

LOCK 'N LOAD TACTICAL STARTER KIT



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RULESET v5.0

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LOCK 'N LOAD TACTICAL SYSTEM v5.0 STARTER KIT

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MULTI-MAN COUNTERS [MMCs]

Squad

Front

Back

Identification

Badge (IB, 1.1) Morale (1.5)

Shaken (5.1)



1 **6** **4**
Inherent Firepower (IFP) **Range** **Movement Factor (MF)**

No IFP or Range
MF Halved



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



Yellow box around MF indicates Stealth Move Capable (6.4)



Black box around MF indicates Extended Range (5.4)



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



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

Half-squad

Crew

Front

Back

Front

Back

(IB) Morale (1.5)



1 **5** **4**
IFP **Range** **MF**



0 **1** **3**
IFP **Range** **MF**



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SINGLE-MAN COUNTERS [SMCs]

Leader (11.1)

Front / Back

IB Morale (1.5)

Leadership Modifier (LM 11.1.1)

MF

Name and Rank

No LM When Shaken

Shaken

Hero (11.2)

Front / Back

IB Morale (1.5)

Hero Name

IFP Range MF

Wounded

Shaken: Cannot Heal

Medic (11.3)

Front / Back

IB Morale (1.5)

IFP Range MF

Shaken: No Heal

Sniper (11.4)

Front / Back

IB Morale (1.5)

IFP Range No MF

Self-Rally (3.0)

SR

Armor Leader (11.5)

Front / Back

IB Morale (1.5)

LM 11.1.1

Range

IFP MF

Shaken

Scout (11.6)

Front / Back

IB Morale (1.5)

IFP MF

MF Stealth Move Capable (6.4)

Self-Rally (3.0)

SR

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MOUNTED UNITS [MUs, 6.6]

Motorcycle Squad

Front **Back**

Dismount **Squad**

Red MF indicates Hit & Run capable (6.7)

Cavalry Half-squad

Front **Back**

Dismount **Half-squad**

Replace with Shaken Half-squad

VEHICLES [15.0]

ATGM Vehicles (14.4.1)

Front **Back**

Can fire twice per impulse (15.0)

Covered Arc MG

Covered Arc (Facing)

ATGM Depletion # (14.4.1)

Front Hull/Turret

Flank Hull/Turret

Rear Hull/Turret

Passenger Capacity (16.1)

Unit Name

Movement Factor and Type (15.0)

HE-Equivalent

Morale

Fires HEAT (14.2)

ATGM HE-Equivalent (14.4)

