

LOCK 'N LOAD TACTICAL

SOLO



MANUAL v1.5

LOCK 'N LOAD TACTICAL SOLO v1.5

11.0 SOLO WALKTHROUGH

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

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

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

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

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

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

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

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

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11.1 GETTING STARTED

SOVIETS (AEO)



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

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

- ✘ 2 x 1-4-4 (Line)
- ✘ 1 x T-34

GERMANS (PL)



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

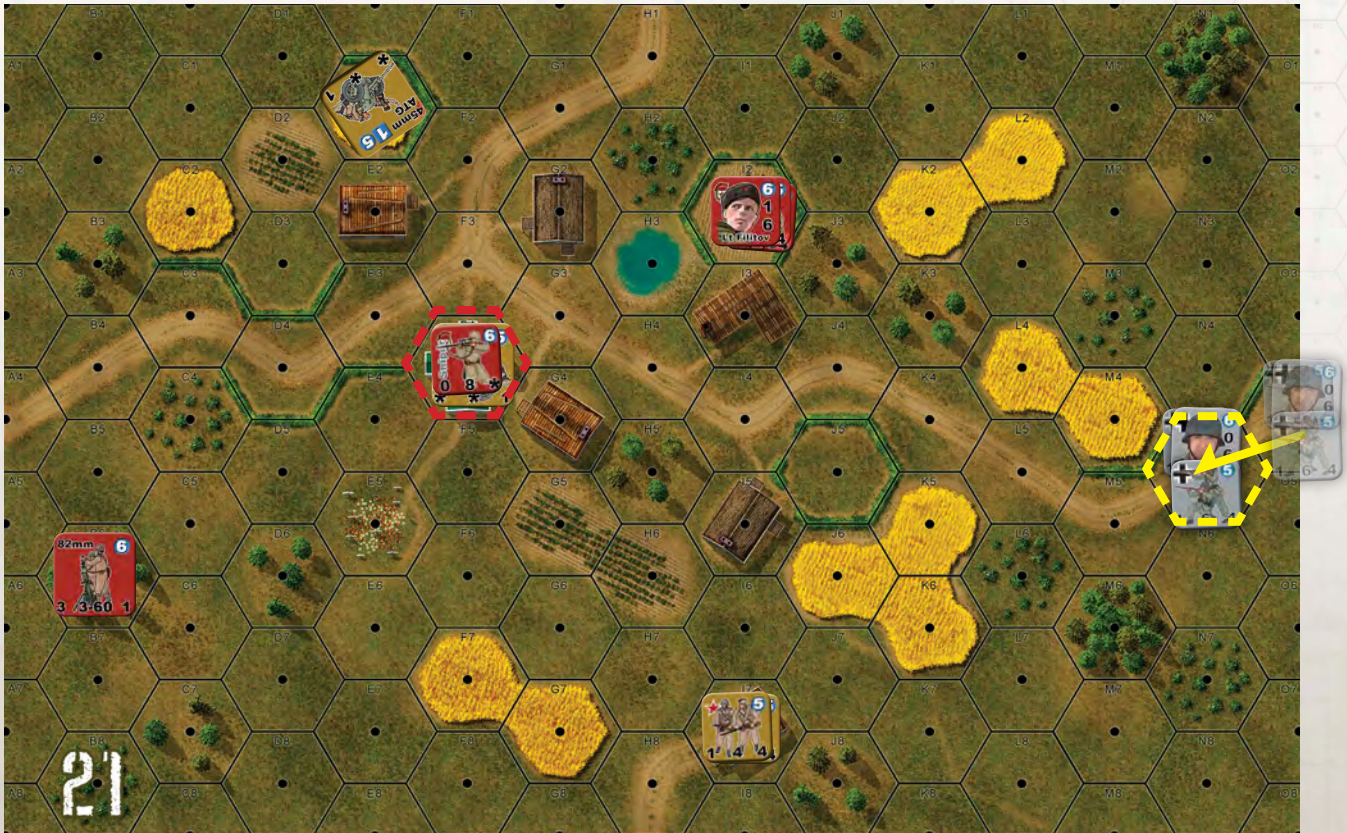


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11.2 PLAYER IMPULSE

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

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



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

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

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

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



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

The Sniper fires.

