Medrow's Squad.

- For the Melee, the German player has a total FP of 3 [1 (Squad's IFP) + 2 (MG34 SW's FP) = 3]. The American player has a total FP of 3 as well [2 (Squad's IFP) + 1 (BAR's FP) = 3].
- The Germans have an odds ratio of 1:1 (3 FP vs. 3 FP), which, after consulting the Melee Table (see Figure 19), reveals a Kill Number of 8, but, with Baumann's LM, they will eliminate the Americans on a 2d6 roll that's greater than or equal to 7.
- The Americans have an odds ratio 1:1 (3 FP vs. 3 FP), which, after consulting the Melee Table (see Figure 19), reveals a Kill Number of 8; Cpl. Medrow has no LM and adds nothing to the Melee.

» The German player rolls a 4 and a 3 + 1 = 8.

» The American player rolls a 5 and a 4 = 9.

This result, though brutal for both sides, proves that Leadership matters. The German player only met his Kill Number due to Baumann's LM. The Americans, both the 2-5-4 Squad and Cpl. Medrow, are eliminated; place them in the American Casualties box on the Turn Track PAC; the BAR is abandoned in the hex; the Moved marker is removed. Sgt. Baumann and the German 1-6-4 Squad are

Figure 26: Consolidated Paras

placed in the German Casualties box, and the MG34 is abandoned in the hex.

A Melee marker IS placed on the hex even though neither side has any units left in it; and only Melee-eligible units can enter the hex for the rest of the turn. When both sides are eliminated in a Melee round it is (unofficially) called a Mutual Destruction Melee (see Figure 27).

Figure 27: After Mutual Destruction

American Impulse: The American player contemplates moving Major Tom (Shaken) and the Shaken Squad . . . They can't enter hex I6 because they are currently non-Melee-eligible (NME) units (both are Shaken) and the hex is under a Melee marker (NME units can't enter a hex under a Melee marker). He can't move Hird out of hex I5, as this would leave the Skaken (and thus NME) units exposed to the unactivated German Squad in K4. So Hird takes aim.

» Hero Hird, aware of the mayhem at the south end of the Church, opens fire on Lt. Koch's Squad.

- For the attack, Hird's total FP is 5 [2 (IFP) + 1 (Deadly Skill) + 2 (adjacency DFT modifier) = 5], and the American player rolls 1d6 + 5. The German player rolls 1d6 + 4 (TM of HC Building).

» The American player rolls a 4 + 5 = 9.

» The German player rolls a 6 + 4 = 10.

- Since the German player's result (10) is greater than the American player's result (9), the fire attack has no effect. Mark Hero Hird with a Fired marker.

The American player can still opt to move Major Tom and the Shaken Squad, but decides that the odds of rallying are in their favor, and it's best to keep his units together (see Figure 28). The American impulse is over.

Figure 28: Hold Your Ground

German Impulse: The German player activates hex K4.

» The Squad moves from K4 into the Light Woods in K5, spending 2 MPs (2 of 4).

» From K5, it enters the Cemetery in hex J6, spending 1 more MP (3 of 4).

- The Squad does not have enough MPs to enter the Church and give the Germans control of half of it. Turn 4's Rally Phase will be crucial. The Squad is marked with a Moved marker. Since all units that move from one hex during an impulse must move together, the Medic must remain in K4.

American Impulse: No units to activate. Pass.

German Impulse: The German player has the Medic remaining.

» The Medic Low Crawls from K4 into the Light Woods in K5.

To Low Crawl (6.3), a unit spends its entire MF to move one hex—but it cannot spend all the MPs it has to conduct a Low Crawl. FYI: Units cannot use Double-Time and Low Crawl at the same time.

» The Medic is marked with a Low Crawl marker.

This concludes Turn 3's Ops Phase. The condition of the Map is shown in Figure 29.

Administrative Phase

The Moved, Fired, Melee, Low Crawl, Spotted and Smoke 2 markers are removed from the Map.

Author's Note: *During Turn 3, portions of the following rules were covered:* ***1.1, 1.1.1, 1.2, 1.3, 1.4, 1.5, 1.5.1, 1.6, 1.6.1, 3.0, 4.0, 5.0, 5.0.1, 5.1, 6.0, 6.1, 6.1.1, 6.2, 6.3, 8.0, 8.1, 9.0, 10.0, 10.1, 10.1.1, 10.2, 10.3, 10.3.2, 11.1, 11.1.1, 11.1.2, 11.1.3, 11.1.4, 11.2, 11.2.1, 12.0, 22.0*** *and* ***22.1****.*

TURN 4

Rally Phase

This initiative roll is vital to both sides.

» The American player rolls a 4.

» The German player rolls a 4.

- A tie. The Germans had the initiative on Turn 3, and they retain the initiative.

Advance the Turn marker on the Turn Track PAC to Turn 4; it remains on the German Initiative side.

Figure 29: End of Turn 3

The German player has no units to rally, but since he has to enter the Church on this turn to win, he switches the MG42 in hex J5 from tripod to bipod mode.

The American player has some rally attempts to take care of in hex I5.

- To rally Major Tom, the American player needs to roll 2d6 and the result must be less than or equal to 6, Tom's Morale; two is subtracted (–2) because he is in a hex with a +TM.

» The American player rolls a 3 and a 2 = 5 – 2 = 3. 3 is less than or equal to 6, so the Major is rallied. Flip his counter to its GO side. His LM of 2 can now be subtracted from the Shaken 2-5-4's rally attempt.

- To rally the 2-5-4, the American player needs to roll 2d6 and the result must be less than or equal to 6, its Morale.

Two is subtracted (–2) because he is in a hex with a +TM, and another two is subtracted (–2) because of Major Tom's LM.

» The American player rolls a 6 and a 5 = 11 – 4 = 7. 7 is NOT less than or equal to 6, so the 2-5-4 Squad, shockingly, does not rally.

The dice can be cruel. Not rallying the Squad is a big setback. Since the Squad is Shaken it cannot swap the M1919A4 with Major Tom, which would make him Melee-eligible. If they had the initiative, Tom could move to I6 and pick up one of the abandoned SWs in that hex, but they don't.

Author's Note: *Though Major Tom is unable to possess a SW during this Rally Phase, it's good to know that if he could, he would fire it at half its FP (exception: Satchel Charges), and he wouldn't be able to fire the SW and add its FP and his LM to the attack; he must choose one or the other.*

The Americans are left with two men in Good Order to defend the Church against two Squads of well-led, well-armed Germans.

Operations Phase

German Initiative

The Map at the beginning of Turn 4's Ops Phase is shown in Figure 30.

Figure 30: Start of Turn 4

The Germans have the advantage in total # of Good Order personnel, but they are facing a powerful Hero and one of the best Leaders in the **LnLT** system, who are in strong defensive terrain. The Germans cannot win by trading fire, either; they must Melee in I5, and win.

German Impulse: The German player activates Lt. Koch, in J5, and uses his LR to activate hex J6, too. Both German hexes must enter an adjacent Church hex but if the Squad in the Cemetery enters the Church before Lt. Koch and his men enter Melee with the Americans in I5, they will be Op Fired on, and if they are Shaken they can't control the hex.

» Lt. Koch and his Squad enter hex I5 and engage in Melee with Hero Hird (Remember: Maj. Tom adds his LM to the American die-roll).

- The Germans have a total FP of 3 [1 (Squad's IFP) + 2 (MG42 SW's FP) = 3], and the Americans also have a total FP of 3 [2 (Hero's IFP) + 1 (Deadly Skill) = 3]. The odds for both sides is 1:1 (3 FP vs. 3 FP) with a Kill Number of 8, but the Germans add one (+1) to their 2d6 roll, and the Americans, because they have a Hero (11.2), shift the odds one column in their favor (when "attacking" only) and add two (+2, Major Tom's LM). Thus, the German player needs to roll a 7 or greater and the American player needs to roll a 5 or greater.

» The German player rolls a 2 and a 4, for a total of 6—the Americans survive.

» The American player rolls a 3 and a 1, for a total of 4—and the Germans, too, survive the round of Melee!

- Both sides' units remain in hex I5 under a Melee marker. This is called being "locked" in Melee (8.1). If the scenario lasted another turn, the Melee would carry over to the next turn—the German player could reinforce the Melee with the other remaining Squad. The Americans could attempt to rally their Shaken Squad, and add to their FP.

Figure 31: Final Melee

» The German player moves the Squad from the Cemetery into hex I6, and they now control half of the Church. Place a Moved marker on the Squad (see Figure 31).

And this scenario has run its course. The Americans have no units to activate, so the scenario is effectively over. The German player only has his Medic to move, but he cannot change the result of the scenario—and we don't have to bother with Turn 4's Admin Phase, i.e., cleaning up. Feel free to play another turn, or more—see if the Americans can hold on to the Church; see if they can take out all of those Germans. Perhaps the Hero will do it all by himself!

Author's Note: *During Turn 4, portions of the following rules were covered:* ***1.1, 1.1.1, 1.2, 1.3, 1.4, 1.5, 1.5.1, 1.6, 1.6.1, 1.6.8, 3.0, 4.0, 6.0, 8.0, 8.1, 8.1.1, 11.1, 11.1.1, 11.1.2, 11.1.4, 11.2, 12.0, 22.0*** *and* ***22.1****.*

After-Action Report

It was a bloody struggle, and it was left to the brave Hero Hird to hold off the Germans. His intrepid stand preserved the win for the Americans. The Germans needed to control both hexes of the Church, and they only controlled one of them, I6.

From rule 22.1: "Control of a hex is defined as the side that occupies a hex with a Good Order (GO) MMC or Hero or the side that last passed a GO MMC or Hero through the hex. . . . If a scenario ends with a Melee (8.0) persisting in a Victory Point (VP) hex, the side that controlled the hex prior to the Melee gains the VPs for the scenario."

Since hex I5 is locked in Melee, the Americans retain control of the hex. Further, for the Germans to win there needed to be no Good Order American MMCs or SMCs on the Map, and Hird is on the Map and in Good Order—Heroes never Shake!—as is Major Tom.

Heroes are an important part of the **LnLT** system. You never know when one will be created, and they often make the difference in a scenario, as Hird clearly did in our training scenario. Even seemingly little things like the initiative can make or break a scenario; if the Americans had the initiative on Turn 4, they could have Fired on the Germans before they were able to move their units into Melee during the first impulse. Leaders, too, are vital. Whether adding their Leadership Modifier to a fire attack, adding their LM to a Melee roll, rallying Shaken units or using their Leadership Range to activate adjacent hexes to expedite an attack, Leaders make a difference—and often make THE difference.

It's all about making good tactical choices and those decisions start with your Leaders, and knowing their abilities.

Casualties

Americans	Germans
• 2 x 2-5-4	• 3 x 1-6-4
• Cpl Medrow	• Sgt Baumann

Would the Americans have had less casualties if all of their units set up in the Church? Perhaps. Would the Germans have won if they attacked in force on one flank? Perhaps. What if the Americans had the initiative on Turns 3 and 4? And the dice—never count out the dice. Some days the dice are with you, some days they are not. This scenario could have played out in many different ways. Try it again. Play each side. Have fun with it. That's what playing **LnLT** is all about.

This concludes our training scenario, and the Infantry Gameplay Narrative. We've covered the components, the basics of infantry combat and most of the mechanics used while playing the **LnLT** system. Many more are covered in the Vehicle & Ordnance Gameplay Narrative.

—Jeff Lewis, *April 2018*

Vehicle & Ordnance Gameplay Narrative

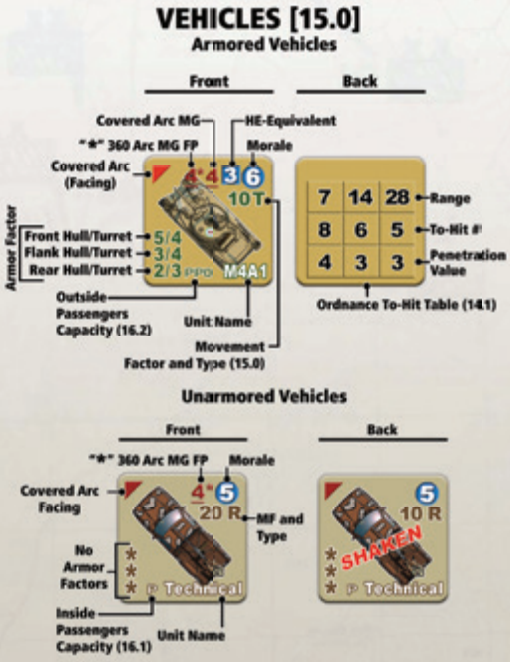
This Vehicle and Ordnance Gameplay Narrative introduces players to how vehicles and ordnance function in the **Lock 'n Load Tactical (LnLT)** system. **LnLT** is a Squad-level tactical game, and that's an important distinction. The focus of the **LnLT** system is infantry combat, but it is not limited to infantry and small-arms. Armored and unarmored vehicles and ordnance-firing weapons also feature throughout the numerous games, in both the World War II and modern eras. Here, we will cover all you need to know about vehicles, armor, mortar and ordnance-firing Weapon Teams, Off-board Artillery missions, passengers, Overruns, Close Assaults, and some fortifications and obstacles. Fixed-wing aircraft and helicopters have their own in-depth examples within section 19.0 of the *v5.1* rules.

If you are reading this, it's expected that you have already read the Infantry Gameplay Narrative. In that narrative, the basics of the **LnLT** system, from components to the regularly used rules, were introduced. Those are not covered again, and are referred to here without exposition unless it is necessary to illustrate a new mechanic or concept. The Infantry Gameplay Narrative also featured a training scenario; here a training situation is presented instead. After we cover some terminology and concepts, we are going to get right to a training situation on a Map, on which a turn's Operations Phase unfolds.

The Infantry Gameplay Narrative used components—with a handful of exceptions—from the **LnLT** *Starter Kit*, to maximize interaction. The *Starter Kit* does not contain vehicle and ordnance components. Here, many components from the *Starter Kit* are used, but the rest are from *Heroes of Normandy*.

VEHICLE COUNTERS

In **LnLT**, vehicle counters are 7/8" in size and have a lot of information on them. Let's look at them. Each important item on the counter is labeled.



Unit Name: A vehicle's name is always on the counter's lower-right corner. The armored vehicle in the unit image diagram above (and in the *v5.1* rules) is a British M4A1 Sherman tank from *Heroes of North Africa.*

Morale: A vehicle's Morale is on the counter's upper-right corner, in a circle—same as Leg units. The M4A1's Morale is 6.

Movement Factor (MF): A vehicle's MF is under its Morale. The M4A1's MF is 10.

Movement Type: All vehicles in the **LnLT** system are of one of three types: Tracked (T), Off-road (O) and Road (R). Each type has a one-letter indicator next to the vehicle's MF.

- **Tracked (T):** Fully-tracked vehicles, such as tanks. These vehicles can enter the most variety of terrain types.
- **Off-road (O):** Off-road-capable, multi-wheeled or partially tracked vehicles, such as half-tracks and armored cars.
- **Road (R):** All-wheel vehicles, such as jeeps and trucks, that perform best only on Roads.

The MP cost to enter each type of terrain is denoted on the Terrain Effects Chart (TEC), with each Movement Type having its own column. "P" indicates that the terrain is Prohibited to a certain Movement Type. The M4A1 is a Tracked (T) vehicle.

Passenger Capacity: A vehicle's passenger capacity is—almost always—to the left of its name. If the passengers ride inside the vehicle, the passenger capacity is P or PP. In some cases, it is listed as 2PP or 2xPP, both meaning double PP. If the passengers ride outside and/or on top of the vehicle, the passenger capacity is either PO or PPO. Passengers are considered part of the vehicle and do not count toward a hex's stacking limitations until they disembark. A hex's stacking limitation, if you recall, is the equivalent of three Squads, two SMCs and two vehicles or Wrecks—only one Wreck marker per hex even if more than one vehicle is destroyed in the hex. Fixed-wing aircraft and helicopters don't count toward stacking but only one can be in a hex at a time.

- **P or PO:** The vehicle can carry one Half-Squad, one Support Weapon (SW) and one Single-Man Counter (SMC).
- **PP or PPO:** The vehicle can carry the equivalent of one Squad, two SWs and two SMCs.
- **2PP or 2xPP:** The vehicle can carry the equivalent of two Squads, four SWs and four SMCs (though having four SMCs in one vehicle at a time never occurs; and if it did, say, in a Battle Generator scenario, they would not all be able to disembark in a hex at one time due to the violation of normal stacking limitations in a hex). The LVTP-5 vehicle in *Heroes of the Nam* has PPPP instead of 2xPP, but they are equivalent.

The M4A1's passenger capacity is PPO.

Armor Factors: The lower-left side of an armored vehicle's counter contains its Armor Factors. From top to bottom they are listed as Front, Flank (side) and Rear (back). If the vehicle has a turret, its Hull Armor Factor is on the left side of a slash (/) and the Turret Armor Factor is on the right side of the slash (/). An easy way to remember is that Hull and Turret are listed alphabetically from left to right.

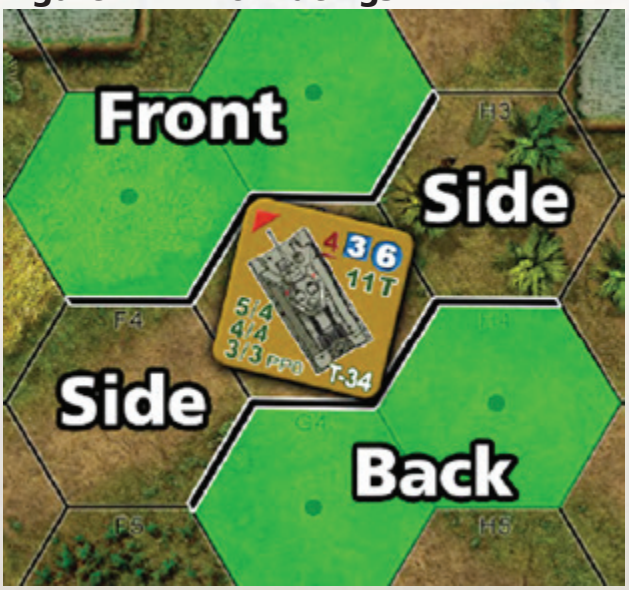
If one set of Armor Factors is listed, without slashes, the vehicle only has Hull armor. If one of the Armor Factors is NOT a number but an asterisk (*), the vehicle has no armor in that facing.

Unarmored vehicles, like the Libyan Technical—a pick-up truck with a machine gun or recoilless rifle on it—pictured in the unit diagram on the previous page, does not have any armor, and thus has three asterisks in place of Front, Flank and Rear Armor Factors.

The M4A1 has Frontal Armor Factors of 5/4, Flank Armor Factors of 3/4 and Rear Armor Factors of 2/3.

The Armor Factor that is used is determined during an ordnance attack, based on the direction from which the vehicle was Fired on, and it is pictured in Figure 1. We will cover whether the hull or turret is hit later.

Figure 1: Armor Facings



Almost all Armor Factors are printed in a color other than red. Red Armor Factors appear in some of the modern-era games and represent special armor that withstands the impact from High Explosive Anti-Tank (HEAT) rounds better than regular armor (more on this later).

Covered Arc / Facing: The red arrow in the upper-left corner denotes the facing of the vehicle's hull. Vehicles always face one of a hex's vertices (see Figure 2). When moving forward they must enter one of the two hexes adjacent to the vertex the covered arc faces. They can also move backwards, moving opposite the covered arc, but paying double the hex's MP cost. Vehicles can pivot within a hex, too, paying 1 MP per vertex. The vehicle fires its weapons within its covered arc, too, unless it rotates its turret (see below) or its MG Firepower (FP) has an asterisk next to it, which indicates a 360-degree field of fire.