Range

To-Hit #

Penetration Value

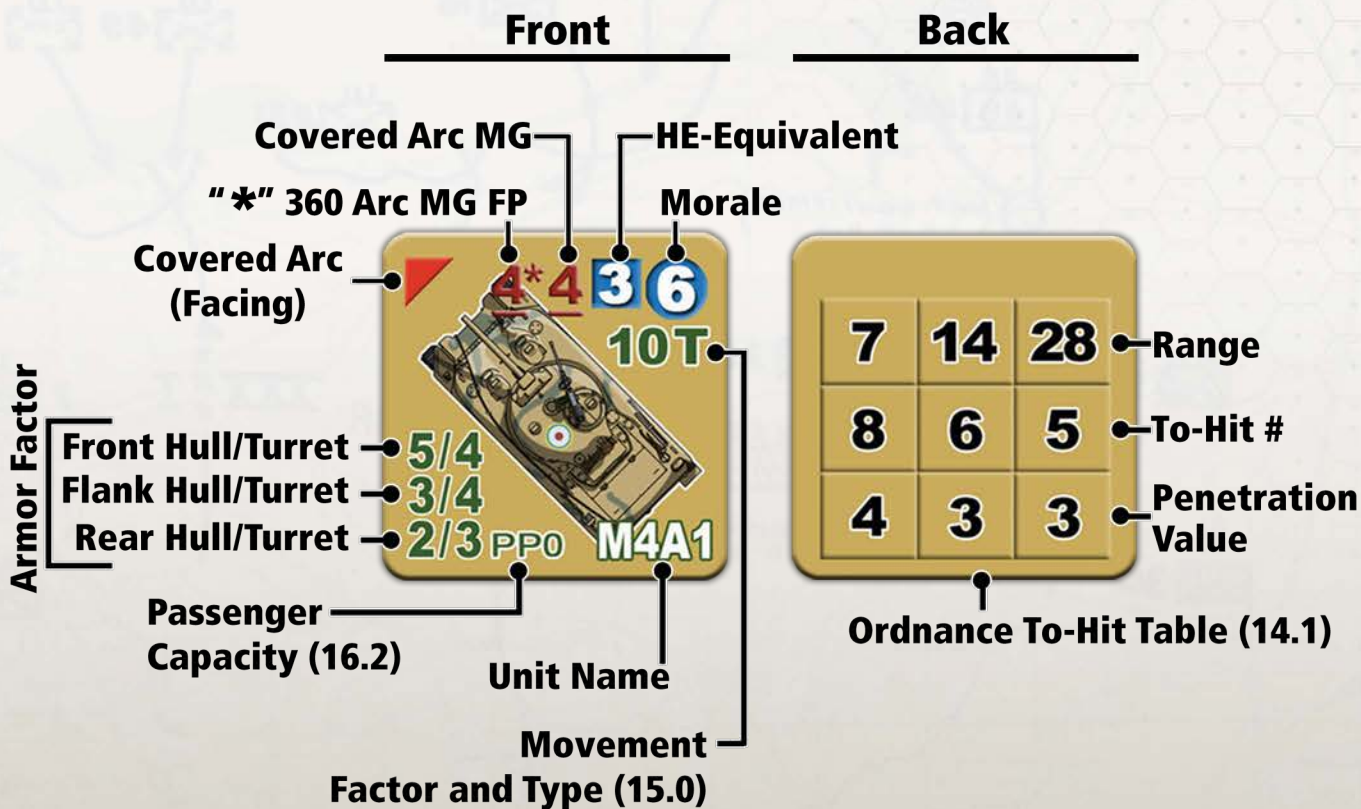
Split To-Hit Table:
black #s for main gun
/ red #s for ATGM

10	20	30
3	6	70
11	9	8
*	8	11
4	3	1
18	18	18

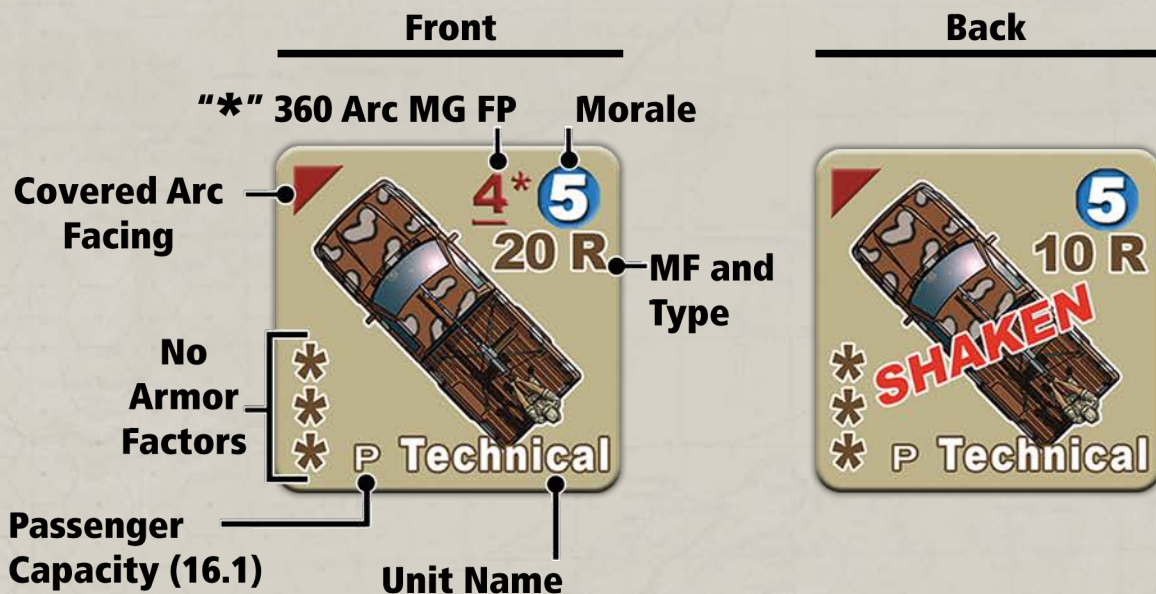
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VEHICLES [15.0]

