





# LOCK 'N LOAD TACTICAL SYSTEM v5.0 PLAYER AIDS

## Direct Fire Summary [5.0]:

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

## DIRECT FIRE TABLE DIE-ROLL MODIFIERS

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

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

**DIRECT FIRE DAMAGE CHECK REFERENCE TABLE**

DEFENDER MODIFIED RESULT												
ATTACKER MODIFIED RESULT		1	2	3	4	5	6	7	8	9	10	11
	1	-	-	-	-	-	-	-	-	-	-	-
	2	DC+1	-	-	-	-	-	-	-	-	-	-
	3	DC+2	DC+1	-	-	-	-	-	-	-	-	-
	4	DC+3	DC+2	DC+1	-	-	-	-	-	-	-	-
	5	DC+4	DC+3	DC+2	DC+1	-	-	-	-	-	-	-
	6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-	-	-	-	-
	7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-	-	-	-
	8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-	-	-
	9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-	-
	10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-
	11	DC+10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-
	12	DC+11	DC+10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1
	13	DC+12	DC+11	DC+10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2
	14	DC+13	DC+12	DC+11	DC+10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3

( - ) No Effect

( DC ) Damage Check Required

( +# ) Damage Check Dice-Roll Modifier

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

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

**DIRECT FIRE DAMAGE CHECK RESULTS TABLE [5.1]**

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

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

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

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

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

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

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

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

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



# LOCK 'N LOAD TACTICAL SYSTEM v5.0 PLAYER AIDS

## ORDNANCE FIRE TABLES (OFT) [14.1]

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

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

## Support Weapons Portage and Usage (1.6) \*

Unit	Can Carry	Can Fire
Squad	2 Support Weapons (SWs)	1 SW + IFP or 2 SWs and forfeit IFP
1 Half-Squad / Crew	1 SW	1 SW and forfeit IFP
SMC	1 SW, reduces MF by 2	1 SW at half SW's FP** (rounded up)

- \* Support Weapon Note:** The first attack with a 'Captured' Support Weapon Fired by an SMC (or by an MMC, SMC, or two SMCs) that fails to cause a Damage Check on the DFT or score a hit, if using the OFT, removes the Support Weapon at the conclusion of the attack. Two SMCs can fire a SW without penalty, except as noted above.
- \*\* Note:** Two SMCs can fire a Support Weapon at the Support Weapon's full Firepower (FP).
- Note:** Medics/Corpsmen, Armor Leaders and Snipers can't fire or carry a Support Weapon

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3. Compare the Attacker's result vs the Defender's result.
4. If the Attacker's result is higher, all units in the target hex conduct a Damage Check. If not the result is no effect.

## DIRECT FIRE TABLE DIE-ROLL MODIFIERS

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





# LOCK 'N LOAD TACTICAL SYSTEM v5.0 PLAYER AIDS

## ICON LEGEND

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

\* 1 per degrading hex, max 2

## LAYING SMOKE [7.0]

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

- ≤ Smoke-laying Capability, lays Smoke.
- If the attempt is successful, the Smoke-laying unit can then move but 1 is subtracted from its MF for that turn.
- If the attempt is unsuccessful, place an ops complete marker on the unit.

## MELEE [8.0]

- Cannot be entered via Assault Move and Assault Fire
- May not be entered via coordinated movement or Hit and Run

$$ODDS = \frac{\sum_{\text{attackers}} \text{FP} *}{\sum_{\text{targets}} \text{FP} *}$$

\* units marked get +1 FP

- Attacking Heroes shift one column right
- $A = \text{Attack Roll} + \text{Modifiers}$
- Targeted units eliminated if  $A \geq \text{kill \#}$
- Defender is allowed to counterattack before casualties are removed

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

## SPOTTING ATTEMPT [10.1.1]

Roll:  $\text{D6} * + \text{DT} - \text{Modifiers}$

\* -2 for Scouts

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

## THERMAL IMAGING SYSTEM [10.1.2]

- Equipped on the following:
  - M1, M2, AH-1 Cobra, Mi-24 HIND, M901, AMX30-B2, Milan WT, VAB HOT, P4 Milan, Scorpion, Scimitar, Leopard 1, and Black Eagle
- Spotting attempts receive -2, fail on  $\text{D6} = 6$
- Vehicles can spot within turret arc when buttoned

### NIGHT COMBAT

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

## HERO CREATION [11.2.1]

- Possible whenever a 1 is rolled during a Squad or Half-squad's
- Roll  $\text{D6}$  and if even:
  - Randomly pick a Hero and Skill

## SNIPER FIRE [11.4]

- A Sniper can target only one unit in a hex, chosen randomly

$$A = \text{Attack Roll} + \text{DFT}$$

$$D = \text{Defense Roll} + \text{TM}$$

If  $A > D$ :

- Lone Snipers get 2x  $\text{TM}$  (up to 8) when fired upon by anything except Artillery, Mortars and enemy Snipers

## COMMISSAR AND POLITICAL OFFICERS [11.7]

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

## CHAPLAINS [11.8]

### CHAPLAINS

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

## ADVISORS [11.9]

### ADVISORS

- Gives +1  $\text{M}$  to all stacked ARVN units
- Can fire Support Weapons
- Can make spotting attempts