Figure 2: Covered Arc

Machine Guns: A vehicle can have zero to multiple machine guns (MGs). Vehicle MGs are underlined red values at the top center of the counter. These are abstract values that denote the vehicle's MG FP.

- 2-FP MGs have a range of 10 and must be Fired in the vehicle's covered arc.
- 4-FP MGs have a range of 14 and must be Fired in the vehicle's covered arc.
- 4*-FP MGs have a range of 14 and a 360-degree field of fire, but can only be Fired when the vehicle is open.
- 2^{R}-FP MGs, or any MG with an R-superscript, can only fire in the vehicle's rear covered arc.

Some vehicles have MG FPs of 1 and 3, but those are rare, and are covered in a game's module-specific rules. The M4A1 has a covered-arc MG FP of 4 and a 360-degree MG FP of 4. When it fires its MGs, each MG is Fired separately.

HE-Equivalent: To the left of the vehicle's Morale is its HE-equivalent. This boxed value is the vehicle's FP when it scores a hit on non-vehicle targets with its ordnance (main gun). If a number and an "x" precedes the HE-equivalent, such as "2x", the main gun can fire twice per impulse—whether firing at vehicle or non-vehicle targets. A vehicle that fires its main gun more than once in an impulse can fire at more than one target but the targets must be in the same or in adjacent hexes. If the HE-equivalent is an asterisk (*), the weapon cannot fire at non-vehicle targets. The M4A1's HE-equivalent is 3.

Turrets: Vehicles with a turret, like a tank, can be either open or buttoned. This status is indicated with a Turret marker. In most games the Turret markers match the turret art on the counter, and for the most part there is a Turret marker for each vehicle in the countermix—but there are exceptions.

It's encouraged that you choose a turret default, open or buttoned, and only use the Turret marker if the non-default mode is used or if the turret rotates outside the vehicle's covered arc. This limits counter clutter. Some vehicles are open-topped and use a turret only when the turret rotates, etc. Open-Topped is printed on the back of the counter—if it has a back: some vehicles, especially those without ordnance, do not have a back side.

Use common sense: Jeeps and Technicals don't have turrets and are obviously open-topped.

What are the advantages/disadvantages to being opened and buttoned?

Straight from rule 15.0.1:

Open Vehicles:

- Have some/all of their Crew hatches open and some Crew members are riding with their heads and shoulders exposed to enemy fire.
- Can see the enemy better; they auto-spot adjacent hexes and can make spotting attempts.
- Subtract one (-1) from ordnance to-hit die-rolls (OFT modifier).
- Are vulnerable to enemy small-arms fire (17.2).
- Can fire a vehicle's *MGs (360° field of fire).

Buttoned Vehicles:

- Have all their hatches closed.
- Buttoned vehicles are invulnerable (if armored) to small-arms fire (17.2), but cannot fight as well as an opened vehicle (no OFT modifier).
- DO NOT auto-spot adjacent hexes.
- Can make spotting attempts but add one (+1) to the die-roll.

A vehicle can switch from open to buttoned at the beginning of its impulse.

TO-HIT TABLES

Vehicles, Weapon Teams (WTs) and Support Weapons (SWs) that fire ordnance (a main gun, an anti-tank gun or a shoulder-Fired weapon, etc.) have a to-hit table on the back side of their counter. The back of the M4A1 Sherman is pictured here. A to-hit table has three rows of numbers.

The top row of three numbers denotes its various ranges, the center row denotes the to-hit number (#) at the above three ranges, and the bottom row denotes the penetration value when the target is hit at each of the above three ranges. Thus, we interpret the M4A1's to-hit table as follows:

- At a range of 1 to 7 hexes (the left column) it has a to-hit # of 8 and, if it hits its target, it has a penetration value of 4 (more on combat resolution later). If the target isn't a vehicle it would use its HE-equivalent of 3 instead (but more on that later).
- At a range of 8 to 14 hexes (center column) it has a to-hit # of 6 and, if it hits its target, it has a penetration value of 3.
- At a range of 15 to 28 hexes (right column) it has a to-hit # of 5 and, if it hits its target, it has a penetration value of 3.
- The M4A1 cannot fire its ordnance at a range greater than 28 hexes.

Ammunition Types

The color of the numbers on the to-hit table means something. Most vehicles and weapons have black numbers, but the meaning of each color is as follows:

- **Black** or (rarely) White: Armor-Piercing (AP). This is the standard ammo type.
- **Blue** or (rarely) **Green**: Anti-Aircraft (AA).
- **Red** or **Black** but with an H in a **red** circle above the table: High Explosive Anti-Tank (HEAT) or Anti-Tank Guided Missile (ATGM).

Most numbers are black. In the World War II-era games, the weapons that fire HEAT ammunition, such as a Bazooka, have the H in the **red** circle and black numbers while in modern-era games, weapons that fire HEAT ammo have both **red** #s and the H in the red circle.

HEAT Ammunition

What's the difference between HEAT and AP ammo? Ordnance that fires HEAT ammunition was not as effective against infantry (Leg units) in the open or taking cover behind trees/rocks. Ordnance that fires HEAT ammunition subtracts one (–1) from their HE-equivalent when attacking infantry NOT located in Buildings, Huts, Bunkers or Caves. This is subtracted from the HE-equivalent not from the to-hit roll.

Ordnance that fires HEAT ammunition has its penetration value reduced by four (4) when firing against vehicles with red Armor Factors. This only comes up in modern-era games, like *Heroes Against the Red Star*.

Split To-Hit Tables

Some vehicles have more than one main gun or more than one type of ordnance. These vehicles have a split to-hit table. Slashes (/) separate the #s in their to-hit tables, delineating each weapon or ammunition type. Players must declare which type of ammunition they are firing before executing an attack. Only ONE type of ammunition can be employed in a turn unless both are black or white (AP) ammunition.

The M3 Grant pictured here has two guns, a 37 mm and a 75 mm. The 37 mm is the left-upper set of #s, the 75 mm is the right/lower set of #s. Both fire AP ammo, so both can be Fired during an impulse.

Other Vehicle Info

- All vehicles can Self-Rally in the Rally Phase.
- Vehicles can Assault Move (6.1) and Assault Fire (6.1.1).
- Vehicles CANNOT use Double-Time (6.2), Low Crawl (6.3) or Hit & Run (6.7).
- Vehicles move individually, unless using Coordinated Movement with Leg units (6.5).
- Vehicles CANNOT lay Smoke (7.0).
- Vehicles CANNOT enter hexes containing enemy vehicles.
- Open-type-terrain hexes containing a vehicle (degrading terrain for LOS through the hex) are spotted, but Leg units in the hex do get the defensive TM.
- If two vehicles are in open-type terrain, the hex is also spotted.

CREWS

Each vehicle has an inherent Crew. The Crew isn't on the Map unless the vehicle is destroyed or abandoned. If the vehicle is destroyed by a DFT result, the Crew must make a Bailout Check (16.1.1). If the vehicle is destroyed by ordnance, roll 1d6: if the result is 1, place a Good Order Crew under the Wreck and mark it with a Moved marker; for any other result, eliminate the Crew along with their vehicle.

Automatically eliminate Crews from vehicles destroyed by Close Assault (17.1).

If a vehicle is abandoned, place a Shaken Crew in the hex under a Moved marker.

Crews are represented by 5/8" counters; they have a single figure on them and count as a Half-Squad.

ARMOR LEADERS

Armor Leaders are Single-Man Counters (SMCs) that lead from a vehicle, and the vehicle assumes the Armor Leader's Morale. They are unique in that they share the fate of the vehicle/tank they command. They cannot be wounded, but rather are Shaken, which represents the Shaking of the vehicle's/tank's Crew. If the vehicle/tank is destroyed or abandoned, the Armor Leader is eliminated.

Like Leg Leaders, Armor Leaders have a Leadership Modifier (LM) but it only applies to the vehicle/tank they are commanding. Their LM is applied to its MG and ordnance attacks.

When checking for damage on the DFT, vehicles with an Armor Leader check under the Armored vehicle/Armor Leader column.

Armor Leaders also have an inherent Leadership Range (LR), but they can only activate vehicles in adjacent hexes, not MMCs/SMCs.

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 (ATG) or mortar.

WTs that fire ordnance have a to-hit table on the back of their counter and a covered arc just like vehicles. They can only fire their ordnance in their covered arc. Most WTs can move but some, such as the German 88 mm ATG, can only use its MF (of 1) to pivot within its set-up hex. They, too, use their HE-equivalent against non-vehicle targets.

MG WTs do not fire with other MMCs when engaged in a direct-fire attack.

Mortar WTs can fire at enemy units in spotted hexes within their Line of Sight (LOS) and indirectly, at spotted hexes to which they don't have a LOS, as long as a Good Order Leader, Scout or Advisor does have a LOS to the target hex—and the Leader's LM does not apply to the attack.

WTs cannot enter Melee (8.0). If enemy units enter a WT's hex, they do participate in Melee; non-MG WTs only "defend" with a FP of 1; MG WTs both "attack" and "defend" in Melee with their printed FP.

If a WT is eliminated, the weapon and the men using it are considered eliminated.

All WTs can Self-Rally during the Rally Phase.

SUPPORT WEAPONS

Support Weapons (SWs) that fire ordnance function the same as other SWs as far as stacking and how many MMCs and SMCs can possess. Ordnance-firing SWs have a to-hit table on the back and an HE-equivalent on the front in a box, lower-right. If the HE-equivalent is an asterisk (*), it cannot fire at non-vehicle targets. An MMC that possesses an ordnance-firing SW can, in the same impulse, fire its Inherent Firepower (IFP) and the SW at different targets within the same hex, e.g., if a hex contains a buttoned tank and a Squad.

We've covered the basics of vehicles and ordnance-firing weapons, and what the information on the counters means. Since this is a gameplay narrative, we will cover the rest of the concepts pertaining to vehicles and ordnance-firing weapons as they come up in a training situation. Again, the training situation uses World War II-era components from *Heroes of Normandy*. We won't be covering things like ATGMs, fixed-wing aircraft, helicopters or lesser-used abilities like vehicles rubbling a Building or Huts hex—the details of which can be found in the rules.

Author's Note: *We've covered portions of rules from sections* ***1.1, 1.3, 1.5, 1.6, 1.6.4, 1.7, 1.7.1, 1.9, 8.0, 11.5, 14.0, 14.1, 14.1.3, 14.2, 14.2.1, 14.2.2, 14.4, 15.0, 15.0.1, 15.1, 15.1.1, 15.4, 16.0, 16.1, 16.2, 17.1, 17.2, 17.3*** *and* ***18.1****.*

TRAINING SITUATION

Unlike in the Infantry Gameplay Narrative, in which a four-turn training scenario was played out to its conclusion, only a training situation is presented here, and the Operations Phase from one turn is going to unfold. A mixed force of German armor and infantry is in a defensive perimeter and in danger of being overwhelmed by a force of American armor and paratroopers (see Figure 3, below). The German are Wehrmacht units; the American MMC/SMCs are 101st Airborne. Here's how it's set up:

- Use Map 14 from *Heroes of Normandy*.

Set up the following obstacles/markers:

- 1 x Mines in E4

Figure 3: Training Situation

- 1 x Mines in H5
- 1 x Wire in G4
- 1 x Wire in H6
- 1 x Wreck in F6

Set up the Germans in the following hexes:

- 1 x Pz IV H in D5, with the A Acquiring marker, facing the D6/E5 vertex
- 1 x 75 mm ATG WT in E2, facing the E3/F3 vertex
- 1 x 1-6-4, 1 x PzF 30, 1 x Foxholes in E3
- 1 x SdKfz251 with passengers (1 x 1-6-4, Lt Koch) in H2, facing the G2/H3 vertex
- 1 x 1-6-4, 1 x MG42 (tripod), 1 x Bunker in H4, Bunker facing H5
- 1 x SdKfz251, 1 x 1-6-4 (not passengers) in I1, facing the H2/I2 vertex
- 1 x Pz IV H in I3, facing the H4/I4 vertex

Set up the Americans in the following hexes:

- 1 x Jeep with passengers (1 x 1-4-4, 1 x Satchel Charge, Lt Michael), facing the C5/D6 vertex
- 1 x 2-5-4, 1 x Bazooka, Cpl Medrow in F7
- 1 x 60 mm Mortar WT in F8
- 1 x M4A1 Sherman, in G5, facing F5/G4 vertex
- 1 x M4A1 Sherman, Sgt Darius, with the A Acquired -1 marker, in H7, facing the G6/H6 vertex
- 1 x M10 Wolverine with passengers (1 x 2-5-4) in hex H8, facing the G7/H7 vertex
- The Americans also have 1 x Offboard Artillery Fire Mission (5 FP) available, for either Leader to call-in.

Battle Notes:

- All turreted vehicles are buttoned except the M10, which is open-topped. In this narrative, the default is being buttoned, meaning we will use turret only to indicate open status or if the turret is pointing outside the vehicle's hull covered arc.
- The German units in hex H4 are in the Bunker (21.1).
- All SWs are possessed by the MMC in their hex.
- The Pz IV H in hex D5 has an Acquiring marker; its target is the M4A1 Sherman in hex H7, which has an Acquired -1 marker on it. Acquisition markers (14.3) are used when an ordnance-firing weapon fails to hit or destroy a target during the previous turn. The Acquiring and Acquired markers share a letter (letter-A in this case). They grant the firing unit a -1 or -2 to their to-hit roll as long as neither the firing unit or the target unit moves. The M4A1 is in a Road hex, but if it was in a degrading-terrain hex, that hex would not need to be spotted for the Pz IV H to fire at the Sherman again due to the Acquisition markers.

Author's Note: *As in the Infantry Gameplay Narrative, actions taken and die-rolls made by either player are denoted with a >> bullet point, and relevant rules steps and explanations are denoted with a regular bullet point. Pertinent rule-section numbers are in parentheses. It's recommended that you have your PACs at hand, as the TEC, DFT and OFT are all going to be referred to throughout this Gameplay Narrative.*

Further, this narrative's impetus is to feature game mechanics and concepts rather than tactics, but it unfolds with tactical considerations.

It's the Operations Phase. The Germans have the initiative.

German Impulse: The German player has no shortage of targets at which to fire. The three American armored vehicles are all in spotted hexes (10.0/1). Knocking out the American armor is the priority. The Pz IV in hex D5 has Target Acquisition markers (14.3) in play, and locked on the American Armor Leader, Sgt. Darius's, tank, which he Fired at unsuccessfully during the last turn. To gain the benefit to its to-hit roll, it needs to fire soon; if Sgt. Darius moves his tank, the Pz IV loses the Acquisition markers. Plus, Sgt. Darius can activate not only his tank but the M10 tank destroyer in the adjacent hex during his impulse.

» The German player activates the Pz IV in hex D5 and it fires its main gun (ordnance) at Sgt. Darius's M4A1 Sherman in hex H7.

- Ordnance-fire attacks (14.1) are carried out differently from direct-fire attacks (5.0). To carry out an ordnance-fire attack, range and LOS requirements must be met—just as in a direct-fire attack. For this attack the range is 4 hexes. The target is in a spotted hex, a Road hex, open terrain. The LOS is, however, degraded by the Wreck in hex F6 (see Figure 4), which causes a +1 penalty on the to-hit roll.

Figure 4: Degraded LOS

-

We consult the Pz IV's to-hit table on the back of its counter. At a range of four hexes we look under the left column, for when the range is 7 hexes or less. At this range the to-hit # is 9. We consult the Ordnance Fire Table (OFT) PAC - Combat Tables 4 - and see if there are any other modifiers.

ORDNANCE FIRE TABLE (OFT) DIE ROLL MODIFICATIONS (14.1)	
Firing Weapon	**Modification**
Leader (11.1.3) or Armor Leader (11.5) Leadership Modifier	**- LM**
Vehicle is Open (15.0.1)	**-1**
Turreted weapon firing outside covered arc. Did the turret pivot in order to bring its gun to bear on the target? (15.1.1)	**+1**
Fired by eligible MMC/SMC after Assault Movement (6.1) or Stealth Assault Movement (6.4.1) (exception Scout (11.6)) or using Assault Fire (6.1.1) or Stealth Assault Fire (6.4.2) (exception Scout (11.6))	**+1**
Per Degrading Terrain hex through which the LOS passes (maximum of two - a third Degrading hex blocks LOS) (10.3)	**+1**
SMC firing Support Weapon (1.6).	**+1**
Any unit firing out of a hex containing a Smoke Marker (7.0). (exception: Thermal Imaging System (10.1.2)	**+1**
Weapon Team (1.7.1) or vehicle pivoting chassis to fire outside covered arc, and not moving to a new hex.	**+1**
Mounted on a vehicle using Assault Movement (15.2) or using Assault Fire (15.2.1) / Vehicle using Modern Vehicle Assault Movement (15.2.2).	**+2/+1**
Helicopter in Flying Mode (19.2.1)	**+2**
Firing during night (20.1) at a unit marked Fired that is not within two hexes or not illuminated by a Star Shell (20.2) *Exception:* TIS units can fire up to 6 hexes without penalty, and only at a +1 penalty beyond 6 hexes. (20.1.5)	**+3**
Tracing LOS between two buildings (bamboo, wooden, etc.) located in two separate and adjacent hexes (10.3.2)	**+2**
Vehicle, Helicopter or eligible MMC marked with an Ops Complete marker (4.1)/ Modern Vehicle marked with an Ops complete marker (15.2.2).	**+2/+1**
Target	**Modification**
Marked with a Moved (6.0), Assault Move (6.1) or Hit and Run (6.7) marker or currently moving.	**+1**
Target unit is located in an adjacent hex to firing unit.	**-2**
In Terrain with a positive TM - See TEC - Max TM is +4 (+8 for Snipers) (5.5).	**+ TM**
Helicopter in Hovering Mode (19.2.1)	**+1**
Helicopter In Flying Mode (19.2.1)	**+2**
Fixed-wing aircraft (19.1.1)	**+2**
Units in a Rubber Boat on a River hex.	**+1**
Mounted Unit (6.6) NOT marked with Moved (6.0), Assault Move (6.1), or Hit and Run Marker (6.7) or currently moving.	**+1**
Optional Vehicle Size and Optional Speed OFT DRMS (15.6).	**See Turn Track PAC**
Acquisition marker (14.3)	**+1 or +2**

- The only modifiers are the +1 for firing through the Wreck marker on the Road in hex F6 and a –1 for the Acquisition marker, so the modifiers are a wash. The to-hit # remains at 9. To-hit rolls are made with 2d6, and a hit

is scored if the result is less than or equal to the to-hit #—in this case: 9. A 2 is always a hit, a 12 is always a miss, regardless of modifiers.

» The German player rolls a 4 and a 3, for a total of 7, which is less than or equal to 9; the round smashes into the Sherman with a thundering yelp—a hit!

- We know from the Armor Facings diagram earlier and looking at the Map that the front of the Sherman was hit, but we need to determine if the round hit the hull or the turret. Here's the rule (14.1.3): "If the to-hit roll is **both greater than 2 and an even number**, the shell has impacted the target's turret."

  The to-hit roll was a 7, so the Sherman's Hull Armor Factor, the # to the left of the / is used: 5.