Armored Vehicles



Un-Armored Vehicles



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Weapon Teams (WTs, 1.7)

Direct-Fire WT (5.0)

Front		Back	
Weapon Name			
M1917A1 7		M1917A1 7	
3	15	2	
IFP	Range	MF	
		Self-Rally (3.0)	

Ordnance-Firing WT (1.7.1, 14.1)

Front		Back													
Covered Arc (14.1)		Morale													
37mm ATG 2 6		SR 6													
*	*	1													
		To-Hit Table (14.1)													
		<table border="1"> <tr> <td>5</td> <td>9</td> <td>16</td> <td>Range</td> </tr> <tr> <td>6</td> <td>5</td> <td>4</td> <td>To-Hit #</td> </tr> <tr> <td>2</td> <td>1</td> <td>0</td> <td>Penetration Value</td> </tr> </table>		5	9	16	Range	6	5	4	To-Hit #	2	1	0	Penetration Value
5	9	16	Range												
6	5	4	To-Hit #												
2	1	0	Penetration Value												

Anti-Aircraft (AA) WT (19.1.1)

Front		Back	
Covered Arc (14.1)		HE-Equivalent	
20mm AA 2x 2 7		SR 7	
Can Fire twice per impulse (1.7.1)	*	*	2
			MF
		Blue To-Hit Table can only fire at Aircraft (19.1.1)	

Anti-Aircraft (AA) WT (19.1.1)

Front		Back		Split To-Hit Table: black #s for ground targets / blue #s for aircraft												
Covered Arc (14.1)		HE-Equivalent														
2x AA 2 6		SR 6														
*	*	1														
		MF														
		<table border="1"> <tr> <td>5</td> <td>5</td> <td>10</td> <td>20</td> </tr> <tr> <td>8</td> <td>8</td> <td>6</td> <td>5</td> </tr> <tr> <td>3</td> <td>3</td> <td>2</td> <td>1</td> </tr> </table>		5	5	10	20	8	8	6	5	3	3	2	1	
5	5	10	20													
8	8	6	5													
3	3	2	1													

ATGM WT (14.4)

Front		Back										
ATGM Depletion # (14.4.1)		Fires HEAT (14.2)										
Milan 5 6		H SR 6										
*	*	2										
			MF									
		To-Hit Table (14.1)										
		<table border="1"> <tr> <td>1</td> <td>4</td> <td>36</td> </tr> <tr> <td>5</td> <td>8</td> <td>11</td> </tr> <tr> <td>16</td> <td>16</td> <td>16</td> </tr> </table>		1	4	36	5	8	11	16	16	16
1	4	36										
5	8	11										
16	16	16										

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SUPPORT WEAPONS [SWs, 1.6]

Direct-Fire Support Weapons (5.0)

Machine Gun
Weapon Name



PKM

2 9

Firepower (FP) Range

Flamethrower
Weapon Name



Flamethrower

4 2

Firepower (FP) Range

Satchel Charge
Weapon Name



Satchel Charge

6 1

Firepower (FP) Range

Ordnance-Firing SW (1.6.4, 14.1)

Front

Weapon Name




Carl Gustav

3

Back

Fires Heat (14.2)



H

3	6	14
10	7	3
8	8	8

Range
To-Hit #
Penetration Value

SW HE-Equivalent (1.6.4)

To-Hit Table (14.1)

Anti-Aircraft SW (1.6.6, 19.1.1)

Front

Weapon Name



Stinger

Back



20	45	70
7	6	5
9	9	9

Range
To-Hit #
Penetration Value

Blue To-Hit Table (14.1)
Can Fire at Aircraft

Jam Potential SW (1.6.2, 5.0)

Front

Weapon Name



Chauchat

1^J 6

Back

Jammed Side



Chauchat

JAMMED

* *

"J" Superscripted FP

Tripod MG SW (1.6.1, 5.0)