## NURSES [11.10]

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

## PIPERS [11.11]

### PIPERS

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

## MARKSMEN [11.12]

- A Marksman can target only 1 unit in a hex chosen randomly if need be

$$A = \text{Attack Roll} + \text{DFT} *$$

\* does not receive Leader modifiers

$$D = \text{Defense Roll} + \text{TM}$$

If  $A > D$ :

- Not Melee-eligible

## ORDNANCE VS INFANTRY [14.1]

$$\text{To-Hit} = \text{Attack Roll} * + \text{OFT}$$

\* 2 always hits, 12 always misses

If Hit:

$$A = \text{Attack Roll} + \text{HE} *$$

\* -1 if  $\text{H}$  vs infantry not in buildings, huts, bunkers or caves

$$D = \text{Defense Roll}$$

If  $A > D$ :

- If target survives place Target Acquisition marker



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## ICON LEGEND

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

\* 1 per degrading hex, max 2

## ORDNANCE VS ARMOR [14.1]

$$\text{Target} = \text{D6} + \text{DFT}^*$$

\* 2 always hits, 12 always misses

If Hit:

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

<sup>†</sup> 1/2 PV -4 if vs red

- > 2 and even hits turret

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

- = 6, = 1 Target Destroyed\*
- = 1, = 6 Dud Round (Miss)
- > Target Destroyed\*
- = Vehicle

- Pass: Vehicle Shaken
- Fail: Crew Abandons and is Shaken and Marked Moved

- < Vehicle - ( - )
- Pass: No effect
- Fail: Vehicle Shaken

- Destroyed: Roll 1d6

1= Place GO Crew under Moved Marker on top of Wreck Marker

2-6= Eliminate Crew and Place Wreck Marker

- If target survives, place Target Acquisition marker

## ORDNANCE VS UNARMORED [14.1.2]

$$\text{Target} = \text{D6} + \text{DFT}^*$$

\* 2 always hits, 12 always misses

If Hit: Target Destroyed and

- If target survives place Target Acquisition marker

## ANTI-TANK GUIDED MISSILES [14.4]

ATGM fire in is a two-step process:

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

ATGM WT's cannot fire from Buildings or Bunkers.

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

## ARMOR OVERRUN [15.3]

- Target must be in Clear, Brush, Road, Low Crops, or other Open terrain

- Costs +4 MPs

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

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

$$\text{Result} = \text{D6} + (\text{A} - \text{D}) - \text{V}$$

- Good Order survivors can immediately Close Assault (17.1)

- If vehicle survives the Close Assault and remains, units must retreat one hex
- Shaken WT's eliminated

## BAILOUT CHECK [16.1.1]

$$\text{BOC} = \text{D6}$$

If Even: Shaken

If Odd: Eliminated

## CLOSE ASSAULT [17.1]

- Target-vehicle hex cannot contain Good Order enemy units

- Units must pass preliminary \* -

\* -2 if Assaulting from positive

- Each unit Assaults individually

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

<sup>†</sup> one anti-tank weapon

<sup>‡</sup> can assist only one unit

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

If > : Vehicle Destroyed

Else: Assaulting unit returns to previous hex

## SMALL-ARMS VS ARMOR [17.2]

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

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

If > :

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

## SMALL-ARMS VS UNARMORED [17.3]

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

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

If > :

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

## ON-BOARD MORTAR FIRE [18.1]

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

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

\*choose higher die

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

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

If > :

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

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= To-Hit Roll	= DFT Modifiers	= OFT Modifiers
= Firepower	= Terrain Modifier	= Degrading Terrain*
= Eligible Leadership		
= Morale		
= Heat Round		
= HE Equivalent		

\* 1 per degrading hex, max 2

## OFF-BOARD ARTILLERY [18.2]

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

Roll to place Spotting Round

**Drift** =  $\frac{1}{2}$  ( + - ) round up fractions

**Direction** =

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

- Fire affects target hex and all surrounding hexes

= +

= +

If > :

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

## FIXED-WING AIRCRAFT [19.1]

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

### ARRIVAL

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

### IF SHAKEN:

- Abort; remove from Map

### IF DESTROYED

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

## NIGHT COMBAT [20.0]

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

- 3
- + 3

## STARSHELLS [20.2]

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

## HELICOPTERS [19.2]

- Always spotted

### MOVEMENT

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

### If Flying:

- Cannot automatically spot adjacent hex

### If Hovering:

- Can load/unload passengers
- Cannot move

### CRASHES

Roll to determine crash site

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

**Direction** =

1 = N | 2 = NE | 3 = SE | 4 = S | 5 = SW | 6 = NW

- Infantry and Vehicles in crash hex receive a 6 attack
- Crew and passengers perform



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## MELEE TABLE [8.0]

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

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

## MELEE ODDS SUPPORT TABLE

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

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

# LOCK 'N LOAD TACTICAL PLAYER AIDS RULESET v5.0

The **Lock 'n Load Tactical Player Aids v5.0** have been redesigned to incorporate all the updates and additions from version 4.1, as well as a complete visual overhaul to make using them easier and faster. Inside you'll find new 8.5 x 11 Quick Reference charts for referencing the core rules on the fly, Odds and Ratio Tables to help you better judge combat encounters, and well as walkthroughs and summaries of the more important or complex core rules.