- Now we conduct an opposed die-roll similar to those conducted in direct-fire attacks. The attacker, the Pz IV, rolls 1d6 + the penetration value at the range the attack occurred: At a range of 4 hexes, which falls under the 7-hexes-or-less range column on the Pz IV's to-hit table, the penetration value is 5. The German player rolls 1d6 + 5. The American player rolls 1d6 + the Armor Factor, which we determined above to be 5, too. Both players roll 1d6 + 5—or wash the +5's and roll 1d6, if you like it simple.

» The German player rolls a 2 + 5 = 7. 7 is the Pz IV's Modified Penetration Value, or MPV.

» The American player rolls a 5 + 5 = 10. 10 is the Sherman's Modified Armor Value, or MAV.

- Since the MPV (7) is less than the MAV (10), the Sherman is NOT destroyed. This is a non-penetrating hit (14.1.1). However, the Sherman must undergo a Morale Check, subtracting the difference between the MAV and the MPV (10 – 7 = 3) from the 2d6 roll. Sgt. Darius is commanding the Sherman, so his Morale (7) is used instead of the Sherman's Morale (6).

Figure 5: Opening Shot

» The American player rolls a 4 and 5, for a 9 – 3 = 6, which is less than Sgt Darius's Morale of 7, so it passes, and is unaffected by the attack.

- Sgt. Darius's Sherman is buttoned so the Pz IV cannot fire its MGs at it. The Pz IV's impulse is over; place a Fired marker on it and flip the Acquired –1 marker to Acquired –2 (see Figure 5).

- If, on the next turn, the Sherman hasn't moved or the Pz IV isn't Shaken or destroyed or decides to move, two will be subtracted from its to-hit roll if it fires at the Sherman again.

Of note here is that **if** the Pz IV's MPV was greater than the Sherman's MAV, the Sherman would have been destroyed, and Sgt. Darius eliminated with it. If the MPV was = the MAV, the Sherman would also have to take a Morale Check (unmodified), and if it failed, it would be abandoned—and Sgt. Darius would be eliminated. If it passed the Morale Check, it would be Shaken—the lone instance in **LnLT** when passing a Morale Check results in a unit being Shaken.

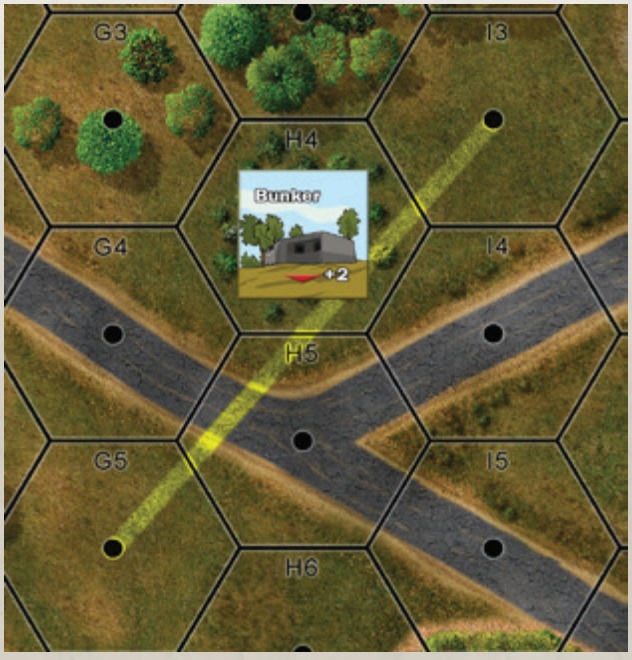
American Impulse: Like the German player, the American player has a plethora of targets to fire at, as well as other options, including calling in the Off-board Artillery (OBA) Fire Mission. The Pz IV that just Fired is out of the equation for now, so the American player needs to focus on the other German assets on the Map, those that can still harm his side this turn. The Germans have another Pz IV, in hex I3.

» The American player activates the M4A1 Sherman tank in hex G5. He wants to fire at the Pz IV in hex I3, a Clear—and thus spotted hex—but I3 is not in the Sherman's covered arc. He can either pivot the tank or rotate the turret before firing. Either adds a +1 OFT modifier to the Sherman's to-hit roll. Pivoting within a hex to fire is not considered "movement" so the tank wouldn't have to perform an Assault Move (6.1, 15.2) to bring its main gun to bare. The Pz IV is buttoned, so the Sherman can't fire its MGs, thus it rotates its turret to fire. Place a Buttoned turret on the Sherman, facing the G4/H5 vertex.

-

At a range of 3 hexes, the Sherman has a to-hit # of 8. The LOS is degraded by Brush in hex H4; the Bunker in H4 does not affect LOS (see Figure 6).

Figure 6: Brushed Off



- The OFT modifiers total +2 (+1 for rotating the turret, and +1 for the hex of degrading terrain the LOS passes through). With an unmodified to-hit # of 8, the American player needs to roll less than or equal to 6 with 2d6 to hit the Pz IV.

» The American player rolls a 1 and a . . . 6, for total of 7, and the round whooshes over the panzer—a miss!

• Place a Fired marker and an Acquiring (B) marker on the Sherman and an Acquired –1 (B) marker on the Pz IV (see Figure 7, next page).

Figure 7: Missed

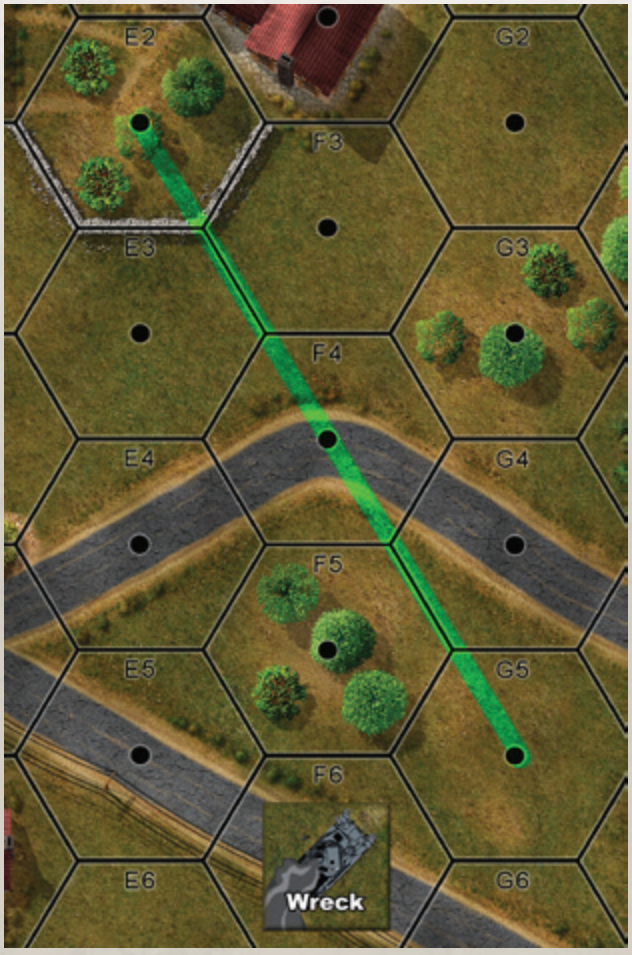
Author's Note: *For the sake of learning, we discussed HE-equivalents earlier. If the Sherman Fired its ordnance at the German Squad in the Bunker in hex H4 (assuming the hex was spotted, of course) we would conduct the same to-hit procedure. If a hit was scored, we would conduct an opposed die-roll: the American player would roll 1d6 + 3 (the Sherman's HE-equivalent) and the German player would roll 1d6 + 0 (the Bunker's TM factors in to the to-hit roll). If the American result is greater than the German result, a Damage Check as per 5.0 is conducted.*

German Impulse: After dodging a bullet—a big one—from the Sherman, the German player decides that the Sherman that just Fired is too close to the line.

» The German player activates the 75 mm ATG WT in hex E2 and fires at the M4A1 Sherman in hex G5.

• Range (4 hexes) and LOS requirements (clear) are met. At a range of 4 hexes, the 75 mm ATG's to-hit # is 9 (see Pz IV's to-hit table; they have the same gun, same to-hit table), using the range column of less than or equal to 7. The LOS is traced down the hexside of the Light Woods in F5 and is not hindered by it (see Figure 8). There are no OFT modifiers. The German player needs to roll less than or equal to 9 with 2d6.

Figure 8: Clear LOS



» The German player rolls a 3 and a 5, for a total of 8, and the 75 mm round smashes into the Sherman's turret.

Figure 9: Boom!

Remember to hit the turret, the to-hit roll must be even and greater than 2. An 8 is a turret hit, but the Sherman's turret is rotated 90-degrees so the round hits the side of the turret.

- Again, we conduct an opposed die-roll to see if the round penetrates the tank.

  The German player rolls 1d6 + 5 (75 mm ATG's penetration value) and the American player rolls 1d6 + 4 (Sherman's side/flank turret Armor Factor).

» The German player rolls a 4 + 5 = 9.

» The American player rolls a 3 + 4 = 7.

- Boom! Since the German 75 mm ATG's MPV (9) is greater than the Sherman's MAV (7), the tank is destroyed; its turret blown off, the hull a fire-engulfed wreck. When a vehicle is destroyed by ordnance, roll 1d6; if the result is a 1, the Crew survives and is placed in Good Order under a Moved marker in the hex with the Wreck marker.

» The American player rolls a 3; the Crew were killed by the 75 mm ATG's round.

- Place a Fired marker on the 75 mm ATG WT. Place a Wreck in hex G5 and remove the M4A1 Sherman, the Tur-

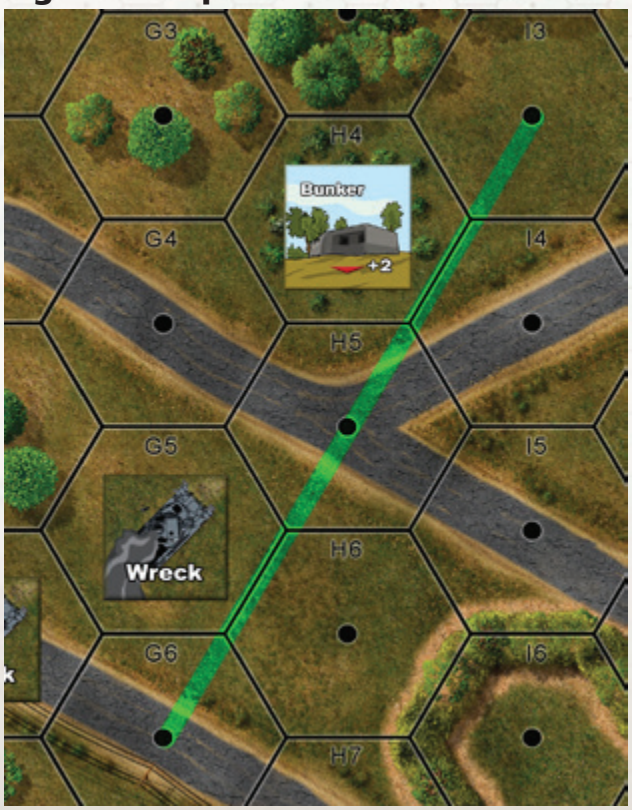
ret marker, the Fired marker and the Acquisition markers from G5 and I3 (see Figure 9).

American Impulse: It's always tough losing a tank, but the American player must persist. They must press the attack.

» The American player activates Sgt. Darius's hex, H7, and, because the Sarge has a Leadership Range of 1, hex H8 is activated as well, as he can activate vehicles, but not Leg units, in adjacent hexes. The 2-5-4 Squad in hex H8 is a passenger riding on the M10 Wolverine and is thus considered part of the vehicle. The Sarge is enraged at losing a second tank from his platoon (another was lost on the previous turn—see the Wreck in hex F6). With only his tank and his tank-destroyer support left, he decides to take it to the Germans and strike at the heart of their defense. Sgt. Darius orders his driver to move his tank from H7 to G6, spending 1 MP of its MF of 10T (on the TEC a Road hex costs T-type vehicles 1 MP). And a loud crack sounds as an AP shell from the Pz IV in hex I3 screams toward the Sherman.

» The German player conducts Opportunity Fire (5.3) on the moving Sherman with the Pz IV in I3. Range (4 hexes) and LOS requirements (clear) are met; the LOS is traced along the Brush hexside and the Wreck in G5 doesn't intervene (see Figure 10).

Figure 10: Op Fire LOS



- The to-hit # is 9, just as it was in the 75 mm ATG WT's attack last impulse (they have the same gun). The target is moving, though, and this is a +1 OFT modifier. The German player needs to roll less than or equal to 8 with 2d6 to hit the moving Sherman.

» The German player rolls 4 and a 6 + 1, for a total of 11—a miss! The shell blisters the air above the Sherman.

- The Sherman is buttoned so the panzer's MGs cannot fire at it. The Pz IV is marked Fired. No Acquisition markers are placed as Sgt. Darius's tank continues to move.

» The Sherman enters hex F6, spending 1 more MP (2 of 10); the Wreck does not cost the tank any extra MPs to enter the hex. From F6, the tank enters E5, another Road hex, spending 1 more MP (3 of 10).

- Face to face with the other Pz IV, the Sherman cannot enter hex D5, as vehicles from opposing sides cannot occupy the same hex. Sgt. Darius did not order Assault Movement, so he must have other plans than firing on the panzer . . .

» The Sherman tank enters hex E4, a Clear hex containing Mines, spending 1 more MP (4 of 10). The Mines do not add anything to the MP-cost of entering the hex, but they do attack the tank.

- Mines (21.4) attack armored vehicles very similarly to a direct-fire attack, with an opposed die-roll. The Mines have a FP of 1. The German player rolls 1d6 + 1. The American player rolls 1d6 + 2 (its lowest Armor Factor, rear hull—it's usually rear hull on most vehicles).

  There are no other modifiers.

» The German player rolls a 3 + 1 = 4.

» The American player rolls a 4 + 2 = 6.

- The Mines have no effect on the tank, but the German player can still perform Op Fire.

»

The 1-6-4 Squad in hex E3 cannot fire at the buttoned Sherman with its IFP, but it does have a Panzerfaust, a PzF 30 Support Weapon, and the Squad takes aim.

- The Panzerfaust has one purpose: to knock out enemy tanks. But it is only effective at close range—it can only be Fired at 2 hexes or less. If it hits, it has a strong penetration value of 4. At a range of 1 hex, the to-hit # is less than or equal to 8. The OFT modifiers total −1 (+1 for firing at a moving vehicle and −2 for adjacency); thus the German player needs to roll less than or equal to 9 with 2d6 to hit the tank.

» The German player rolls a 2 and a 5 = 7 − 1 = 6—a hit! And 6 is an even # greater than 2, so the turret is hit.

- The German player now rolls 1d6 + 4 (penetration value at range of 1 hex) and the American player rolls 1d6 + 4 (front turret Armor Factor).

» The German player rolls a 1 + 4 = 5.

» The American player rolls a 6 + 4 = 10.

- Since the PzF 30's MPV (5) is less than the Sherman's MAV (10) the round does not penetrate the turret; on top of that, since the attacker rolled an unmodified 1 and the defender rolled an unmodified 6, the round is a DUD; and the Sherman does not have to take a Morale Check, subtracting the difference between the MAV and the MPV, as in a normal non-penetrating hit.

Author's Note: *Duds—and their opposite, catastrophic hits—don't happen too often, but it happened here for expositional purposes. If the attacker rolled an unmodified 6 and the defender an unmodified 1, it would have been a catastrophic hit, destroying the tank.*

- Mark the German Squad Fired. Sgt. Darius's tank can continue its movement. Sgt. Darius's blood is boiling. He's witnessed his fellow tankers get killed and his tank has shrugged off a 75-mm round, a Minefield and unexploded round from a Panzerfaust. Fuming, he orders his driver straight ahead, into the German Squad.

» Sgt. Darius's Sherman enters hex E3 and performs an Overrun (15.3). He spends 1 MP (5 of its 10) to enter the Clear hex (the Foxholes don't add to the MP cost), and an additional 4 MPs to perform the Overrun (9 of 10).

- Overruns can only be performed on hexes occupied by enemy MMCs/SMCs, and in certain hexes (see 15.3), usually open-types ones or hexes that provide no TM. Also, vehicles with external passengers cannot perform Overruns (not the case here). The vehicle performing the Overrun cannot be Op Fired at in the Overrun hex—by units in the hex or not in the hex.
- All the conditions for the Overrun have been met. To conduct the Overrun, the American player adds up the vehicle's HE-equivalent (3), MG FP (4; the *MG contributes only if vehicle is open), Armor Leader's LM (1) + 2 + 1d6.

  The American player rolls 1d6 + 10 (if open, it would be 1d6 + 14). The German player rolls 1d6 + 1 (TM of Foxholes). This is an opposed die-roll as per 5.0.

» The American player rolls a 5 + 10 = 15.

» The German player rolls a 3 + 1 = 4.

- Since the American result (15) is greater than the German result (4), the German 1-6-4-5 Squad must take a Damage Check 11 (15 – 4 = 11).
- For the DC11, the German player rolls 1d6 + 11 vs. the Squad's Morale (5) and consults the DCT under the GO MMC column. The Squad's in trouble; at best they can hope for a chance to spawn a Hero.

» The German player rolls a 4 + 11 = 15.

- 15 is greater than or equal to 3x the Squad's Morale of 5, and the Squad is Eliminated. Remove the Squad from the Map; the Foxholes and the PzF 30 remain in the hex. Sgt. Darius's tank still has 1 MP left and spends it pivoting within hex E3, facing the E2/F3 vertex. Place a Moved marker on the Sherman (see Figure 11).
- If the German Squad has survived the Overrun in Good Order, it would be able to perform a Close Assault (17.1) on the Overruning vehicle.

Figure 11: Post Overrun

It is still the American impulse, as Sgt. Darius used his LR to activate hex H8, too, and the M10 Wolverine is also on the prowl. The American player considers having the M10 fire at the Pz IV in hex D5 but the LOS is blocked by three degrading hexes: the Brush in G7, the Light Woods in F7 and the Wreck in F6 (see Figure 12). The Bunker position, in hex H4, needs to be knocked out, but the Brush hex isn't spotted yet. The Pz IV in hex I3 also needs to be neutralized.

» The American player declares Assault Move for the M10 tank destroyer in hex H8 (half its MF of 12 is 6) and it moves with its passengers, entering hex H7, paying 1 MP (1 of 6). From H7 it enters hex H6, a Clear hex containing Wire, which costs 2 MPs to enter for a T-type vehicle (2 total, not in addition to the cost of entering the Clear hex), and pivots facing the H5/I5 vertex, paying an additional 1 MP (4 of 6). From H6 it enters I5, a Clear hex, paying another 1 MP (5 of 6) . . .

Figure 12: Blocked LOS

- When a T-type vehicle (only) leaves a hex containing Wire, the Wire is removed from the Map (21.3.1). Remove the Wire marker.
- . . . And then the hysterical rattle of an MG42 engulfs the open-topped M10 and the disoriented paras riding on it.

» The German player Op Fires on the M10 with the 1-6-4 Squad armed with an MG42 in the Bunker in hex H4. Small-arms vs. armored vehicles (17.2) is conducted like a DFT attack (5.0), with an opposed die-roll; the passengers are considered part of the vehicle and are not targeted separately. Range (2 hexes) and LOS requirements (clear) have been met. The German player rolls 1d6 + 3 [1 (Squad's IFP) + 3 (MG42's FP) – 1 (DFT modifier for firing at a moving vehicle) = 3]. The American player rolls 1d6 + 1 (lowest Armor Factor; in this case, rear turret).

» The German player rolls a 5 + 3 = 8.

» The American player rolls a 2 + 1 = 3.