Front

Weapon Name



Breda 37

2 10

Back

Dismantled Side



Breda 37

Dismantled

FP Range

Mortar SW (1.6.5, 5.0)

Front

Weapon Name



51mm

2 2-9

Back

Dismantled Side



51mm

Dismantled

FP Minimum Range of 2
Maximum Range of 9

AIRCRAFT [19.0]

Fixed-Wing Aircraft (19.1)

Modern

WW2

Bombs / HE-Equivalent
Cannon FP (19.1.2)
Morale

of adjacent hexes attacked by Cannon FP

4x 6 8 7

4 A10

Armor Factor **Unit Name**

of hexes HE / Bombs can attack (hexes do not have to be adjacent, 19.1.2)

2x 2 3 6

0 D3A Val

Armor Factor **Unit Name**

Helicopters (19.2)

Front

Back

HE-Equivalent
" * " 360 Arc MG FP
Morale

of times Ordnance can fire in an Impulse

2* 2x 4 7

2 2PP Mi8

Armor Factor **Unit Name**
Passenger Capacity (19.2.6)

To-Hit Table (14.1)

4	6	10	Range
8	6	4	To-Hit #
3	3	3	Penetration Value

Hover Mode (19.2.1)

Front

Back

" * " 360 Arc MG FP
Morale

Flying Mode (19.2.1)

4* 7

2 PP UH-60

Armor Factor **Unit Name**
Passenger Capacity (19.2.6)

Hover Mode (19.2.1)

4* 7

2 PP UH-60

LOCK 'N LOAD TACTICAL SYSTEM v5.0 STARTER KIT

Introduction

Welcome to the **Lock 'n Load Tactical** system! The *version 5.0 (v5.0) Starter Kit* contains the latest set of guidelines and regulations that are relevant to learning the basics of the game system, with a focus on what you need to know to learn how to play using only infantry units.

This *Starter Kit* differs from our previous version. It features our *v5.0* rules, which merged the previous, and separate, *v4.1* World War II- and Modern-era rules in to one booklet. These rules have more examples, a more accessible layout, which includes lots of bullet points to help demonstrate the game system. The following changes have been made:

- Notable content changes from the *v4.1* 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.

Developer's Notes are in BLACK italicized text and enclosed in a grey box with a Black Border

For clarity, we've altered the following:

- 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.
- Rules sections listed for cross-reference are noted in parentheses.
- A hexagonal color-coding system has

been implemented in the table of contents and throughout the manual, to make referencing certain sections and subsections easier. For example, section 5.0 on Fire Combat has a red hexagon next to it in the table of contents, and every page in the rules in section 5.0, including its subsections, have a red hexagon in either the upper-left or upper-right corner of the page.

- Rules sections with many examples now have numbered examples, e.g., Melee Example 4, or LOS Example 6.
- The core rules are laid out in a conceptual, reference style. Being a military conflict simulation, a lot of acronyms are used after their initial use, e.g., **LnLT** for **Lock 'n Load Tactical**. A glossary of acronyms is at the back of the booklet. A new index is at the back of the booklet, too.
- Expanded unit-image diagrams are at the front of the booklet.
- Information on **LnLT** Series Resources, such as X-Maps and Battle Generators, is at the back of the booklet.

Do note that throughout these rules, counter images and other art from the entire **LnLT** system, across all eras, is represented; the art is not just from one game. Not all counters from each game are the same, e.g., the Mines markers in the World War II-era games do not look like the Mines markers in the Modern-era games.

Note: When reading and using these rules, bare 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

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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.

Learning any game system can be daunting, but don't be dissuaded; we use a large font-size, to accommodate the eyes, and have lots of examples, to illustrate the mechanics. Further, the best way to learn is to have another person show you how to play, but that's not always an option. We encourage new players to read the Infantry Gameplay Narrative (available for free download) before reading the rules, to familiarize yourself with how a scenario plays in an intuitive and observational manner.

The Infantry Gameplay Narrative is available in our online Resource section:

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

The *Starter Kit* includes four scenarios: two for World War II, two for Vietnam. Everything you need to play (except dice) is here: the rules, the Player-Aid Cards (in the booklet, not loose), the counters and the Maps. In place of our standard-size Maps, we have provided our X-Maps, which are the same as the standard Maps in every way, just bigger.