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



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

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

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

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

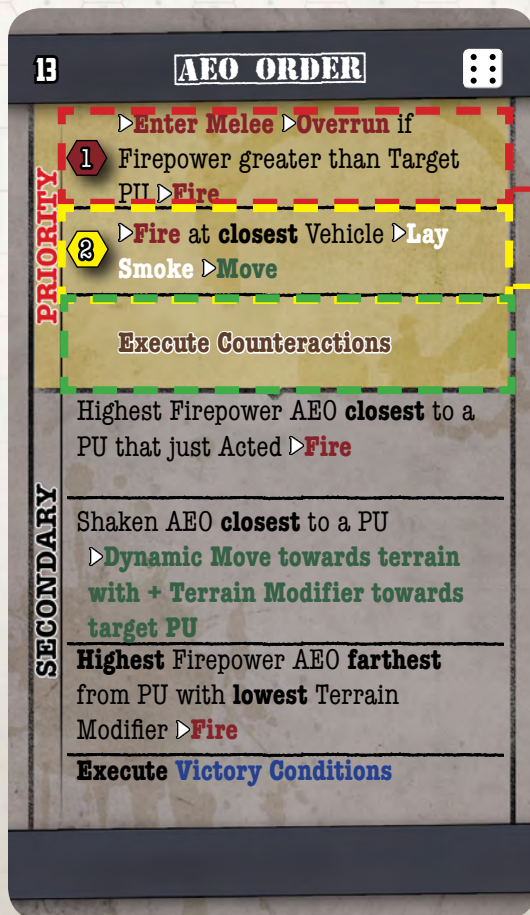


It is now the turn of the AEO. Draw a card for the AEO.

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11.3 AEO IMPULSE

Card 13 is drawn



Priority-1 may not be executed because there are no adjacent PUs.

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

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

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

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

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

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

There are no valid Secondary orders so the AEO passes

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LOCK 'N LOAD TACTICAL SOLO COUNTERACTION BEHAVIOR FLOWCHART

Counteractions Defensive



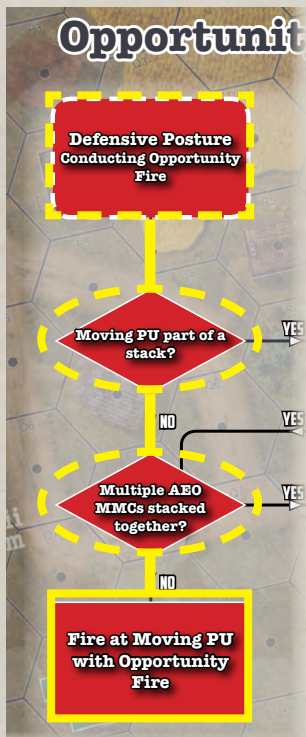
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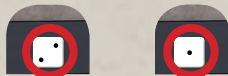
11.4 PLAYER IMPULSE

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



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

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



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



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

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11.5 AEO IMPULSE



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

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

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



The defenders rolls a d6 (a 3 was rolled) with a +2 for the Woods = 5. $5 - 7$ results in a 2. Damage Check $2 + d6$ (5 was rolled) = 7. Two 5's are rolled (one each for the MMC and SMC). Both rolls fail and, since they were already Shaken,

casualties occur. The Soviet Leader is now Ops Complete, add a FFE marker on the target hex.

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11.6 PLAYER IMPULSE

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



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11.7 AEO IMPULSE



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



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

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

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



It is an AEO event



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

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

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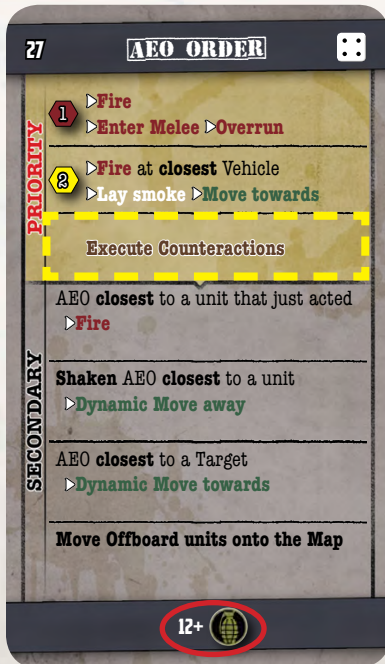
11.8 PLAYER IMPULSE