- Since the German player's result (8) is greater than the American player's result (3), the M10 **and** the 2-5-4 Squad must conduct a Damage Check 5 (8 – 3 = 5).
- The M10 goes first. For its DC5, the American player rolls 1d6 + 5 vs. the M10's Morale (6) and checks the DCT under the Armored Vehicles column. The 2-5-4 Squad also faces 1d6 + 5 vs. its Morale of 6, but checks the DCT under the Good Order MMC column.

» For the M10, the American player rolls a 5 + 5 = 10. 10 is greater than its Morale of 6 and the tank destroyer is Shaken. Place a Shaken marker on the M10. Even though it was using Assault Move, a Moved marker is placed on the vehicle too, for its impulse is over and it cannot continue to move or fire due to the Shaken result.

» For the 2-5-4's DC5, the American player rolls a 2 + 5 = 7. 7 is greater than its Morale of 6 and it, too, is Shaken.

• Shaken PO or PPO (external) passengers must immediately disembark; they are placed under a Moved marker; and this action has an "implied" MP-cost of 2, if the enemy wishes to perform any Op Fire on them. Place the Shaken paras in the hex; they can share the Moved marker with the M10. Place a Fired marker on the German Squad in hex H3 (to keep counter clutter down, they can share the Fired marker with the adjacent Pz IV).

The American impulse is over (see Figure 13).

Figure 13: All Shook Up

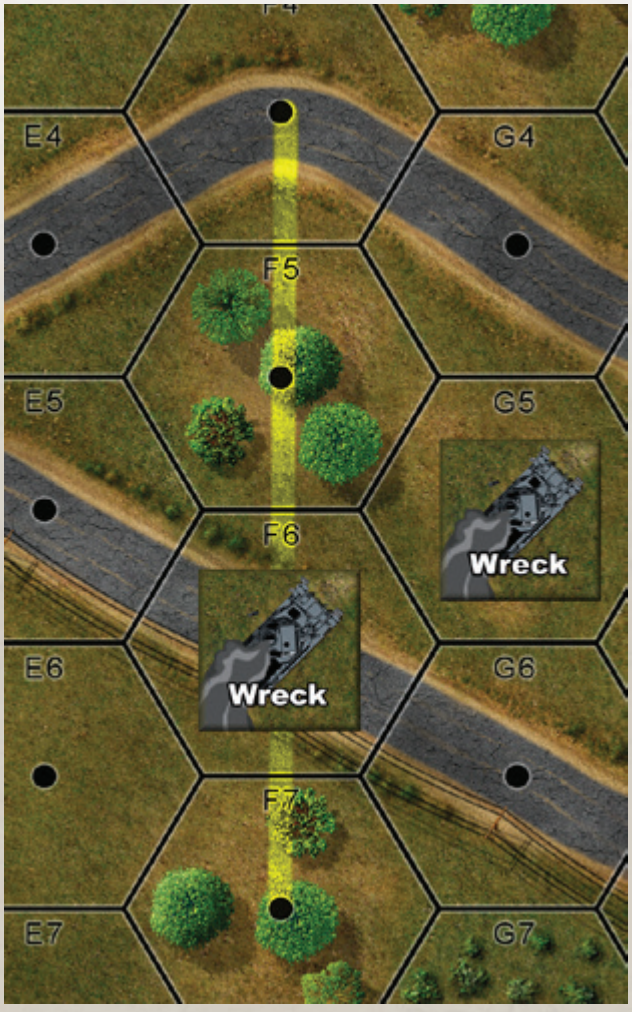
German Impulse: The Germans are hanging tough, but they need to get some infantry forward. Sgt. Darius's tank is a concern, but both panzers and the 75 mm ATG WT are still in Good Order and can deal with the Sherman on the next turn. The German player activates the SdKfz 251 (with passengers: 1-6-4 Squad and Lt. Koch) in hex H2. Lt. Koch is a passenger and part of the vehicle, and he's not an Armor Leader, so he cannot activate the adjacent hex, I1, which also contains a SdKfz 251 and a non-passenger Squad.

» The German player moves the SdKfz 251 (MF of 11) in H2 and moves it to hex G2, a Clear hex, paying 1 MP (1 of 11). From G2 it enters hex F3, another Clear hex, paying another 1 MP (2 of 11). From F3 it enters hex F4, another Clear hex, paying another 1 MP (3 of 11). To dismount its passengers, the SdKfz 251 requires half of its MF (5.5 rounded up to 6); entering the Light Woods hex, F5, costs a T-type vehicle 4 MPs, so it cannot enter the Light Woods and dismount its passengers during this impulse. The German player decides to dismount the passengers in hex F4, paying the 6 MPs (9 of 11). Using Double-Time (6.2), Lt. Koch and the Squad have 6 MPs; they pay half of them (3 MPs) to dismount and have 3 more to use; they can enter the Light Woods in F4 at a cost of 2 MPs—

» The American player Op Fires at the dismounting Germans and the SdKfz 251 with the 2-5-4 Squad with the Bazooka in hex F7. Cpl. Medrow does not participate in the attack. The Squad can fire its IFP at either the German Leg units or the vehicle, as per 17.2: "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."

Since the SdKfz 251 is an open-top vehicle it can be Fired at with the Squad's IFP and the Bazooka. The Bazooka can be Fired at either the Leg units or the vehicle. The American player chooses to fire the Squad's IFP and the Bazooka at the SdKfz 251, though, hoping to knock it out, and deal with the Leg units by other means. The Squad's IFP and the Bazooka fire separately. Range (3 hexes) and LOS (degraded twice, by the Wreck in F6 and the Light Woods in F5) requirements have been met (see Figure 14).

Figure 14: Degraded LOS



- For the 2-5-4 Squad's IFP attack, its total FP is –1 [2 (IFP) – 1 (DFT modifier, firing at a moving vehicle) – 2 (–1 for each hex of degrading terrain hindering the LOS) = –1]. The American player rolls 1d6 – 1. The German player rolls 1d6 + 0 (vehicle's lowest Armor Factor).

» The American player rolls a 5 – 1 = 4.

» The German player rolls a 2 + 0 = 2.

- Since the American player's result (4) is greater than the German player's result (2), the German player must conduct a Damage Check 2 (4 – 2 = 2) for the SdKfz 251.
- For the DC2, the German player rolls 1d6 + 2 vs. the SdKfz 251's Morale (6) and checks the Armored Vehicle column on the DCT.

» The German player rolls a 5 + 2 = 7. The vehicle is Shaken, as small-arms fire sends the driver and machine-gunners ducking for cover. Place a Shaken marker on it.

-

Now the Squad fires its Bazooka. At a range of 3 hexes, the to-hit # is 7. OFT modifiers total +3 (+1 for each of the two intervening degrading terrain hexes and +1 because the target is moving). The American player needs to roll less than or equal to 7 with 2d6 + 3, or less than or equal to 4with 2d6.

» The American player rolls a 3 and a 1, for a 4 + 3 = 7—a hit! The SdKfz 251 has no turret so we don't need to worry about hull or turret. The round slams into the front of the half-track.

- The American player rolls 1d6 + 3 (Bazooka's penetration value at range 3) and the German player rolls 1d6 + 1 (frontal Armor Factor).

» The American player rolls a 1 + 3 = 4.

» The German player rolls a 5 + 1 = 6.

• Since the German player's MAV (6) is greater than the American player's MPV (4), the Bazooka round does not penetrate the half-track, but the vehicle must take a Morale Check, subtracting the difference between the MAV and the MPV (6 – 4 = 2) from the result. The SdKfz 251 has a Morale of 6.

» The German player rolls a 5 + 6 – 2 = 9. The vehicle is Shaken—but because it is already Shaken from the Squad's small-arms fire, the vehicle is Abandoned.

• Place an Abandoned marker on the vehicle and a Shaken Crew under a Moved marker in the hex. Place a Fired marker on the Squad of paras in hex F7. Lt. Koch and the German Squad can now finish their impulse.

» Lt. Koch and the Squad enter hex F5, spending 2 MPs (5 of 6), and end their impulse. Place a Moved marker on them; they can share a Moved marker with the Shaken Crew in F4 (see Figure 15). The German impulse is over.

Figure 15: Rough Ride

American Impulse: The Map is congested with action and destruction. The American player still has some units to activate.

» The American player activates hex C6. The Jeep has passengers: Lt. Michael and a 1-4-4 Half-Squad with a Satchel Charge. The Jeep spends half of its MF (10 MPs of its 20R MF) to dismount Lt. Michael and the Half-Squad, and then it pivots, moves, entering hex D7, and pivots once more, facing the D6/E6 vertex, spending 3 more MPs (13 of 20), ending its impulse under a Moved marker, poised to provide fire support with its MG on the next turn.

» Lt. Michael and the 1-4-4 Half-Squad dismounted using Double-Time movement, spending 3 MPs (of MF of 6) to hop off the Jeep.

From hex C6 they enter the LC Building in hex D6, paying 2 MPs (5 of 6), and from there they intend to spend their remaining MP to attempt to Close Assault (17.1) the Pz IV in hex D5.

To perform a Close Assault, the following conditions must be met:

- Only MMCs (but not Weapon Teams), Heroes and Leaders (with an eligible anti-tank SW) can perform a Close Assault; but Leaders without a SW still have a role to play: Check.
- The MMCs/SMCs attempting to do so must have the MPs to enter the vehicle's hex: Check.
- There can be no Melee-eligible enemy units in the vehicle's hex: Check. Non-Melee-eligible units do not prevent a Close Assault.
- No Good Order passengers can be riding outside/on the vehicle: Check.
- The vehicle can be in Good Order or Shaken: Check.
- Units cannot use Low Crawl or Assault Move to enter a Close Assault: Check.
- Units cannot use Assault Fire and then move to enter a Close Assault: Check.

If the above conditions are met, the MMCs/SMCs attempting to enter the Close Assault must pass a pre-assault Morale Check. Two is subtracted (–2) from the die-roll if the units are attempting to enter the Close Assault from a hex with a +TM. Hex D6 is a LC Building hex with a TM of +3. Leaders check first, and if they pass, their LM is also subtracted from any MMCs' Morale Checks.

- Lt. Michael checks first. The American player needs to roll less than or equal to 7 (his Morale) with 2d6 – 2.

» The American player rolls a 3 and 4, for a 7 – 2 = 5, which is less than or equal to 7; and he passes.

- For the Half-Squad, the American player needs to roll less than or equal to 6 (Morale) with 2d6 – 3 (– 2 for TM, – 1 for LM).

» The American player rolls a 6 and a 1, for a 7 – 3 = 4, which is less than or equal to 6; and he passes.

- If they had failed, they would remain in hex D6 under a Moved marker. If the Half-Squad had failed, Lt. Michael would not perform a Close Assault as he has no eligible anti-tank SW. A Satchel Charge is an eligible anti-tank SW, but the Half-Squad possesses it. Anti-tank SWs include any SW with an HE-equivalent, Flamethrowers, Satchel Charges and Molotov Cocktails (1.6.7).
- They've passed their pre-assault Morale Checks, now they conduct the Close Assault. The intrepid paras are moved into the vehicle's hex; there is no Op Fire. Now, each MMC (if there were more than one) individually Close Assaults the vehicle. The Leader can only add his LM to ONE Close Assault—but, again, this only comes into play when there is more than one MMC or Hero involved. The Close Assault is performed much like other opposed die-rolls we've been conducting. The 1-4-4 Half-Squad is using the Satchel Charge SW, so it forfeits its IFP—which is fine considering the Satchel Charge's FP is 6. The American player rolls 1d6 + 7 [6 (FP of Satchel Charge) + 1 (Lt. Michael's LM) = 7]. The German player rolls 1d6 + 2 (Pz IV's lowest Armor Factor).

» The American player rolls a 2 + 7 = 9.

» The German player rolls a 5 + 2 = 7.

• KABOOM! Since the American player's result (9) is greater than the German player's result (7), the vehicle is DESTROYED. There is no Damage Check. The Pz IV is removed from the Map, replaced with a Wreck marker—there's no roll for Crew survival—and the Half-Squad and Lt. Michael remain in the hex under a Melee marker. The Satchel Charge—a single-use SW—is removed from the Map, too (see Figure 16). The American impulse is over.

Figure 16: Post-Close Assault

Author's Note: *If the Americans had failed to destroy the Pz IV they would have returned to hex D6 under a Moved marker. If the vehicle had "inside" passengers, they would have been eliminated, too. If the hex contained two vehicles, the Close Assaulting units would need to go through the process twice, including taking a second pre-Close Assault Morale Check. Some units could pass for one Close Assault and fail for the other.*

German Impulse: The Germans have one more hex to activate. Feeling like the tide has shifted in the American's favor, the German player needs to make something happen.

» The German player activates hex I1 and the 1-6-4 Squad and the SdKfz 251. If the Map wasn't so congested, these units could engage in a Coordinated Move (6.5), during which Leg units and a vehicle move together, but they must begin and end their impulse in the same hex; they would pay the MP cost of each hex relevant to their movement type, and could Assault Move or Assault Fire, if eligible. This is done primarily to give advancing Leg units cover in the open. Here, the German player's units are in full contact, and he decides to move the 1-6-4 Squad toward Sgt. Darius's tank, in a Close Assault attempt of his own. The Squad moves H2 – G2 – F3, paying 1 MP each (3 of its MF of 4).

• To enter Sgt. Darius's hex for the Close Assault the Squad needs to pass a pre-Assault Morale Check. The German player needs to roll less than or equal to 5 with 2d6.

» The German player rolls a 2 and 5, for a total of 7, which is greater than or equal to 5; it fails the check and remains in hex F3 under a Moved marker.

» The German player Assault Moves the SdKfz 251 up to hex G2 and makes a (low-percentage) direct-fire attack with its MG at the American Jeep in hex D7.

Range (6 hexes) and LOS requirements (through 1 degrading-terrain hex) are met. A vehicle's 2-FP MG has a range of 10 hexes.

- For the attack, the German player rolls 1d6 – 2 [2 (FP) – 2 (DFT modifier for firing after Assault Move) – 1 (DFT modifier for one hex of degrading terrain in LOS—the Abandoned vehicle in hex F4) – 1 (DFT modifier for firing on vehicle marked Moved) = –2]. The American player rolls 1d6 + 0 (the Jeep is unarmored and has no Armor Factors).

» The German player rolls a 4 – 2 = 2.

» The American player rolls a 3 + 0 = 3.

- Since the German player's result (2) is less than the American player's result (3), the attack has no effect. The SdKfz 251 is marked with Assault Move and Fired markers (see Figure 17). The German impulse is over.

American Impulse: The American player still has his 60 mm Mortar WT and Cpl. Medrow, who can call-in Off-board Artillery, left to activate.

» The American player activates Cpl. Medrow, in hex F7. Using his Leadership Range, he activates the Mortar WT in hex F8, too. He fires the Mortar WT first, at hex F5.

- Hex F5, Light Woods, is spotted because Lt. Koch and the 1-6-4 Squad are under a Moved marker. Hex F7, Light Woods, and hex F6 (Road with a Wreck) degrade the LOS, but since it's a Mortar these two degrading hexes do NOT affect its FP. The 60 mm Mortar WT has a FP of 2 and a range of 2–30 hexes, so range and LOS requirements are met. To conduct an onboard Mortar attack (18.1), roll 2d6, choose the higher of the two dice and add it to its FP (2). The German player rolls 1d6 + 1 (TM of the Light Woods in F5).

» The American player rolls a 6 and 4, takes the 6 + 2 = 8.

» The German player rolls a 3 + 1 = 4.

- Since the American player's result (8) is greater than the German player's result (4), the German units must undergo a Damage Check 4 (8 – 4 = 4).

- For the DC4, Lt. Koch rolls first. The German player rolls 1d6 + 4 vs. Lt. Koch's Morale (7).

» He rolls a 3 + 4 = 7, which equals Lt. Koch's Morale, thus he is unharmed, and his LM of 1 makes the DC4 a DC3 for the Squad.

- For the 1-6-4-5's DC3, the German player rolls 1d6 + 3 vs. the Squad's Morale (5).

» He rolls a 2 + 3 = 5, which equals the Squad's Morale, and it, too, is unharmed by the Mortar attack. Place a Fired marker on the Mortar WT and a Fire For Effect (FFE) marker on hex F5. Any unit that enters hex F5 during this turn is subject to a Mortar attack (Lt. Koch and the Squad already there are not subject to any subsequent attacks).

» Cpl. Medrow now calls-in the Off-board Artillery (OBA) Fire Mission the Americans have.

-

To call-in OBA, a Good Order friendly Leader, Scout or Advisor uses an impulse to place a Spotting Round marker on any hex in his LOS. The hex doesn't have to be spotted. The LOS can be degraded by two hexes but it cannot be blocked. Cpl. Medrow places the Spotting Round marker on

Figure 17: Late Maneuvers

hex H4, a Brush hex occupied by the German Squad in the Bunker. LOS to the hex is degraded by the Wreck in hex G5. Next, the American player rolls 2d6, a **white** die and **colored** die.

» The American player rolls a 3 (**white** die) and a 3 (**colored** die).

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

This is how far the Spotting Round impacts (scatters) from the desired hex.

- Since the result of the **white** die was a 3, we add 1 (degrading terrain), to get 4; Cpl. Medrow has an LM of 0, so we take the 4, divide it by 2 (4/2 = 2), and the scatter result is 2 hexes.

  Now we figure out the direction, or drift, of the scatter.

- 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.

  The result of the **colored** die was 3, i.e., approximately southeast, and we count 2 hexes in that direction from the Spotting Round hex (H4): I4 and J5. The Spotting Round is moved to hex J5.

- Hex J5 is in Cpl. Medrow's LOS (if it wasn't, the Fire Mission would be aborted and he'd be marked Ops Complete), and he can now adjust the Spotting Round one hex within his LOS or abort the Mission. OBA affects/attacks the hex it is in and the six adjacent hexes, and it attacks enemy and friendly units. Cpl. Medrow does not want to call-in OBA on the friendly units in hex I5, so he adjusts the Spotting Round north one hex, to hex J4. The Spotting Round marker is replaced by a Fire For Effect marker, and the FFE marker attacks all 7 hexes (J4 and the six adjacent) with the FP listed in the Order of Battle (5 FP).

- Only one hex, I3, contains enemy units. The Pz IV in I3 is an armored vehicle, and armored vehicles are attacked by OBA (and Mortars) whether they are open or buttoned.

  The attack is conducted as per 17.4 and 17.2, or small-arms against armored vehicles, with an opposed die-roll. The American player rolls 1d6 + 5 (FP of OBA). The German player rolls 1d6 + 2 (Pz IV's lowest Armor Factor).

  » The American player rolls a 2 + 5 = 7.

  » The German player rolls a 5 + 2 = 7.

- Since the results are equal, the OBA attack has no effect on the Pz IV. Cpl. Medrow is marked Ops Complete, and the FFE marker remains in hex J4 (see Figure 18). Any unit (enemy or friendly) that enters the FFE marker's hex or its six adjacent hexes, for the duration of the turn, is attacked by the OBA. This is different from the FFE marker placed by the Mortar WT, which only affects the target hex. The American player's impulse is over.

- With no other units left on either side to activate, the Operations Phase is over, as is this Training Situation. A lot of carnage occurred. Both sides inflicted losses on the other. But the focus here was on the gameplay mechanics and the concepts.