We want learning the **LnLT** system to be as easy as possible. In this booklet there are references to rules numbers and items that are not included. Again, we've only included the rules that are relevant to learning the basics, so don't panic, you are not missing any portion of the rules. And always remember what is most important: Have fun!

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>.

Note: You must make an additional account in our Community area to use our forums or to access any of our other services or Web site features. Once you register you will need to wait until you are approved by one of our admins before being able to access these additional areas.

LOCK 'N LOAD TACTICAL SYSTEM v5.0 STARTER KIT

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 geometric 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

.50 cal **6** 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.

1 **6** A **Single-Man Counter (SMC)** represents a single man or woman, and is depicted by a counter displaying an individual or—in the case of Leaders—a face. 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.

BAR **1** **6** **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.

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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 are found on the primary Player-Aid Card (PAC, 1.9) that also contains 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 DFT depicts the severity of all attacks against non-armored 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.
- 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.

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- 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 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 marker.

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 lim-

itations 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 Direct Fire Table (DFT) 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

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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.

1.6 SUPPORT WEAPONS



Support Weapons (SWs) are 5/8" counters with the illustration of a weapon such as a machine gun, Bazooka, Flame-thrower 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.
- 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.

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- 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 Direct Fire Table (DFT) 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 the primary Player-Aid Card (PAC, 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.

1.7 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.
- 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

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Melee (i.e., move into a Melee hex), but can defend AND counterattack with their full IFFP.

- 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, as described above.
- 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 lower level of that same Building hex, and vice-versa.
- Mortar WTs are covered in section 18.1.

1.8 EVENT MARKERS



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



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

When an Event marker is activated, read the indicated paragraph from the scenario's Paragraphs section (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 replayability, and thus should be treated like expected and/or conditional reinforcements.*

1.9 PLAYER-AID CARDS

Each complete game in the **LnLT** system comes with a set of Player-Aid Cards (PACs). The primary PAC is double-sided and contains the following:

- Terrain Effects Chart (TEC)
- Direct Fire Table (DFT)
- DFT Modifiers Table
- Ordnance Fire Table (OFT)
- Melee Table (MT)
- Support Weapons Portage and Usage

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 Optional Vehicle Size OFT DRMs and Optional Speed Modifiers Tables (15.6). Boxes for placing each side's Casualties are also on this PAC. 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. The Ordnance PAC is a one- or two-sided PAC that contains the front and back images of all ordnance-firing units and/or weapons in a particular game.

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This is handy and keeps you from having to flip counters over to check their OFT to-hit tables. This PAC also contains various summaries of how to conduct small-arms and ordnance attacks.

The Sequence of Play PAC is one-sided (or on the back of the Ordnance PAC, in some games) and contains a brief sequence 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). Squad to Half-Squad step reductions are also depicted.

The Rules Reference Card PAC contains summaries of almost all game actions on one side and module-specific information about units, weapons and unique rules on the other side.

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

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 ad-

jacent 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.

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.

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 subtract-

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ed 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 and Hedges (if any/all enemy fire would cross the Wall/Hedge hexside), subtract two (-2) from their die-roll. (TMs are listed on the Terrain Effects Chart (TEC).)
- Armor Leaders (11.5 and 15.4) can only rally the tank/vehicle they are Crewing.
- 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 CAN NOT 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).

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 or Hero. Remove destroyed SWs from play.

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.

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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 a GO, **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 (6.1), **Assault Fire** (6.1.1) or Stealth Movement (6.4)) 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

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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.*

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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.

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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.

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:

- Adds the total Firepower (FP) of the unit(s), **then**
- Adds any applicable Leadership Modifier (LM, 11.1.1), **then**
- Adds or subtracts any Direct Fire Table (DFT) modifiers, such as target movement (+1), target adjacency (+2), degrading terrain (see section 10.3) or any other DFT die-roll modifiers, **and then**
- Rolls 1d6.

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 modified die-roll, and then consult the Direct Fire Table (DFT) 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.*

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- *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 DFT 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 DFT.
- 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 WT's (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 WT's using the OFT that are activated in the Leader's hex in the same impulse. Leaders that aid such fire are placed under a Fired marker. Armor Leaders can only affect the fire of their tank/vehicle.*

5.1 DIRECT FIRE TABLE (DFT) RESULTS

The DFT 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).