## LOCK 'N LOAD TACTICAL SYSTEM v5.0 PLAYER AIDS

### MELEE TABLE (8.0)

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

**Determine Odds Ratio & Kill Number:** the LP 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 LP 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 die-roll. If the 2d6 dice-roll is  $\geq$  the Kill Number, the defending unit(s) is eliminated (after it, too, makes an attack).

### MELEE ODDS SUPPORT TABLE

		ATTACKING FIREPOWER													
DEPENDENT FIREPOWER		1	2	3	4	5	6	7	8	9	10	11	12	13	14
		1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1	14:1
1	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1	14:1	15:1
2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1	14:1	15:1
3	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1	14:1	15:1
4	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1	14:1	15:1
5	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1	14:1	15:1
6	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1	14:1	15:1
7	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1	14:1	15:1
8	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1	14:1	15:1
9	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1	14:1	15:1
10	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1	14:1	15:1
11	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1	14:1	15:1
12	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1	14:1	15:1
13	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1	14:1	15:1
14	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1	13:1	14:1	15:1

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

## LOCK 'N LOAD TACTICAL SYSTEM v5.0 PLAYER AIDS

Modifiers.  
Sometimes referred to as Terrain Target modifiers.  
Defender's result.  
All units in the target hex conduct a Damage

	Effect on Die-Roll
Leadership (LM)	+2
Moved or Assault	+1
Low Crawling or Stealth	+1
LOS passes (maxi-hex blocks LOS, 10.5)	-1
Moving or marked with Moved or Assault	-1
on (not in) non-moving vehicle	-1
containing Smoke (7.0)	-1
vehicle pivots in hex without	-1
or being the target of one while it is	-2
on (not in) moving vehicle (16.2)	-2
MMMC/SMC firing after Assault	-2
Assault Fire (6.1.1). Modifier is	-3
ratio at a unit that is either not within	+/- TM
by a Starshell (20.2)	
modifications per Target Terrain (5.0)	
rain Target Modifier is +4	

## LOCK 'N LOAD TACTICAL SYSTEM v5.0 PLAYER AIDS

Units in the target hex roll 1d6 + (plus) the difference between attacker's & defender's Leadership Modifier (if applicable).

Order SMC	Shaken MMC	Good Order SMC (not a Hero)	Hero or Shaken SMC	Armored Vehicle / Armor Leader	Unarmored Vehicle	Helicopter
Effect	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
Casualties	Casualties	Shaken	Wounded	Shaken	Shaken	Damaged
Casualties	Casualties	Wounded	Wounded	Shaken	DESTROYED	DESTROYED
ELIMINATED	ELIMINATED	ELIMINATED	ELIMINATED	Abandoned	DESTROYED	DESTROYED

Slips its counter to its Shaken side (exception: most vehicles are marked with a Shaken side, flip it). A Shaken unit can return to Good Order by passing a rally attempt (Rally Phase). All vehicles AND SMCs can Self-Rally (SR). Shaken units cannot fire their weapons.  
toward an enemy unit in their Line of Sight. If engaged in Melee, and there are no friendly units in the hex, they are automatically eliminated (note: vehicles do not Melee).  
rally troops, but can attempt to rally themselves. Shaken Leaders cannot use their weapons function. Shaken Medics cannot heal units (or themselves). Shaken Snipers cannot fire.  
ation, have their MF (fracture) round up) and cannot fire any of their weapons.  
another Shaken result are Abandoned.  
are just that: Abandoned. Place an Abandoned marker on the vehicle. It cannot be of the scenario. Place a Shaken, Crew under a Moved marker in the Abandoned. Abandoned vehicles disembark and make a Morale Check. Mark disembarking units.

must immediately exit the Map. They cannot unload passengers or fire.  
are replaced with a Wreck marker. Both passengers and Crew must take a Bailout (and 16.2). Destroyed helicopters crash. Roll 2d6 to determine the direction from the chopper crashed. The colored die is used to determine direction of the crash. If the hex in which it was crashed is the white die (round fractions up) gives the hex in which it was crashed the Helicopter crashes. Place a Crash or Wreck (not in) in the crash hex are attacked by a 6-diepower attack. This attack is resolved with 6 FP is added to a die-roll, etc.)

Shaken Half-Squad. Eliminate a Half-Squad or Weapon Team.  
Flip the SMC to its Shaken side (Hero excepted). Flip a Hero to its wounded marker. Leaders have their Morale, Leadership Modifier and Leadership Range activate units in the SMC's hex). Units under a Wounded marker who are can heal wounded units.

during play when a one (1) is rolled during an Squad or Half-Squad's (but caused by enemy fire. Roll the die again. If an even number is rolled, a Hero is Hero and Roll (see Heroes 11.2). Heroes shift Melee odds one column to the attacking (not defending).



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### Includes:

- 5x Double Sided 8.5 x 11 Player Aids