Author's Note: *During the Training Situation we used or referenced all or portions of the following rules:* ***1.1, 1.1.1, 1.3, 1.5, 1.5.1, 1.6, 1.6.1, 1.6.3, 1.6.4, 1.7, 1.7.1, 1.9, 4.0, 4.1, 5.0, 5.1, 6.0, 6.1, 6.2, 6.5, 10.1, 10.1.1, 10.3, 10.3.2, 11.1, 11.1.1, 11.1.2, 11.1.3, 14.0, 14.1, 14.1.1, 14.1.3, 14.3, 15.0, 15.0.1, 15.1, 15.1.1, 15.2, 15.3, 15.4, 16.1, 16.2, 16.4, 17.1, 17.2, 17.3, 17.4, 18.1, 18.2, 21.1, 21.2, 21.3, 21.3.1*** *and* ***21.4****.*

We covered a lot of rules, but they are the rules you will use every time you play a **LnLT** scenario that features vehicles and other ordnance-firing units. You know about vehicles and how to fire ordnance.

Figure 18: Fire For Effect

You know how to conduct Overruns and Close Assaults, and how to fire Mortars and call-in OBA. Combined with the information learned from reading the Infantry Gameplay Narrative, you have completed Basic Training and are ready to play **LnLT**. The *v5.1* rules are set up in a reference style with all sections and sub-sections listed in the Table of Contents. There's also an Index. There's always more to learn, more to know. You can read the rules cover to cover or consult them as needed. A lot of the rules' girth is due to low-percentage and rare-case situations that come up and require explanation. Don't obsess over them. In the end, it's a game. Enjoy yourself, and have fun!

Dedication

Change is always inevitable and in war games it is no different. I have been given the task of replacing Jeff Lewis as Lead Developer for the Lock and Load Tactical system. Jeff has decided to move onto other projects and we must thank him for the long hours and hard work he put into the system. We are in his debt. There are others we must also give special thanks too.

Stephane Tanguay: Without Stéphane's eagle eye and attention to details on a level I have rarely seen in my life-a massive bulk of credits for the v5.1 rules must be given to this man. It is his hard work in identifying most of the clarifications and corrections needed and then keeping David and myself up to date with changes to the changes we made that brought this project to life.

Ralph Ferrari: His work on play testing and development can not be understated. His input and advice kept David and myself honest with what we were trying to do with the v5.1 rules. He, too, is committed to "get things right".

We would also like to extend our gratitude to "Wild" Bill Wilder. It is with heavy heart that we mention of his passing peacefully in his home in August of 2020. Wild Bills work in the war gaming community and his scenario designs have touched many of us with his prolific designs and his influence is felt to this day. A well respected member of the 'Old Guard'-his presence will be missed.

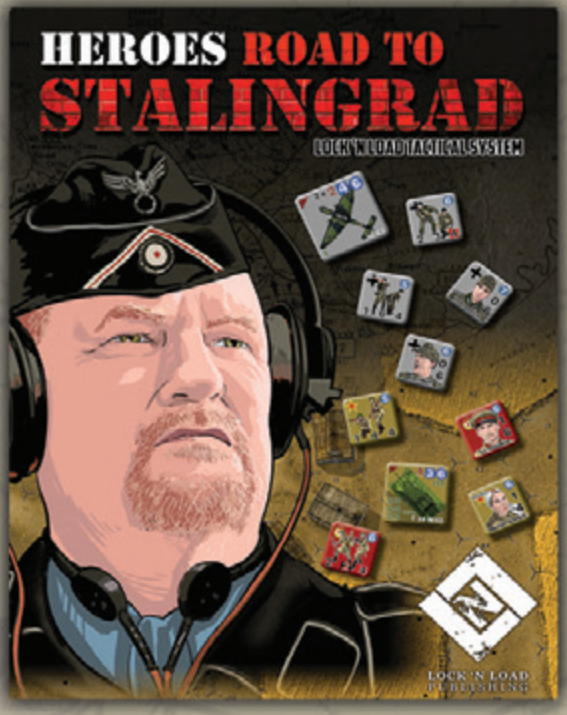
On a personal note I would love to extend my deepest love and personal thanks to my folks who made me the man I am today and brought me to this point. And to my wife who is a bit of a gamer herself and understands the long hours and eccentric habits and moods of a gamer.

Devin Heinle
Sept 2020

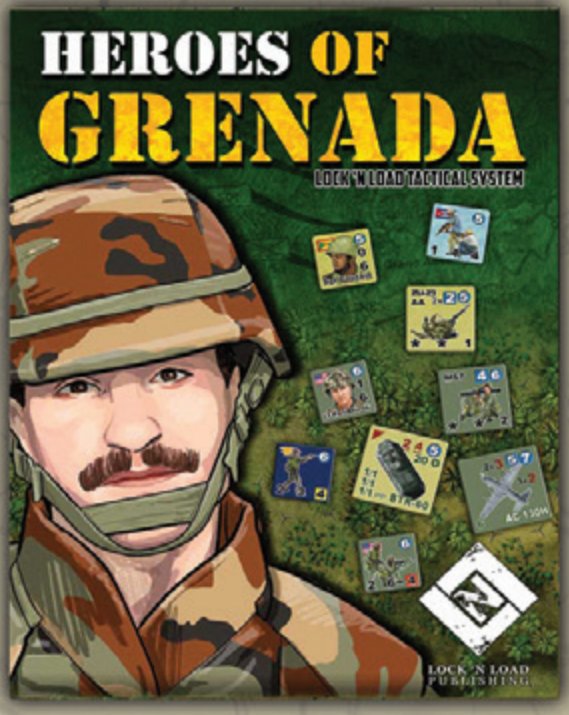
LOCK 'N LOAD TACTICAL EXPANSIONS READY TO DEPLOY:

A FEAT OF ARMS

WE STAND ALONE: THE BATTLES OF EASY COMPANY



HEROES: ROAD TO STALINGRAD



HEROES OF GRENADA

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DIRECT FIRE SUMMARY (5.0)

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

DAMAGE CHECK CALCULATION TABLE (5.0, 14.1, 18.1, 18.2)

ATTACKER MODIFIED RESULT	DEFENDER MODIFIED RESULT										
	1	2	3	4	5	6	7	8	9	10	11
1	-	-	-	-	-	-	-	-	-	-	-
2	DC+1	-	-	-	-	-	-	-	-	-	-
3	DC+2	DC+1	-	-	-	-	-	-	-	-	-
4	DC+3	DC+2	DC+1	-	-	-	-	-	-	-	-
5	DC+4	DC+3	DC+2	DC+1	-	-	-	-	-	-	-
6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-	-	-	-	-
7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-	-	-	-
8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-	-	-
9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-	-
10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-
11	DC+10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-
12	DC+11	DC+10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1
13	DC+12	DC+11	DC+10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2
14	DC+13	DC+12	DC+11	DC+10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3

(-) No Effect

(DC) Damage Check Required

(+#) Damage Check Dice-Roll Modifier

OVERRUN (15.3)

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

CLOSE ASSAULT (17.1)

Each unit must pass Morale Check. MMC/Hero rolls 1d6 + IFP + HE (SW) or Satchel Charge FP + Leader's LM (Leader can only affect one attack per stack). Vehicle rolls 1d6 + lowest Armor Factor. If attacker's modified die-roll is greater than the defender's modified die-roll, the vehicle is destroyed.

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DAMAGE CHECK TABLE (DCT) (5.0, 14.1, 18.2)

Die Roll vs Morale	Good Order MMC	Shaken MMC	Good Order SMC (not a Hero)	Hero or Shaken SMC	Armored Vehicle - Armor Leader	Unarmored Vehicle	Helicopter
Die Roll less than or equal to Morale	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
Die Roll greater than Morale and less than 2x Morale	Shaken	Casualties	Shaken	Wounded	Shaken	Shaken	Damaged
Die Roll greater than or equal to 2x Morale and less than 3x Morale	Casualties	Casualties	Wounded	Wounded	Shaken	Destroyed	Destroyed
Die Roll greater than or equal to 3x Morale	Eliminated	Eliminated	Eliminated	Eliminated	Abandoned	Destroyed	Destroyed

Shaken: A Shaken unit flips its counter to the Shaken side (*Exception: Most vehicles are marked with a Shaken marker, but if the vehicle has a Shaken side, flip it.*). A Shaken unit can return to Good Order by passing a rally attempt DR (2d6) in an ensuing Rally phase. All vehicles can Self-Rally. Shaken units cannot fire their Inherent Firepower (IFP) or Support Weapons. Shaken units cannot advance toward an enemy unit in their Line of Sight. If engaged in Melee, and there are no other Melee-eligible friendly units in the hex, they are automatically eliminated (Some National Characteristics make this an exception. See Module Specific Rules for details.) **Note:** Vehicles do not melee.

Shaken leaders cannot rally troops, but can attempt to rally themselves. Shaken leaders cannot use their LM for any function. Shaken medics/Corpsmen cannot heal soldiers (or themselves). Shaken snipers cannot snipe, but can self-rally. Heroes never shake. Shaken vehicles must button, halve their MF rounded down, and cannot fire any of their weapons. Shaken vehicles receiving another shaken result are abandoned.

Abandoned: Vehicles are just that: abandoned. Place an Abandoned marker on the vehicle. It cannot move or fire for the remainder of the scenario... no one wants to climb into a target. Place a Shaken Crew underneath the vehicle and mark it Moved. Passengers of Abandoned vehicles disembark and make a Morale check. Mark disembarking units with a Moved marker.

Damaged: Damaged helicopters must immediately exit the board. They may not unload passengers or fire.

Destroyed: Destroyed vehicles/helicopters are replaced with a wreck counter. Both Crews and passengers must take a Bailout check (16.1.1). Passengers must first make a DC check before their Bailout check. Destroyed helicopters crash. Roll 2d6 to determine the direction from the hex in which it was engaged the chopper crashed. Use one die to determine direction. A die roll of one is due north, two is northeast, etc. Halve the number on the second die (rounding fractions up). This gives the number of hexes from the engagement hex that the helicopter crashes. Place a crash or wreck marker in this hex. All units present in the crash hex are attacked by a 6 Firepower attack. This attack is resolved as per normal procedure (Example: the 6 Firepower is added to a die roll, etc.).

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

Wounded: Unit must stop movement. Flip the SMC to Shaken side and mark it with a Wounded marker. (Exception: Hero is flipped to its Wounded side.) Wounded Leaders have their Morale, Leadership modifier and Leadership range decreased by one (11.1.2). SMCs under a Wounded marker who are Wounded again are eliminated. Medics can heal wounded SMCs.

Hero Creation: There is a chance that a Hero is created during play whenever a one (1) is rolled during a Squad or Half-Squad's Damage Check caused by enemy fire. Roll the die again. If an even number is rolled, a Hero is created in the hex (Exception: See Module Specific Rules some Nationalities excluded). Randomly pick a Hero and a Skill Counter (11.2).

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DIRECT FIRE TABLE (DFT) DIE ROLL MODIFICATIONS (5.0)

Circumstances	Modification
Leadership Modifier (5.0.1, 11.1.3)	+ LM
Per Degrading Terrain hex through which the LOS passes (maximum of two - a third Degrading hex blocks LOS) (10.3)	-1
Passenger on (not in) non-moving vehicle (16.2.1), per unit	-1
Firing out of a hex containing smoke (7.0) except if equipped Thermal Imaging System (20.1.5)	-1
Vehicle mounted MG firing after vehicle pivots in hex without moving to new hex.	-1
Turreted weapon firing outside covered arc. Did the turret pivot in order to bring its gun to bear on the target? (15.1.1)	-2
Vehicle mounted MG firing after Assault Movement (15.2) or using Assault Fire (15.2.1)	-2
Firing during night (20.1) at a unit marked Fired that is not within two hexes (or within six hexes if equipped with Thermal Imaging System (20.1.5)) or not illuminated by a Star Shell (20.2)	-3
Attacking unit is Helicopter in Flying Mode (19.2.1)	-2
Tracing LOS between two buildings (bamboo, wooden, etc.) located in two separate and adjacent hexes (10.3.2)	-2
Eligible attacking units marked with an Ops Complete marker, per unit (4.1)	-1
Attacking units using H&R movement (6.7)	-2
Skill-related modifiers (12.0)	see skills description
Eligible leg units firing after Assault Movement (6.1) or Stealth Assault Movement (6.4.1) (scout excepted (11.6)) or using Assault Fire (6.1.1) or Stealth Assault Fire (6.4.2) (exception: Scout (11.6))	+2

Target	Modification
Unit is adjacent / attacked by adjacent unit with "A" superscript above FP (5.6)	+2/+3
Firing at a unit with Ordnance SW allowed to fire from Buildings but not from Bunkers or Caves, in a building and marked Fired	+1
Non-vehicle unit marked with Moved (6.0) or Assault Move (6.1) marker or currently moving (not Low Crawl (6.3) / Stealth (6.4))	+1
A Mounted Unit (6.6) NOT marked with Moved, Assault Move (6.1), Hit & Run marker (6.7) or currently moving.	+1
A Rubber Boat on a River hex. (23.3.1)	+1
Vehicle or Mounted Unit (6.6) marked with Moved (6.0) or Assault Move (6.1), Hit & Run (6.7), or currently moving or is a helicopter in Hover mode (19.2.1)	-1
Helicopter in Flying Mode (19.2.1)	-2
Armored vehicle attacked by small arms (17.2), Mortar WT/Off-Board artillery (17.3) or vehicle/helicopter MG.	+ lowest AV
Helicopter attacked by small-arms or vehicle MG (19.2.8)	+ AF
Defending unit's Die Roll Modifications (Per Target Terrain) (5.0) - Max TM is +4 (+8 for Snipers) (5.5)	+TM (see TEC)

Note: Modifiers are per stack, not per unit, unless otherwise specified

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ORDNANCE FIRE TABLE (OFT) DIE ROLL MODIFICATIONS (14.1)

Firing Weapon	Modification
Leader (11.1.3) or Armor Leader (11.5) Leadership Modifier	- LM
Vehicle is Open (15.0.1)	-1
Turreted weapon firing outside covered arc. Did the turret pivot in order to bring its gun to bear on the target? (15.1.1)	+1
Fired by eligible MMC/SMC after Assault Movement (6.1) or Stealth Assault Movement (6.4.1) (exception Scout (11.6)) or using Assault Fire (6.1.1) or Stealth Assault Fire (6.4.2) (exception Scout (11.6))	+1
Per Degrading Terrain hex through which the LOS passes (maximum of two - a third Degrading hex blocks LOS) (10.3)	+1
SMC firing Support Weapon (1.6).	+1
Any unit firing out of a hex containing a Smoke Marker (7.0). (exception: Thermal Imaging System (10.1.2)	+1
Weapon Team (1.7.1) or vehicle pivoting chassis to fire outside covered arc, and not moving to a new hex.	+1
Mounted on a vehicle using Assault Movement (15.2) or using Assault Fire (15.2.1) / Vehicle using Modern Vehicle Assault Movement (15.2.2).	+2/+1
Helicopter in Flying Mode (19.2.1)	+2
Firing during night (20.1) at a unit marked Fired that is not within two hexes or not illuminated by a Star Shell (20.2) *Exception*: TIS units can fire up to 6 hexes without penalty, and only at a +1 penalty beyond 6 hexes. (20.1.5)	+3
Tracing LOS between two buildings (bamboo, wooden, etc.) located in two separate and adjacent hexes (10.3.2)	+2
Vehicle, Helicopter or eligible MMC marked with an Ops Complete marker (4.1)/ Modern Vehicle marked with an Ops complete marker (15.2.2).	+2/+1

Target	Modification
Marked with a Moved (6.0), Assault Move (6.1) or Hit and Run (6.7) marker or currently moving.	+1
Target unit is located in an adjacent hex to firing unit.	-2
In Terrain with a positive TM - See TEC - Max TM is +4 (+8 for Snipers) (5.5).	+ TM
Helicopter in Hovering Mode (19.2.1)	+1
Helicopter In Flying Mode (19.2.1)	+2
Fixed-wing aircraft (19.1.1)	+2
Units in a Rubber Boat on a River hex.	+1
Mounted Unit (6.6) NOT marked with Moved (6.0), Assault Move (6.1), or Hit and Run Marker (6.7) or currently moving.	+1
Optional Vehicle Size and Optional Speed OFT DRMS (15.6).	See Turn Track PAC
Acquisition marker (14.3)	+1 or +2
Unit with Ordnance SW allowed to fire from Buildings but not from Bunkers or Caves, in a building and marked Fired	-1

Note: Some modules have squares instead of hexes, in this case, replace references to hex(es) with square(s).

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WEAPONS AMMO AND TARGETS 1

SMALL-ARMS VS INFANTRY • Target must be spotted and within weapon's range (5.0)

Attacker: Rolls 1d6 + Firepower + DCT Modifiers (a Sniper or Marksman rolls 2d6)

Defender: Rolls 1d6 + Terrain Modifier (a lone Sniper's TM is doubled except from Artillery / Sniper)

- If Attacker's roll is greater than the Defender's roll, all targeted units in the hex must take a Damage Check (DC)

Damage Check (on DCT)

- 1d6 + (the difference of die-rolls) vs Morale (DRM: - Leadership Modifier (LM)) A Hero is created from a Squad or Half-squad when a '1' is rolled, followed by an even die-roll

SMALL-ARMS VS VEHICLES & HELICOPTERS • Targeting specific vehicle (17.2), (19.2.8)

Attacker: Rolls 1d6 + Firepower + DFT Modifiers (small-arms range is halved against helicopters)

Defender: Rolls 1d6 + Terrain Modifier (maximum of 4) + lowest armor value (if any). No TM for Helicopters.

- If Attacker's roll is greater than the Defender's roll, targeted unit must take a Damage Check:
  - Unarmored vehicle / helicopter: DC applied to targeted vehicle / Helicopter and any passengers
  - Armored vehicle: DC applied to targeted vehicle (only if Open), any passengers of an open-topped vehicle, and any outside passengers.
  - Passengers Shaken while riding outside on (PPO/PO) vehicles must dismount (place Moved marker) others may disembark.

MORTAR WT, ARTILLERY (OFF-BOARD) AND AIRCRAFT (18.1), (18.2), (19.1)

Air Support attacks a number of hexes with cannon (FP) and/or bombs (HE-equivalent)

- Aircraft uses FP and HE normally against legs units and as a Penetration Value against vehicles.

Target rolls 1d6 + lowest armor value. Air Support does not roll 'to hit'

Artillery spotter (Leader / Scout / Advisor) first places Spotting Round (in LOS, unblocked), rolls 2d6 for drift. White die is the distance (1d6 + degrading, - LM) halved – round up; Colored die is direction (1 = North). If result still in LOS, spotter can shift the marker 1 hex (in LOS), place FFE marker.

Attacker: Rolls 1d6 (Mortar WTs best of 2d6) + FP or HE-equivalent + DFT Modifiers only against legs units; (LM does not apply)

Defender: Rolls 1d6 + Terrain Modifier (not from Walls or Hills) + lowest armor value (if any)

- If Attacker's roll is greater than the Defender's roll, **all** (open, buttoned, all levels) units in the hex must take a DC

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WEAPONS AMMO AND TARGETS 2

ORDNANCE (TO-HIT) • must first hit its target (less than or equal to the 'to-hit' number at range to target) (14.1)

Attacker: Rolls 2d6 + OFT Modifiers (2 is always a hit, 12 is always a miss)

Aircraft/Helicopters are considered one level above the hex they occupy and therefore do NOT receive its Terrain Modifier. Only guided anti- aircraft (AA) weapons (blue to-hit tables) can attack flying helicopters and air support.

Passengers riding on a vehicle that fires or is hit must dismount (Moved) and take a Morale Check

A hit from an even dice roll (2d6) that is greater than 2 hits a tank's turret (if none, it hits the hull).