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



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11.9 AEO IMPULSE



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

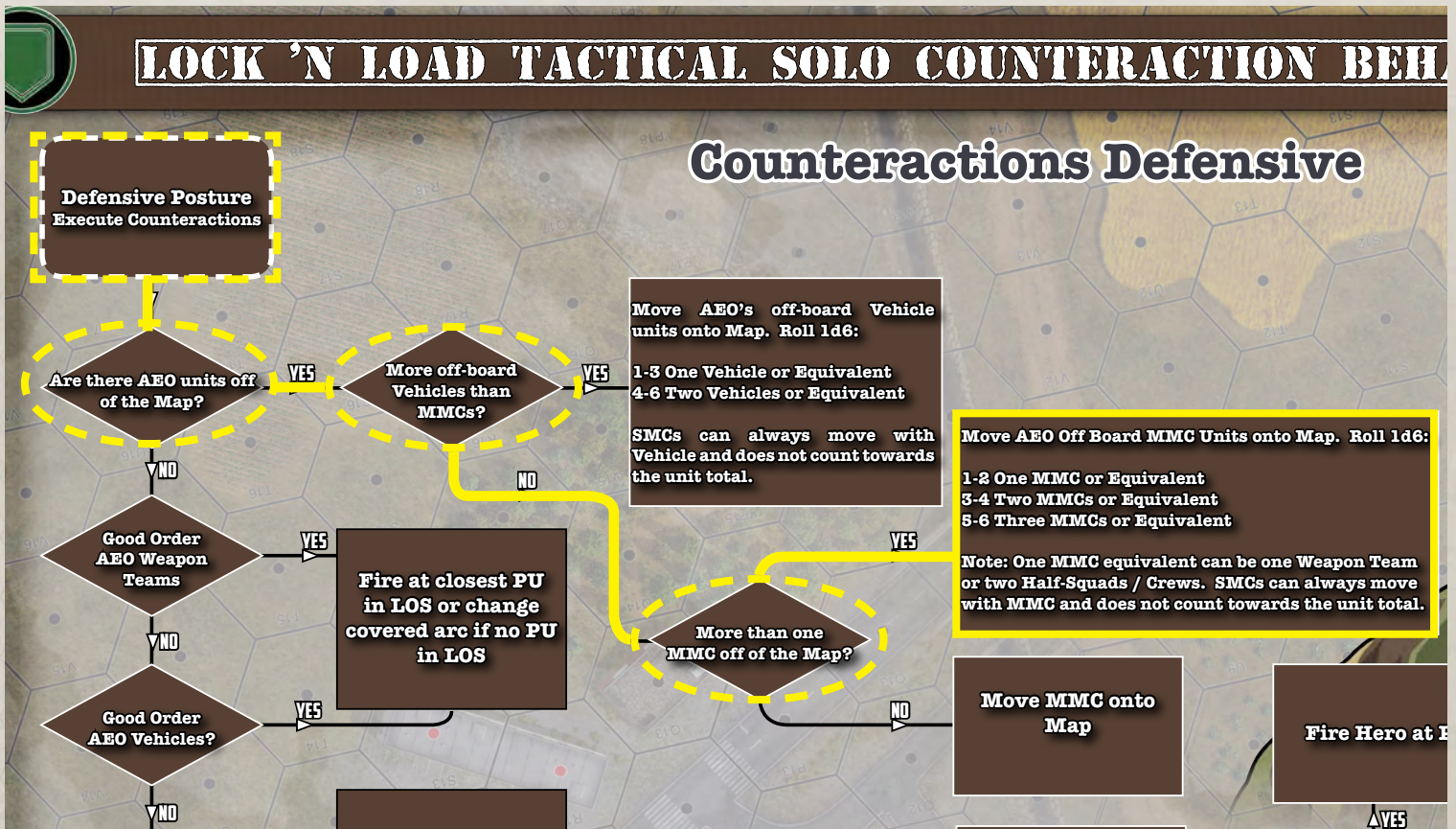


The threshold for triggering a Random Event is 12 or higher. With a total of 4, no Random Event is triggered.

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

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

come on as the German player has moved an armor unit on the map.



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



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



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

11.10 PLAYER IMPULSE

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



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11.11 AEO IMPULSE



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



A total of 5 means no event is triggered.

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

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

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



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



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11.12 PLAYER IMPULSE

Moving a buttoned SS Stug III onto hex K4



11.13 AEO TURN

21 **AEO ORDER**

▶Enter **Melee** ▶**Override** if
1 Firepower greater than Target ▶
Fire

▶Lay smoke ▶**Move towards**
2 ▶**Fire at closest INF**

Number of Activatable AEOs
 less than Actavatable PUs - AEO
 Passes

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

**Highest Firepower AEO closest to a
 Shaken unit**
 ▶**Fire**

AEO closest to a Target
 ▶**Move towards**

Execute **Victory Conditions**

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



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



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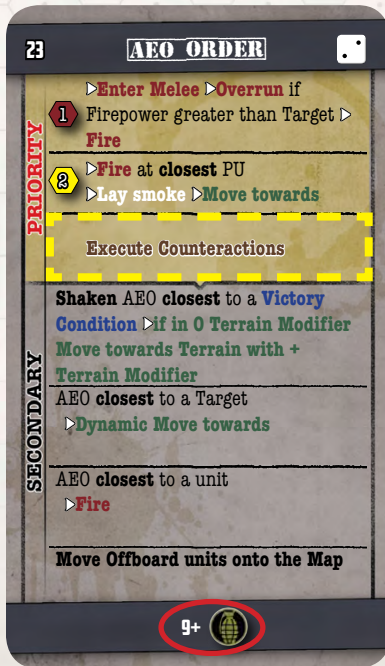
11.14 PLAYER IMPULSE

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



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11.15 AEO IMPULSE



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



A result of 6 means no Random Event occurs.

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

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

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

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



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11.16 PLAYER IMPULSE

The Player must again Pass



11.17 AEO IMPULSE

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

11.18 WRAP UP

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

12.0 DEVELOPER NOTES:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

- David Heath and Sean Druelinger