ATGM-firing unit can be Op-Fired upon before resolving its attacks (any DC causes a miss)
If colored die is less than the firing unit's boxed ATGM Depletion Number, can no longer fire (ATGM Expended)

If the target is not destroyed, place Target Acquisition markers (and the target remains spotted)

Bail-out. Roll 1d6: 1 = Crew Survives Good Order, 2-6 = Eliminate. Passengers: even = Shaken, odd = eliminated

ORDNANCE VS ARMORED VEHICLE AND AIRCRAFT (14.1) (19.1.1)

Attacker: Rolls 1d6 + penetration value at range to target (- 4 firing HEAT ammo vs. **red** armor factors)

Target: Rolls 1d6 + target's armor thickness value (from front, side or rear impact angle)

An Attacker's roll of '1' against a Target's roll of '6' is a dud, '6 vs 1' is catastrophic (target destroyed).

Aircraft/Helicopters are considered one level above the hex they occupy and therefore do NOT receive its Terrain Modifier. Only guided anti- aircraft (AA) weapons (blue to-hit tables) can attack flying helicopters and air support.

- If Attacker's roll greater than the Target's roll, target destroyed (Crew/passenger Bail-out - aircraft crash 6-FP attack)
- If Attacker's roll is = Target's roll, vehicle takes a Morale Check (MC)/Damaged aircraft abort. If MC fails, Crew abandons vehicle, is shaken and placed under a Moved marker. If MC passes, vehicle is Shaken
- If Attacker's roll is less than the Target's roll, the target takes a MC - (the difference of die-rolls). If MC fails, vehicle is Shaken/Damaged Aircraft abort; If MC passes, the impact has no effect

ORDNANCE VS INFANTRY / WEAPON TEAMS • if hit, both players roll 1d6 (14.1)

Attacker: Rolls 1d6 + HE-equivalent
HEAT ammo (**red to-hit table or H on back**): -1 to HE if infantry target is not in a Building or Bunker.

Target: Rolls 1d6 (once hit, no TMs or LMs apply)

- If Attacker's roll is greater than the Defender's roll, all targeted units in the hex must take a Damage Check.

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MELEE SUMMARY (8.0)

1. Odds: Attacker IFP + eligible SWs vs Defender IFP + eligible SWs.
2. Roll 2d6, add Leadership, resolve, but before casualties removed, defender counterattacks.
3. Hero shifts odds 1 column right when attacking
4. M superscript add +1 to units FP

MELEE ODDS RATIO TABLE

DEFENDING FIRE POWER \ ATTACKING FIRE POWER	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	1-1	2-1	3-1	4-1	5-1	5-1	5-1	5-1	5-1	5-1	5-1	5-1	5-1	5-1
2	1-2	1-1	3-2	2-1	3-1	3-1	4-1	4-1	5-1	5-1	5-1	5-1	5-1	5-1
3	1-3	2-3	1-1	3-2	2-1	2-1	3-1	3-1	3-1	4-1	4-1	4-1	5-1	5-1
4	1-3	1-2	1-1	1-1	3-2	3-2	2-1	2-1	3-1	3-1	3-1	3-1	4-1	4-1
5	1-3	1-2	2-3	1-1	1-1	3-2	3-2	2-1	2-1	2-1	3-1	3-1	3-1	3-1
6	1-3	1-3	1-2	2-3	1-1	1-1	3-2	3-2	3-2	2-1	2-1	2-1	3-1	3-1
7	1-3	1-3	1-2	2-3	1-1	1-1	1-1	3-2	3-2	3-2	2-1	2-1	2-1	2-1
8	1-3	1-3	1-2	1-2	2-3	1-1	1-1	1-1	3-2	3-2	3-2	3-2	2-1	2-1
9	1-3	1-3	1-3	1-2	2-3	2-3	1-1	1-1	1-1	3-2	3-2	3-2	3-2	2-1
10	1-3	1-3	1-3	1-2	1-2	2-3	1-1	1-1	1-1	1-1	3-2	3-2	3-2	3-2
11	1-3	1-3	1-3	1-2	1-2	2-3	2-3	1-1	1-1	1-1	1-1	3-2	3-2	3-2
12	1-3	1-3	1-3	1-3	1-2	1-2	2-3	2-3	1-1	1-1	1-1	1-1	3-2	3-2
13	1-3	1-3	1-3	1-3	1-2	1-2	2-3	2-3	1-1	1-1	1-1	1-1	1-1	3-2
14	1-3	1-3	1-3	1-3	1-2	1-2	1-2	2-3	2-3	1-1	1-1	1-1	1-1	1-1

MELEE SUCCESS PROBABILITY TABLE

	1-3	1-2	2-3	1-1	3-2	2-1	3-1	4-1	5-1
Dice Roll (Kill Number)	11	10	9	8	7	6	5	4	3

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

Note: Odds less than 1-3 are resolved as 1-3 Odds, greater than 5-1 Odds are resolved as 5-1 Odds.

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OFF BOARD ARTILLERY SUMMARY

OFF BOARD ARTILLERY FIRE MISSION SUMMARIES (18.2)(18.2.1)

1. A friendly Leader, Scout or Advisor uses an impulse to place a Spotting Round marker on any one hex within his LOS. The hex need not be spotted.
2. Before a friendly Leader, Scout or Advisor places a Spotting Round they must decide what type of Fire Mission will be called in. This can not be changed once the Spotting round is placed. Note: If no Fire Mission is decided upon the Standard Fire Mission is chosen by default.
3. Determine Spotting Round landing location.
4. Once the Leader, Scout, or Advisor chooses to continue the Fire Mission, and the Fire For Effect Marker then conduct the Fire Mission with the following conditions for each different Fire Mission.

STANDARD FIRE MISSION

FFE and all adjacent hexes are attacked by the Artillery Mission FP.

LOOSE FIRE MISSIONS

FFE and all hexes within 2 hexes of FFE are attacked with Artillery Firepower according to the following chart based on Artillery Mission FP.

Original Artillery FP value	Loose Artillery FP value
1-2	0
3-4	1
5-6	2

CONCENTRATED FIRE MISSION

FFE hex attacked with 1.5x the Artillery Mission FP (fractions rounded up). All adjacent hexes to the FFE are attacked by ½ the Artillery Mission FP (fractions rounded down).

LINE FIRE MISSION

FFE and all hexes in direct line between the FFE markers are attacked by the Artillery Mission FP.

WALKING BARRAGE FIRE MISSION

Any unit under each FFE marker is attacked by Artillery Fire Mission FP. In the next 2 subsequent turns, before any Impulse Actions are taken, the owning player moves the FFE markers one hex in the indicated direction. Any unit under each FFE marker in the new position is attacked by Artillery Fire Mission FP.

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FATE OF CREW AND PASSENGERS TABLE (15.4) (16.1.1)

	Vehicle	Crew	Inside Passengers	Outside Passengers
Successful DFT Result	No Effect	No Effect (integral part of the vehicle)	Damage Check (if vehicle is open-topped or unarmored)	Damage Check (if shaken must disembark)
	Shaken	No Effect (integral part of the vehicle)	Damage Check (if vehicle is open-topped or unarmored)	Damage Check (if shaken must disembark)
	Abandoned	Place a Moved and Shaken Crew	Disembark, mark Moved and Morale Check	Disembark, mark Moved and Morale Check
	Destroyed	Bailout Check (16.1.1)	Damage Check, then Bailout Check (16.1.1)	Damage Check, then Bailout Check (16.1.1)
Successful OFT Result	No Effect	No Effect (integral part of the vehicle)	No Effect	Disembark, mark Moved and Morale Check
	Shaken	No Effect (integral part of the vehicle)	Morale Check	Disembark, mark Moved and Morale Check
	Abandoned	Place a Moved and Shaken Crew	Disembark, mark Moved and Morale Check	Disembark, mark Moved and Morale Check
	Destroyed	Roll 1d6: 1, place a moved GO Crew. 2-6 Do nothing	Bailout Check (16.1.1)	Bailout Check (16.1.1)
Close Assault Result	No Effect	No Effect	No Effect	n.a. (prevent close assault)
	Destroyed	Eliminated	Eliminated	n.a. (prevent close assault)

SUPPORT WEAPON PORTAGE AND USAGE (1.6)

Unit	May Carry	May Fire
Mounted Unit (Squad)	2 Support Weapons	Only motorcycle units may fire a non-ordnance SW with a FP or 2 of less (6.6.2).
Mounted Unit (Half-Squad)	1 Support Weapon	Only motorcycle units may fire a non-ordnance SW with a FP or 2 of less (6.6.2).
Squad	2 Support Weapons	1 SW + IFP or 2 SW and forfeit IFP
Half-Squad/Crew	1 Support Weapon	1 SW and forfeit IFP.
SMC	1 Support Weapon	1 SW at half SWs IFP (fractions rounded up; reduces movement by 2).

Notes:

1. Two SMCs may fire a SW at the SWs full firepower.
2. Medics (11.3), Corpsmen (11.3), Armor Leaders (11.5), Chaplain (11.8), Nurse (11.10), Marksmen (11.12) and Snipers (11.4) can't fire or carry SW.
3. The first attack with a "Captured" Support Weapon that fails to cause a Damage Check on the DCT, does not destroy the vehicle after being involved in a Close Assault or score a hit, if using the OFT, removes the Support Weapon at the conclusion of the attack.

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OPTIONAL SPEED MODIFIERS (15.6)

Targeted vehicles with the following Movement Factors (MFs) receive a speed bonus on the OFT, if marked Moved or AM. The +2 Speed Modifier INCLUDES the +1 already granted to moving vehicles on the OFT.

Vehicle Type		Die Roll Modification
T	Greater than or Equal 16	+2
O	Greater than or Equal 20	+2
R	Greater than or Equal 12 (if on road, and at least 2 MP are spent on road before shot.)	+2

PASSENGERS CAPACITY (16.1, 16.2, & 19.4)

PO & P - 1 x Half-Squad + 1 x Squad Weapon + 1 x SMC

PPO & PP = 1 x Squad + 2 x Squad Weapon + 2 x SMC

STACKING (1.3) • In a hex, each side can have up to:

- 3 Regular Squads or 2 Mounted Unit Squads (or their equivalent; see Notes)
- Two Vehicles (15.0)
- Two SMCs (1.6)

Notes:

1. One Squad is the equivalent of 2 x Half-Squads, 2 Crew, 2 x ATGM Weapon Team or 1 x (non-ATGM) WT.
2. A wreck counter is considered one vehicle for stacking purposes. Only one wreck counter is allowed in a hex.

MINES VS. VEHICLES TABLE (21.4.1)

1	No Effect
2-3	Shaken
4-5	Shaken & Immobilized
6	Destroyed (including Crew)

STREAMS AND MOVEMENT PENALTY TABLE (10.5.1)

Stream Type	Unit Type			
	L	T	O	R
1	0	0	0	0
2	+1	+2	+3	+4
3	+2	+4	+6	P
4	+4	+8	P	P
5	P	P	P	P

THERMAL IMAGING SIGHTS (TIS) (10.1.2)

Unit	Nation
Mi-24 Hind	Soviet
Scorpion	British/Belgian
Scimitar	British/Belgian
Milan WT	France/British
AML-90	France/Argentine
M1 Abrams	US
M2 Bradley	US
AH-1 Cobra	US
M901	US
AMX-30-B2	France
VAB HOT	France
P4 Milan	France
Leo 1	Belgian
Black Eagle	Soviet

* All units with TIS subtract two (-2) from their spotting attempt, even when trying to spot in their buttoned turret covered arc. A natural 6 on a spotting attempt always fails.

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OUTLINE OF PLAY 1

LnLT PAC 11

RALLY PHASE (3.0)

1. **Determine initiative**
   - Both players roll 1d6, higher roll wins; if the rolls are tied, the side with initiative last turn retains it.
2. **Each side makes rally attempts in hexes containing Shaken units and a Good Order Leader, other specific SMC; see 11.0 or a Hero. In each hex, Shaken Leaders attempt to rally first; if successful, other Shaken units can attempt to rally.**
   - Roll equal or less than unit's Morale on 2d6 to rally.
   - –2 from die-roll if unit is in terrain with positive Target Modifier (+TM).
   - Non-Leaders subtract Leadership Modifier (LM) from die-roll.
3. **Some units, including all vehicles, SMCs and WTs are able to Self-Rally (SR) and do not need a Good Order Leader in the hex to do so.**
4. **Medics (11.3) can attempt to Heal a wound from one SMC, including from themselves, or flip one Shaken unit to its Good Order side.**
5. **Good Order MMCs/SMCs can pick up, swap, abandon or change the mode of Support Weapons (SWs).**

OPERATIONS PHASE (4.0)

1. **Each player alternates activating a single hex (Leaders, can activate adjacent hexes). The player with the initiative goes first. Units in the activated hex move, fire, or conduct other operations. A player not wishing (or able) to activate a hex must pass.**
2. **Phase ends after three consecutive passes.**

MOVEMENT (6.0)

1. **All units activated within same hex at same time, must move together.**
2. **Assault Movement / Fire (6.1) (6.1.1): eligible unit or stack moves up to half its MPs and attacks with –2 DFT modifier, +1 OFT modifier in both cases**
3. **Assault Fire / Movement (6.1), (6.1.1): eligible unit or stack fire with -2 DFT modifier, +1 OFT modifier in both cases, then the stack moves up to half its MPs.**
4. **Double-Time (6.2): Units moving with Leader get +2 MPs.**
5. **Low Crawl (6.3): unit can not use Low Crawl movement if that would use all of its MF.**
6. **Stealth Movement (6.4): Same as Assault Movement plus Stealth-Movement-capable units are not automatically spotted in degrading- and blocking-terrain hexes after they enter them, even if adjacent to an enemy-occupied hex.**

SPOTTING (10.1)

1. **All hexes containing units with a Fired or Moved (6.0), Assault Move (6.4), or Hit & Run (6.7) marker, in open-terrain hexes, or adjacent to a friendly Good Order unit are spotted.**
2. **To spot a hex:**
   - Degrading terrain, 3 or less on 1d6
   - Blocking terrain, 2 or less on 1d6
   - Subtract Leadership Modifier if Leader is making spotting attempt.
   - +1 to die-roll for every hex of degrading terrain LOS passes through (max of two).
3. **Place Ops Complete marker on spotting unit.**
4. **If successful, spotting unit can immediately fire at target hex (removing the Ops Complete (4.1) marker).**

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FIRE COMBAT (5.0)

1. **Attacker rolls 1d6:**
   - add unit's Firepower (FP) plus Support Weapon(s) (1.6).
   - add LM of GO Leader in hex (5.0.1, 11.1.1).
   - Apply any Direct Fire Table (DFT) modifiers.
   - Ordnance Support Weapons (1.6.4) fire separately.
2. **Defender rolls 1d6 and adds Target Modifier (TM) of target hex and/or lowest Armor Value (if any).**
3. **If attacker's roll is higher, each defending unit must take a Damage Check (DC).**
4. **Defender rolls 1d6 for each defending unit;**
   - add difference between attacker's and defender's dice rolls.
   - If GO Leader in hex, subtract LM from result (11.1.1) (for leg units only).
   - Consult Damage Check Table (DCT).
   - Any MMC's DC roll of (1), regardless of the outcome of the DC, gives the MMC the chance to spawn a Hero (11.2.1). Roll 1d6: If even, a Hero is generated; pick a Skill.

SPECIAL TYPES OF COMBAT & ACTIONS

Multiple Attacking Units (5.2):

- one unit leads attack with full FP.
- Each additional MMC adds half its FP (round up).
- Units with a "0" FP add nothing.
- SWs that use the DFT add their entire FP (SWs that use the OFT (14.1) fire separately).

Opportunity Fire (OF) (5.3):

- Units not under Moved, Low Crawl, H&R or Fired marker, with a clear LOS to an enemy unit that expends at least one MP, can conduct OF. Low Crawling and Steath Moving units can only be attacked with OF if the hex they enter is spotted. Apply DFT modifiers.
- Units under Ops Complete markers can conduct OF but subtract one (–1) from their IFP; this is per firing unit.
- SWs that use the DFT halve their FP (rounded up); OFT attack suffer a +2 modifier.

Smoke (7.0):

- If a GO MMC rolls less than or equal to its Nation's Smoke-laying Capability, place Smoke 1 marker. If successful, unit can still move but subtract one (–1) from its MF. Place Ops Complete marker on unit that fails or succeed and doesn't conduct another action.

Fire (10.5.6):

- Any time there is an attack against an enemy unit or units in a Flammable hex and the Attacker rolls a Natural 6 on his attack roll, there is a chance for a Fire to start in the target hex. Roll a follow up 1d6 Fire Check and on a roll of 5-6 then a Fire starts and place a Fire 1 counter in the hex.

Snipers (11.4):

- roll 2d6 + IFP, attack one random unit in target hex.

Scouts (11.6):

- Use Stealth Movement (6.4); subtract two (–2) from spotting rolls. A natural 6 on a spotting attempt always fails.

Mortar WT (18.1):

- To attack, roll 2d6, choose the higher/greater result, and add it to the Mortar WTs IFP and resolve the attack (all DFT modifiers apply — except degrading terrain in the LOS, unless there is more than two of them). Defender rolls 1d6 + hex's TM (unless TM is from Wall or Hill).

ADMINISTRATIVE PHASE (9.0)

1. **Remove Administrative markers (Fired, Moved, Low Crawl, Assault Move, Hit and Run, Spotted and Ops Complete).**
2. **Flip or remove Smoke (7.0), remove Starshell (20.2) markers, check for Fire Spread (10.5.6.1).**
3. **Remove FFE Markers as necessary (18.1, 18.2).**
4. **Advance Turn Marker.**

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Glossary

1d6: Roll of one six-sided die

2d6: Roll of two six-sided dice

3d6: Roll of three six-sided dice

AA: Anti-Aircraft

AF: Assault Fire

AFV: Armored Fighting Vehicle

AM: Assault Move

AP: Administrative Phase

APC: Armored Personnel Carrier.

APILAS: Armor-Piercing Infantry Light Arm System

APAV: Anti-Personnel Anti-Vehicle

ATG: Anti-Tank Gun

ATGM: Anti-Tank Guided Missile

ATR: Anti-Tank Rifle

BC: Bailout Check

CA: Close Assault

CM: Continuous Movement

DC: Damage Check

DFT: Direct Fire Table

DRM: Die-Roll Modification

DT: Double-time

FFE: Fire For Effect

FP: Firepower

GO: Good Order

H&R: Hit & Run

HC: Heavy Construction (Building)

HEAT: High Explosive Anti-Tank

HE: High Explosive

IB: Identification Badge

INFANTRY: Generic term that includes all MMC/SMC counters, a.k.a, Leg units.

IFP: Inherent Firepower; the FP printed on a counter.

KN: Kill Number (Melee)

LAW: Light Anti-Tank Weapon

LC: Light Construction (Building)

LC: Low Crawl (Movement)

Leg: All MMCs/SMCs; units that move on foot.

LM: Leadership Modifier

LOS: Line of Sight

LR: Leadership Range

LRAC: Lance Roquettes AntiChar

LVTP-5: Landing Vehicle Tracked Personnel

MAV: Modified Armor Value

MC: Morale Check

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)

MP: Movement Point(s)

MPV: Modified Penetration Value

MT: Melee Table

MU: Mounted Unit

MVAM: Modern Vehicle Assault Movement

NME: Non-Melee Eligible

O: Denotes an Off-road vehicle.

OBA: Off-board Artillery

OC: Operations (Ops) Complete

OF: Opportunity Fire

OFT: Ordnance Fire Table

OM: Opportunity Movement

OOB: Order of Battle

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, Panzerfaust, LAW or RPG), Weapon Teams (75 mm ATG), and vehicle-mounted weapons (M4A1 tank's 75 mm cannon).These weapons use the OFT to determine modifications to their To Hit die rolls.

OT: Open Top Vehicles

P: Denotes a vehicle or helicopter that can carry passengers inside—up to one Half-Squad, one SW, and one SMC.

PAC: Player-Aid Card

PO: Denotes a vehicle that can carry passengers outside—up to one Half-Squad, one SW, and one SMC.

PP: Denotes a vehicle or helicopter that can carry passengers inside—up to one Squad, two SWs, and two SMCs. 2PP, 2xPP or PPPP means the PP capacity is doubled.

PPO: Denotes a vehicle that can carry passengers outside—up to one Squad, two SWs, and two SMCs. 2PPO or 2xPPO means the PPO capacity is doubled.

R: Denotes a Road vehicle.

RP: Rally Phase

RPG: Rocket-Propelled Grenade

RR: Recoilless Rifle

SM: Stealth Movement

SMC: Single-Man Counter (Leader, Hero, Sniper, Medic)

SR: Self-Rally

SRP: Self-Rally Pairs

SSR: Special Scenario Rule

SW: Support Weapon

T: Denotes a Tracked vehicle.

TEC: Terrain Effects Chart

TIS: Thermal Imagng System

TM: Target Modifier, also known as Terrain Target Modifier

UNIT: Generic term that includes all moveable combat elements—tanks, MMCs, SMCs, etc.

VP(s): Victory Point(s)

WT: Weapon Team

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LOCK 'N LOAD TACTICAL SCENARIO COMPENDIUMS:

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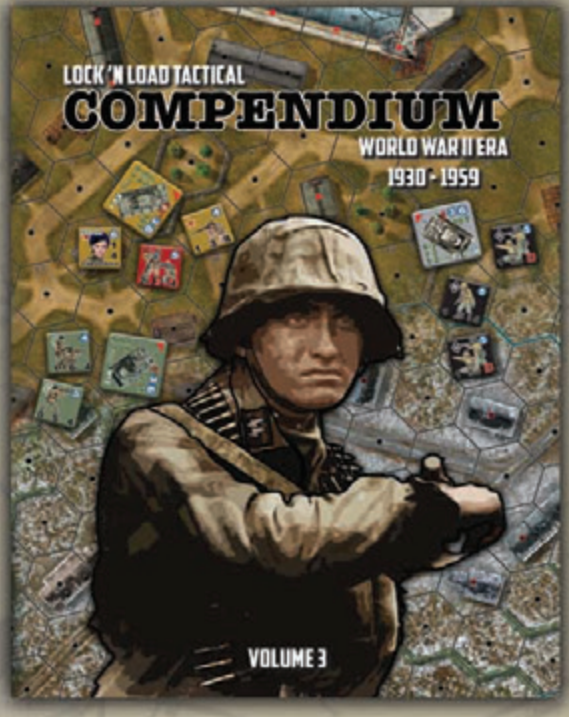

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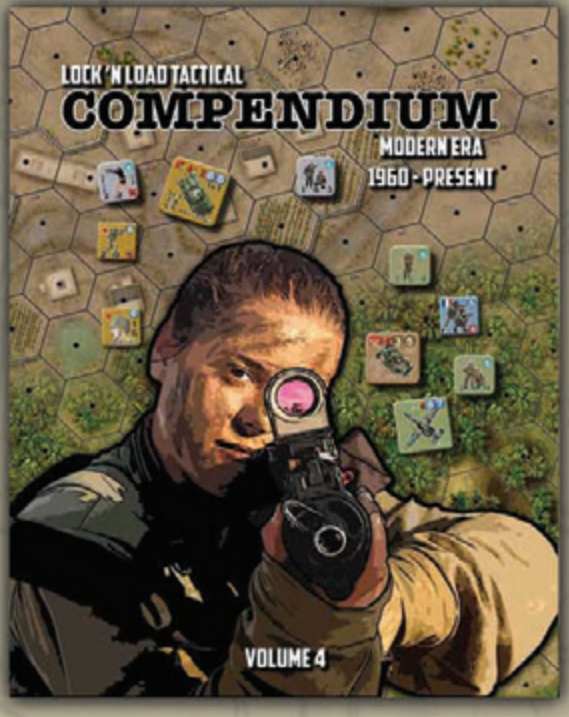


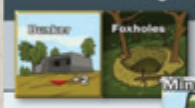
VOLUME 4

WW2 Terrain Target Modifier Chart

Image	Map Terrain	Type	Movement Cost (P = Prohibited)				Target Modifier	Obstacle Height
			T	O	R	Leg		
	Bocage	Blocking	+9*	P	P	+4*	+3	Level-1
	Bridge	See Notes	1	1	½	1	See Notes	Level-0
	Brush/Flowers	Degrading	1	1	2	1	0	Per terrain height
	Cemetery	Degrading	P	P	P	1	+2	Per terrain height
	Clear	Open	1	1	2	1	0	Level-0
	Forest	Blocking	P	P	P	2	+2	Level-2
	Hedges	Blocking	+0	+3*	+4*	+1*	0	Per terrain height
	Hill	Per hex terrain and rules	Per hex terrain +1 MP to move to higher Level +2 MP to move 'R' to higher Level				+1 against direct fire from a lower Level.	Per terrain height
	Light Woods	Degrading	4	6	8	2	+1	Level-1
	Low Crops	Degrading	1	1	3	1	0	Per terrain height
	Marsh	Degrading	P	P	P	2	+1	Level-0
	River	Open	P	P	P	P	0	Per terrain height
	Road	Open	1	1	½	1	0	Per terrain height
	Stone Building (Heavy Construction)	Blocking	P	P	P	2	+4	Level-1 or -2
	Wall	Blocking	+1*	P	P	+1*	+1	Per terrain height
	Wheat Field	Blocking	2	2	6	2	0	Per terrain height
	Wooden Building (Light Construction)	Blocking	6	12	P	2	+3	Level-1

Image	Unit Counter	Type	T	O	R	Leg	Target Modifier	Obstacle Height
	Bunker/Foxholes	Per hex terrain	Per terrain in hex				As per counter	Per terrain height
	Mines	Per hex terrain	Per terrain in hex				As per counter	Per terrain height
	Rubble	Degrading	4	P	P	3	+3	Level-1
	Smoke	Blocking	As per other Terrain in hex				+1	Level-2
	Wire	Open	2	4	6	4	0	Per terrain height
	Vehicle or Wreck	Degrading	As per other Terrain in hex				+2	Per terrain height

Image	Notes
	See 10.5 in the *Heroes of Normandy* Module Rules. *Denotes cost to cross the hexside
	If LOS crosses the Bridge bordering a Wall, the TM and LOS restrictions are the same as Wall. When traced down the length of the Bridge, the terrain is Open.
	Negates +1 Moving or Moved marker penalty for target unit.
	None.
	None.
	No vehicles unless on Road. More than four tree illustrations.
	Blocks LOS traced through or along the Hedge from same Level to same Level, with the following exceptions: 1) Doesn't block LOS to a hex in which the hex forms a hexside, 2) when traced FROM a hex through a Hedge that forms one of the hex's sides, or 3) when the LOS is traced form the firing hex along a Hedge that connects the firing hex to the target hex. For example: LOS from 15K1 to 15L3 is not blocked. Negates movement modifier against direct fire traced across Hedge hexside. No modifier against indirect fire. *Denotes cost to cross hexside.
	Movement Point (MP) cost is per other terrain in hex: +1 MP to move one Level higher, +2 to move two Levels higher (in one hex); and +1 MP to move down two Levels (in one hex). Moving up or down three Levels from one hex to another is prohibited; these are Cliffs. No modifier against indirect fire (18.0). There are no Hills in *Heroes of Normandy*, but they may appear in expansion modules.
	Contains four tree silhouettes; none touch.
	Negates +1 Moving or Moved marker penalty for target unit.
	Weapon Teams cannot enter.
	Cannot be crossed except by a Bridge.
	Ignore terrain in hex when moving from one contiguous Road hex to another.
	Dark grey/black roof. Heavy Construction (HC) Building hexes have a red dot in center. Three-hex or larger HC Buildings are two-story Buildings. Second floor: units are at Level-1; roof at Level-2. Costs 2 MPs to change Levels in same hex. Stacking limitations apply to each Level.
	Blocks LOS traced through or along the Wall from the same Level to the same Level. Doesn't block LOS to a hex in which the Wall forms a hexside, when traced FROM a hex through a Wall that forms one of the hex's sides, or when the LOS is traced form the firing hex along a Wall that connects to the target hex. For example: LOS from 15K5 to 15L7 is not blocked. No modifier against indirect fire. TM is in addition to other terrain in hex. *Denotes cost to cross hexside. Only subtract 2 from rally roll (3.0) IF all potential enemy fire would cross the Wall hexside(s).
	Negates +1 Moving or Moved marker penalty for target unit.
	Reddish-brown roof (exception: 18I2). Light Construction (LC) Building hexes have a black dot in center. "T and O" class vehicles with frontal armor > 3 can enter LC Buildings. This Rubbles the hex. Roll 2d6: If the number is > the vehicle front armor, the vehicle is Abandoned in the Rubbled hex. A die-roll of 12 always causes Abandonment.

Image	Notes
	Units in Foxholes can be spotted per the rules of their hex terrain. A Bunker is a separate hex within the hex it resides. For spotting, a Bunker is blocking terrain, although it does not actually block LOS. Costs 2 MP to enter/leave a Bunker.
	Mines attack open and buttoned armor with its FP + 1d6 versus the target unit's lowest armor value + 1d6. If no FP listed on counter, Mines attack with 1 FP.
	Degrades LOS through any portion of the Rubbled hex. LOS down edge of hex is not degraded.
	Blocks LOS through hex or traced down edge of hex.
	None.
	Degrades LOS through any portion of the vehicle/Wreck hex. LOS traced down the edge of the hex is not degraded. TM applies to other units in hex, not units on the vehicle. Only one Wreck per hex.

ASSAULT ON VIERVILLE

VIERVILLE, FRANCE; JUNE 7TH, 1944

The French village of Vierville straddled the road from Utah Beach to St. Come du Mont—a location key to the Americans and Germans alike. The Yanks captured Vierville on June 6th, 1944, but on June 7th, most of the 2nd Battalion of the 506th Parachute Infantry Regiment vacated the town, leaving only a small holding force from the 1st Battalion to guard the village. It was then that the Germans decided to mount a counterattack. The battle was a wild free-for-all as first one side and then the other sent reinforcements; and although the Germans briefly recaptured most of Vierville, by the end of the day the American paratroopers had driven them out.

– Mark Walker

ORDER OF BATTLE

AMERICANS

Elements of 1st Battalion, 506th Parachute Infantry Regiment, 101st Airborne Division; set up first in or within three hexes of 15H6, inclusive:

- 2 x 2-5-4
- 1 x 1-4-4
- 1 x M1919A4
- Cpl Medrow
- Sniper (as per 11.4)

GERMANS

Elements of 1058th Grenadier Regiment: enter on Turn 1 as per SSR 3:

- 3 x 1-6-4
- 1 x 1-5-4
- 1 x MG42
- 2 x MG34
- Lt Plassmann
- Lt Koch
- Medic

SCENARIO ESSENTIALS

PLAYABLE AREA

Use Map 15; hexrow xx1 is the north edge.

SCENARIO LENGTH

Six Turns. The German player has the initiative on Turn 1.

VICTORY CONDITIONS

To win, a side must control (22.1) four Building hexes within three hexes of 15H7 at the end of the scenario. Any other outcome is a draw. The Americans control all the Building hexes at the start of the scenario.

SPECIAL SCENARIO RULES

1. All Buildings only have one level.
2. Neither side can generate Heroes (11.2.1).
3. The German 1058th Grenadiers' point of entry is randomly determined. Before the first German impulse on Turn 1, roll 1d6: if the number rolled is 1-2, the Germans enter via the east edge; 3-4, the north edge; and 5-6, the west edge. The German player never enters via the south edge.

EVENT MARKERS

Place Event Marker A (Occupation) on hex 15J5. German activation only. When activated, remove Event Markers A and B and read Paragraph One.

Place Event Marker B (Occupation) on hex 15F5. German activation only. When activated, remove Event Markers A and B and read Paragraph One.

PARAGRAPHS

STOP! PLEASE DON'T READ AHEAD!
DO NOT READ THESE PARAGRAPHS UNTIL INSTRUCTED TO BY THE SCENARIO!

Paragraph One

On the outskirts of the city your scout spots the dusty field gray of the Wehrmacht. Reinforcements! Beginning in the next friendly impulse, the German player can bring on 4 x 1-6-4, 1 x MG34, 1 x MG 42, and Sgt. Baumann (with Assaulter Skill) via any Map edge except the south edge. All units must enter via the same edge, and follow normal activation rules during entry. That's the good news. The bad news is that the scout reports an American column hot on the Germans' heels. In any friendly impulse AFTER the first German reinforcement unit enters the Map, the American player can bring on Major Tom, 1 x 2-5-4, Hero Hird (no Skill), and 1 x BAR via any Map edge adjacent to the edge from which the German units enter (including the south side). All units must enter via the same edge, and follow normal activation rules during entry.

REJOINING THE REGIMENT

NORMANDY, FRANCE; JUNE 6TH, 1944

During the initial hours of the Allied invasion, widely scattered German forces confusedly rushed to consolidate and defend key positions. They often encountered advancing Allied troops or airborne units along the way. Often, these "German" troops weren't German at all, but Russians and other POWs pressed in to military service. In this scenario, the fleeing remnants of an infantry platoon of the 795th Ost Battalion must break through a roadblock set up by a detachment of the 506th PIR to rejoin their parent regiment, before American reinforcements arrive.

– Doug Miller

ORDER OF BATTLE

AMERICANS

Roadblock Detachment, 506th PIR, 101st Airborne Division; set up in hexes G6 – G8, H6 – H8, or I6 – I8, inclusive:

- 1 x 2-5-4
- 1 x 1-4-4
- 1 x BAR
- 1 x M1919A4
- Hero (Hird)
- Cpl Medrow

GERMANS

Remnants of the 795th Ost Battalion; enter on Turn 1 via hex H1:

- 2 x 1-6-4
- 3 x 1-5-4
- Sgt Baumann
- Lt Plassmann
- 1 x MG34

SCENARIO ESSENTIALS

PLAYABLE AREA

Use Map 15; hexrow xx1 is the north edge.

SCENARIO LENGTH

Five turns. The German player has the initiative on Turn 1.

VICTORY CONDITIONS

To win, the German player must exit the equivalent of two Squads and one Leader via hex H8 by the end of Turn 5. Any other result is an American victory.

SPECIAL SCENARIO RULES

1. **Optional Hero Creation:** If you want to try out Hero Creation/Spawning (11.2.1), you can use Vietnam-era American 1-5-4-5 Half-squads from the countermix, for the Americans, and, for the Germans, use the North Vietnamese 1-4-4-5 Half-squads. Both sides' substitute Heroes have Assault Move (6.1) and a Morale of 6. Remember, Heroes never Shake; use a Wounded marker instead of flipping the counter; and only two Heroes per side can ever be on the Map. Neither sides' Heroes draw a Skill when spawned.

Turn Record Track

1	2	3	4	5	6	7	8

WWII Era Skills (11.1.5)

ASSAULTER

Leader
Units in the same hex with this Leader are given Assault Movement capabilities as defined in 6.1.

Turn Record Track

1	2	3	4	5	6	7	8

Modern Era Skills (11.1.5)

BULL

This person has an extremely tough constitution. He can be wounded twice before dying. For Leaders, mark each wound with a Wounded marker; for a Hero, use a Wounded marker for its second wound. Wound penalties are not cumulative. A third wound kills the SMC.

CHARISMATIC

This Leader's men revere him. This Leader cannot only rally units in his own hex but in adjacent hexes as well.

Modern Era Terrain Effects Chart

Image	Terrain	Type	Movement Point (MP) Cost (P=Prohibited)				Target Modifier (TM)	Height as Obstacle	Example
			T	O	R	Leg			
	Stone / Heavy Construction (HC) Building	Blocking	P	P	P	2	+4	Level-1 or -2	2D2
	Wooden / Light Construction (LC) Building	Blocking	6	12	P	2	+3	Level-1 or -2	1L3
	Bamboo Hut	Blocking	4	9	12	2	+1	Level-1	1K4
	Walls	Blocking	*+1	P	P	*+1	+1	Per height of terrain	2D4/D5 Hexside
	Kunai Grass	Blocking	1	1	2	2	0	Level-1	1F3
	Rice Paddy	Open	P	P	P	2	+1	Per height of terrain	1F2
	Heavy Jungle	Blocking	P	P	P	2 / 1 for VC	+2 / +3 for NVA or VC	Level-2	1K7
	Light Jungle	Degrading	4	6	8	2 / 1 for VC	+1 / +2 for VC	Level-1	1I3
	Brush	Degrading	1	1	2	1	0	Per height of terrain	1F5
Rubble	Clear	Open	1	1	2	1	0	Level-0	1I6
	Rubble	Degrading	4	P	P	3	+3	Level-1	Created during play
	Soccer Field	Open	1	1	1	1	0	Level-0	3K3
	Soccer Field Stands	Degrading	P	P	P	2	2	Level-1	3K4/3L3
Wire	Road	Open	1	1	.5	1	0	Per other terrain in hex	1H5
	Wire	Open	2	4	6	4	0	Per height of terrain	Created during play
	Hill	Per terrain in hex and rules	Per other terrain +1 MP to move to higher elevation +2 MP for 'R' move to higher elevation				+1 against fire from a lower Level	Level-1	1D5
Bunker +2 Foxholes	Bunker / Foxholes	Open	As per other terrain				+2 (or +3) / +1	Per height of terrain	Placed in setup
Smoke A	Smoke	Blocking	As per other terrain				+1	Level-2	Created during play
Wreck	Vehicle or Wreck	Degrading	As per other terrain				+2	Per height of terrain	N / A
	Pool	Open	P	P	P	P	0	Level-0	3H5

Terrain Image	Notes
	Red center dot. Three-hex or larger Buildings are two-story Buildings. Costs two MPs to change Levels in same hex. Stacking limitations apply to each level. For the purpose of compatibility with previous modules, Heavy Construction (HC) and Stone Buildings are identical.
	Black center dot. "T" and "O" class vehicles with frontal armor greater than 3 can enter LC Buildings. This Rubbles the hex. Roll 2d6: If the number is greater than the vehicle's front hull armor the vehicle is Abandoned in the Rubbled hex; a die-roll of 12 always causes Abandonment. For the purpose of compatibility with previous modules, Light Construction (LC) and Wooden Buildings are identical.
	A hex with multiple small buildings, and at least one has a circular roof. Vehicles with frontal armor greater than 1 can enter Bamboo Huts. This Rubbles the hex. Roll 2d6 - 2. If the number is greater than the vehicle front hull armor the vehicle is Abandoned in the hex. A die-roll of "12" always causes Abandonment.
	Blocks LOS traced through or along the Wall from the same Level to the same Level, with the following exceptions: 1) Doesn't block LOS to a hex in which the Wall forms a hexside, 2) when traced FROM a hex through a Wall that forms one of the hex's sides, or 3) when the LOS is traced from the firing hex along a Wall that connects the firing hex to the target hex. For example, LOS from 2E3 to 2G3 is not blocked. +1 TM against direct fire traced through Wall hexside. No TM against Indirect Fire (18.0). TM is in addition to other terrain in hex. * Denotes cost to cross hexside.
	Negates +1 Moving or Moved marker penalty for target unit.
	None
	No vehicles unless on Road. Heavy Jungle hexes contain more than four tree silhouettes. The silhouettes overlap. Limits stacking to two Squads (or equivalent), two SWs, and two SMCs. NVA ignore this stacking restriction.
	Light Jungle contains four tree silhouettes per hex. None of the silhouettes touch.
	Negates +1 Moving or Moved marker penalty for target unit.
	None
	Degrades LOS through ANY portion of the Rubbled hex. LOS traced down the edge of the hex is not degraded.
	None
	Units in stands are considered to be at Level-1.
	Ignore terrain in hex when moving from one contiguous Road hex to another.
	None
	+1 against direct fire from a lower Level. No TM against Indirect Fire (18.0).
	Units in Bunkers and Foxholes can be spotted per the rules of the terrain in their hex. Bunkers are treated as if they are a separate hex within a hex for spotting and stacking.
	Blocks LOS through hex or traced down the edge of the hex.
	Degrades LOS through any portion of the vehicle/wreck hex. LOS traced down the edge of the hex is not degraded. TM applies to other units in hex, not units on the vehicle. Only one Wreck per hex.
	None

THE WEAPONS CACHE

NEAR NHA TRANG; AUGUST 20TH, 1965

Operation Cutlass was a search-and-destroy mission conducted by the 1st Brigade, 101st Airborne Division near Nha Trang in Khanh Hoa Province. In this hypothetical scenario, A US platoon from A Company, 1-327 Infantry, is dispatched on the second day of the operation to destroy a weapons cache in a nearby village. Unbeknownst to the Americans, the village is the logistics and resupply point for a local Viet Cong force.

—Doug Miller

ORDER OF BATTLE

AMERICANS (US ARMY)

Elements of A Company, 1-327 Infantry; set up in or within one hex of J8 on Map 1:

- 3 x 2-6-4
- 2 x M-60
- Medic
- Lt Jenson

VIET CONG (VC)

Elements of the Khanh Hoa Local Force; set up as per SSR 1:

- 3 x 1-4-3
- Sniper (as per SSR 1 & 11.4)
- Lt Diem

SCENARIO ESSENTIALS

PLAYABLE AREA

Use Map 1; hexrow xx1 is the north edge.

SCENARIO LENGTH

Six turns. The American player has the initiative on Turn 1.

VICTORY CONDITIONS

To win, the American player must find and destroy the weapons cache and control (22.1) hexes L3 and M3 by the end of Turn 6. Any other outcome results in a Viet Cong victory.

SPECIAL SCENARIO RULES

1. **Viet Cong Setup:** VC units do not start on the Map. Follow Event Marker results for VC deployment.
2. **Optional Hero Creation:** If you want to try out Hero Creation/Spawning (11.2.1), you can use WWII-era units: for the Americans, Hero Hird and a 1-4-4-6 Half-squad from the countermix, and, for the VC, use the German 1-5-4-5 Half-squads. Both sides' substitute Heroes have Assault Move (6.1) and a Morale of 6. Remember, Heroes never Shake; use a Wounded marker instead of flipping the counter; and only two Heroes per side can ever be on the Map. Neither sides' Heroes draw a Skill when spawned.

EVENT MARKERS

Place Event Marker A (Line of Sight) in hex K4. American activation only. When activated, remove the Event marker and read Paragraph One.

Place Event Marker B (Occupation) in hex M3. American activation only. When activated, remove the Event marker and read Paragraph Two.

Place Event Marker D (Occupation) in hex L3. American activation only. When activated, remove the Event marker and read Paragraph Three.

PARAGRAPHS

PLEASE DON'T READ AHEAD! STOP!
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Paragraph One

As the American infantrymen come in sight of the village, voices cry out in alarm. In seconds Viet Cong insurgents begin firing from the village and the surrounding jungle at the advancing Americans! All Viet Cong units (except the Sniper) are now places in any of the following hexes: K4, M3, L3, J5, I5, I3, J3, K2, L2 or M2. They can immediately conduct Opportunity Fire (5.3). The Sniper is placed as per 11.4.

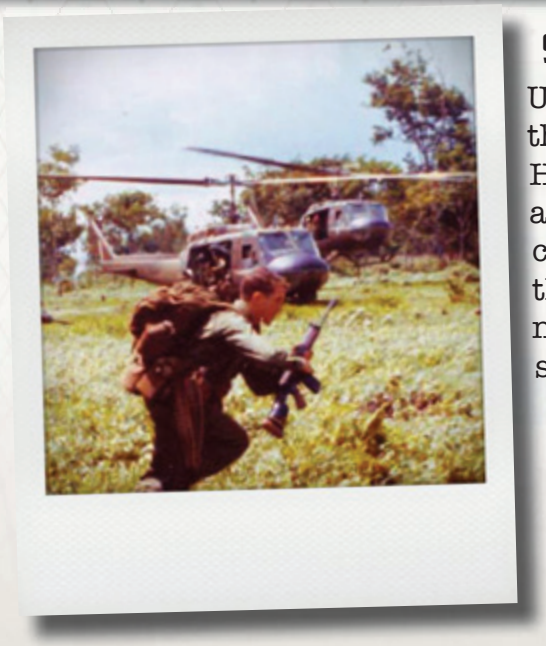
Paragraph Two

When the Americans enter one of the Huts they find stacks of explosives and weapons, enough to equip at least a company of Viet Cong guerrillas. To destroy the weapons cache, a Good Order MMC and Lt. Jenson must occupy the hex for one turn, after the cache is discovered; they cannot conduct any other actions. If either is Shaken or eliminated or if they are engaged in Melee during the turn they are attempting to destroy it, the cache remains intact.

Paragraph Three

After clearing the Building, the Americans find an intact and operating radio set. A voice is speaking urgently in Vietnamese to the now deceased radio operator. On the next turn, NVA reinforcements composed of 2 x 2-5-4, 2 x RPD and Lt. Van Du arrive via hex H1, under control of the Viet Cong player.

A FRIEND IN NEED



SOUTH VIETNAM; MAY, 1969

U.S. Army units moved into the A Shau Valley in the opening moves of what would culminate in Hamburger Hill. Here, two platoons advanced on a small village suspected of harboring a Viet Cong contingent. The VC knew the Americans were in the area, and the Americans knew of the VC, but neither side expected a stand-up battle. Neither side, however, would be correct. —Mark Walker

ORDER OF BATTLE

AMERICANS (US ARMY)

Elements of B Company, 3rd Battalion; enter on Turn 1 via the west edge of Map 1:

- 6 x 2-6-4
- 2 x M-60
- Lt Jenson w/ Bull Skill
- Medic

VIET CONG (VC)

Elements of the A Shau Valley Defense Force; set up first anywhere east of 1H8 - 1G3 - 1H1 Road:

- 3 x 1-4-3
- 1 x RPD
- Lt Diem w/ Charismatic Skill
- Sniper (as per 11.4)

SCENARIO ESSENTIALS

PLAYABLE AREA

Use Map 1; hexrow xx1 is the north edge.

SCENARIO LENGTH

Eight turns. The American player has the initiative on Turn 1.

VICTORY CONDITIONS

The side with the most Victory Points (VPs) at the end of the scenario wins. VPs are earned as follows:

- ✖ Both sides receive 1 VP for each Wooden (LC) Building or Bamboo Huts hex controlled (22.1) at the end of the scenario.
- ✖ The Viet Cong receive 2 VPs for each American Squad or SMC eliminated.
- ✖ The Americans receive 1 VP for every VC/NVA Squad or SMC eliminated.

At the start of the scenario, the Viet Cong control all hexes in which they could set up. Squads reduced to Half-squads are worth half the VPs earned for eliminating a Squad.

SPECIAL SCENARIO RULES

1. **Optional Hero Creation:** If you want to try out Hero Creation/Spawning (11.2.1), you can use WWII-era units: for the Americans, Hero Hird and a 1-4-4-6 Half-squad from the countermix, and, for the VC, use the German 1-5-4-5 Half-squads. Both sides' substitute Heroes have Assault Move (6.1) and a Morale of 6. Remember, Heroes never Shake; use a Wounded marker instead of flipping the counter; and only two Heroes per side can ever be on the Map. Neither sides' Heroes draw a Skill when spawned.

EVENT MARKERS

Place Event Marker A (Line of Sight) on hex 1G1. American activation only. When activated, remove Event Marker A and read Paragraph One.

Place Event Marker B (Occupation) on hex 1F3. American activation only. When activated, remove Event Marker B and read Paragraph Four.

Place Event Marker D (Occupation) on hex 1F6. American activation only. When activated, remove Event Marker D and read Paragraph Four.

PARAGRAPHS

PLEASE DON'T READ AHEAD! STOP!
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Paragraph One

One non-Medic unit of the American player's choice who can trace a LOS to Event Marker A must take a Morale Check (MC) with no modifiers. If the unit passes, read Paragraph Two. If the unit fails, read Paragraph Three. Failing the MC does NOT Shake the unit.

Paragraph Two

A clink of metal draws one of your soldier's attention to a cluster of Huts adjacent to a nearby Road. NVA! He fires a burst at the approaching NVA and they hit the dirt. Place Lt. Van Du, 1 x 2-5-4, and 1 x RPD under a Moved marker in hex 1G1. Place 1 x 2-5-4 under a Moved marker in hex 1H1. The American units that triggered Event A can move no farther; their impulse is over.

Paragraph Three

Lt. Van Du spotted the inattentive Americans as his decimated platoon drew abreast of the Huts. "Quickly, quickly, bring up the RPD," he whispered as he gestured for his platoon to deploy. Place Lt. Van Du, 1 x 2-5-4, and 1 x RPD under an Assault Move marker in hex 1G1. Place 1 x 2-5-4 under an Assault Move marker in hex 1H1. The American unit(s) that triggered Event A can move no farther, its/their impulse is over. The NVA can still activate to fire in a subsequent VC/NVA impulse, as delineated under Assault Movement (6.1).

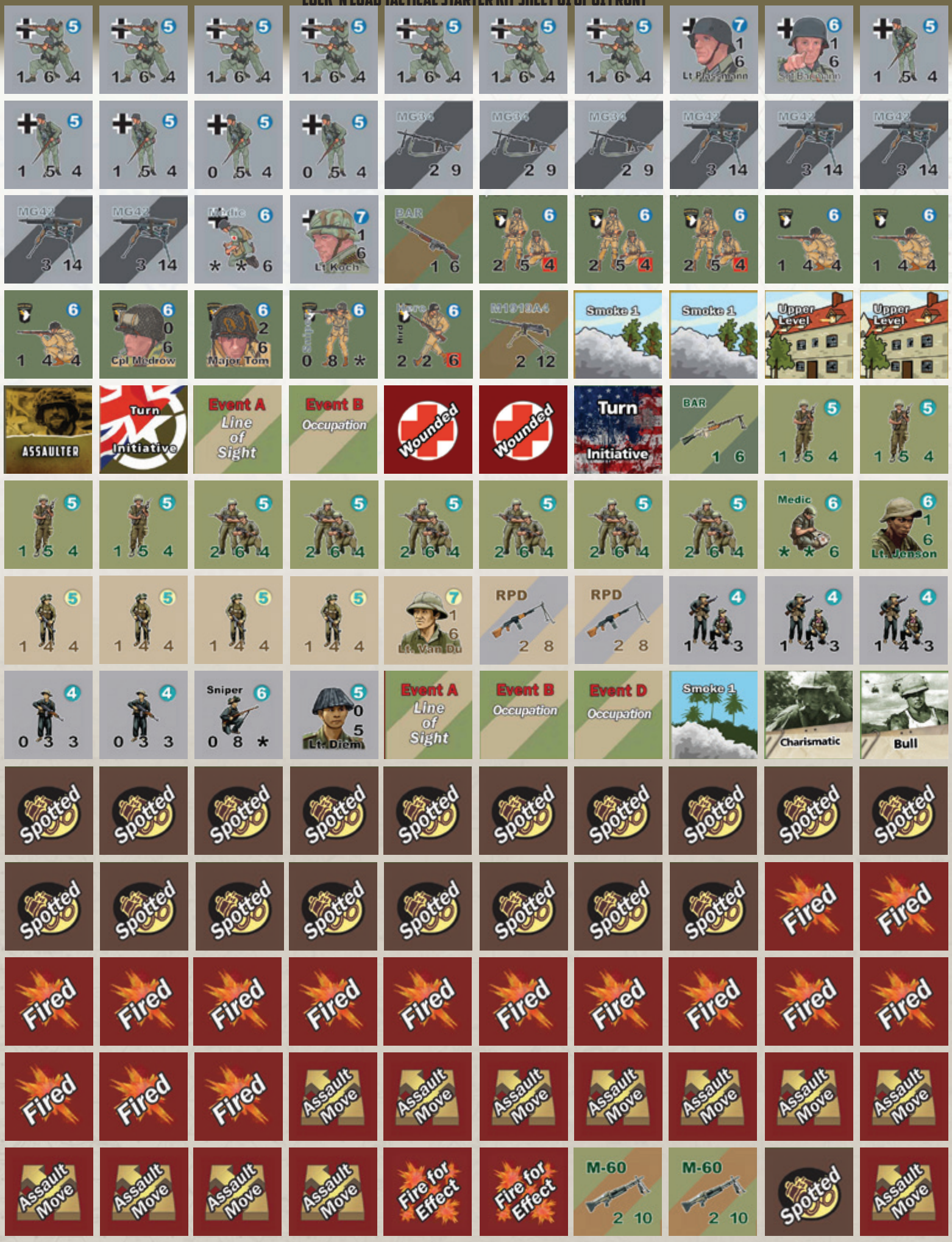
Paragraph Four

"White Rook, this is Castle. Over." The PRC-77, which had been on the blink all morning, suddenly hisses into life. "Gimme that," you snarl as you snatch the handset from the radioman. Holding the black handset to your ear you begin. "I have a fire mission, grid coordinates . . ." Remove Event Markers B and D.

You have one Fire Mission. Only the Leader (if alive) can call-in the Mission. Here's how: The Leader uses an impulse to place the Spotting Round marker on any hex within his LOS. After placing the marker, roll 2d6: divide the number on the white die by two and round any resulting fractions up; this is how far, if at all, the Spotting Round impacts from the desired hex. The colored die is the direction the round drifts. One is north, two is northeast, etc. Place the Spotting Round marker in the hex delineated by the drift die-roll. The American Leader can now shift the marker one hex in any direction. After it is shifted, replace the Spotting Round marker with the Fire for Effect (FFE) marker. The FFE marker immediately attacks all units in the impact hex and the six hexes adjacent to it with Firepower of 5. Units attacked receive normal defensive TMs. The FFE marker remains on the hex until the next Admin Phase. Any unit that enters the hex, or one of the six adjacent hexes, is attacked with the aforementioned.

If the American Leader is dead, any Squad can be designated to call-in the Artillery Mission. The procedure is the same, but that Squad cannot shift the placement of the Spotting Round.

LOCK 'N LOAD TACTICAL STARTER KIT SHEET 01 OF 01 FRONT



LOCK 'N LOAD TACTICAL STARTER KIT SHEET 01 OF 01 BACK

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WHY WE DO WHAT WE DO

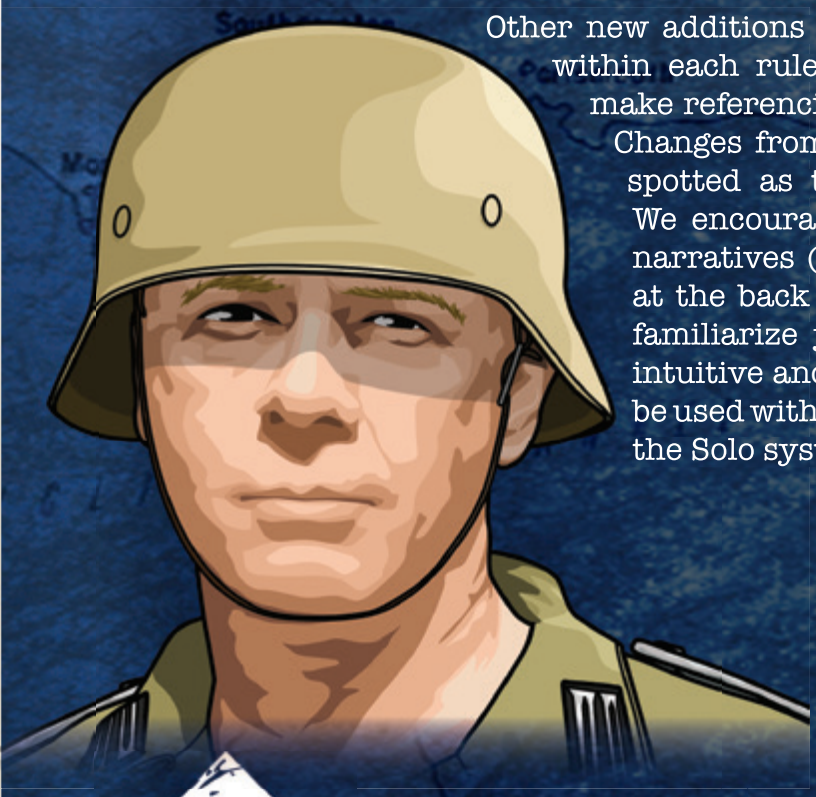
We love playing games, as well as designing and developing them. We give praise and thanks to God for blessing us so we can follow our dreams and passions. We also thank you our fans, friends and family for making this possible for us.

LOCK 'N LOAD TACTICAL SYSTEM

CORE RULES v5.1

For almost 20 years the (**LnLT**) system has set a new standard in Squad-level gaming with scenario based game play. Its innovative game play mechanics, unparalleled artwork, historical scope and accessibility have entertained veteran and new gamers alike. Over that time, our rules have grown, too, introducing new unit capabilities and concepts; they have also matured in their presentation.

The **LnLT** version 5.1 (v5.1) rules manual contains the latest set of guidelines and regulations for the game system. Our goal is to present the rules in a straightforward manner without disrupting their existing structure and foundation. For clarity, some rules sections have been modified not with content but with a new structure, e.g., additional subsections, more bullet points, or more images and examples—and even in-depth examples. Additional cross referencing of rules, expanded unit-image diagrams and a detailed Index have also been updated.



Other new additions to the v5.1 rules are numbered examples within each rules section and throughout the manual, to make referencing certain sections and subsections easier. Changes from the v5.0 to the v5.1 rules can be easily spotted as they have been highlighted in Blue text. We encourage new players to read the two gameplay narratives (for infantry and vehicles/ordnance) found at the back of the booklet before reading the rules, to familiarize yourself with how a scenario plays in an intuitive and observational manner. The v5.1 rules can be used with any previously published module, including the Solo system.

LOCK 'N LOAD PUBLISHING

www.lnlpublishing.com

Complexity:

Solitaire Playability w/ Solo Module

12+ AGES | 1-2 PLAYERS | 1-4h TIME

Game Credits:

- Executive Producer: David Heath
- Lead Design: Devin Heinle
- Development Team: David Heath, Stéphane Tanguay
- Editors: Hans Korting, Stéphane Tanguay
- Graphics & Layout: Iván Cáceres, Blackwell Hird, David Julien, Marc von Martial
- Digital Tabletop Modules: Uve Bech, Rick Billings, Trent Garner, Tom Proudfoot

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