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- 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 Shak-

en 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.

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

Crews, 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. Roll 1d6: if the result is a 1, place a Good Order 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). 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

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same impulse, must target the same hex. However, there are exceptions:

- SWs with to-hit tables (OFT) on the back of their counters (e.g., Bazookas).
- WTs and vehicles must fire separately, even when firing in the same impulse.
- Although WTs and vehicles CAN fire in a different impulse, SWs must fire during the same impulse as the Squad that possesses them.

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.*

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.*

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 \(6.1.1\).](#)

A unit(s) expending MPs (either entering a new hex, pivoting within a hex or unloading/loading passengers (16.0))

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.

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- 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 units, unless the moving units are in terrain that negates that modifier, e.g., Low Crops.

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 the moving units suffer the +1 modification to the 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.

5.5 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.

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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.*

An unShaken, 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 above, 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, 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.).

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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 / FIRE



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).*

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.

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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.

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.

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- 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.

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.

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 Off-board 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.

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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 the Player-Aid Card (PAC) with the TEC, DFT and OFT on it. 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. 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) to enter Melee, as they cannot, if they survive, fire after the Melee is resolved.
- Units cannot use Assault Fire (6.1.1) and then move and 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).

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- There can only be one Melee round/turn/hex.
- All units that participate in a Melee round are considered activated at the same time.
- 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).
- Leadership Modifiers (LMs, 11.1.1) apply for the “attacking” units and are added to their die-roll. LMs are not added if the Leader is possessing a Melee-eligible SW and contributing 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** WT’s defend with a nominal FP of one (1), and cannot counterattack. WT’s depicting a machine gun (MG) can defend AND counterattack with their full IFP. To be clear, WT’s 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).
- WT’s 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

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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.*

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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 (only) 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 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

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as a rearguard to prevent this from occurring.

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).

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-specific rules) allow the initial round of Melee to be resolved as an Ambush.

When an Ambush-capable unit (or stack of units) enters Melee with a unit that did not have LOS to it (the Ambusher) at the beginning of its impulse, the unit's/units' total FP (IFP + SW) is tripled for the first round of Melee.

A zero-FP MMC's FP is still 1, and tripled to 3, and 1 is subtracted from the die-roll. Additionally, this first round is non-simultaneous, and eliminated opponents are immediately removed from play, before they counterattack.

9.0 Administration Phase

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

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

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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 v5.0 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 automatically spotted even if the LOS is degraded by intervening terrain (10.3).
- Open-type-terrain hexes containing a vehicle (degrading terrain for LOS) are spotted, but Leg units in the hex do get the defensive TM;

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if two vehicles are in open-type terrain, the hex is also spotted, and they, too, get the defensive TM.

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.

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 from the 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.**

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- 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.

Developer's Note: *Experienced players rarely make spotting attempts; they let a turn's gameplay and the actions of both players' units create spotted hexes, i.e., they let fire, movement and other actions reveal and expose hexes containing enemy units. Spotting attempts are done, tactically, only during early turns or in desperate circumstances.*

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.*

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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.*

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.

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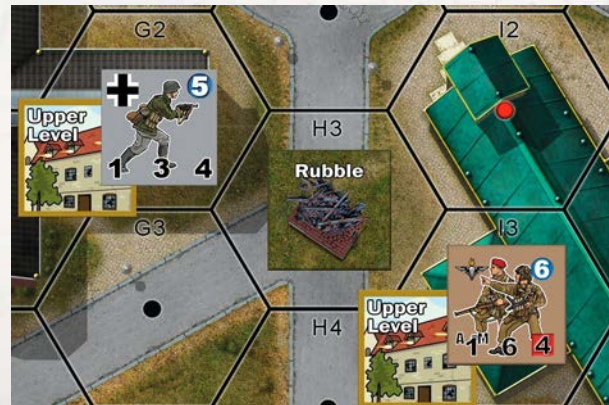
LOS Example 5: *In the image above, the Brush in hex M5 degrades LOS between the French Squad in M6 and the German Squad in M4 (all hexes at Level-0).*

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.

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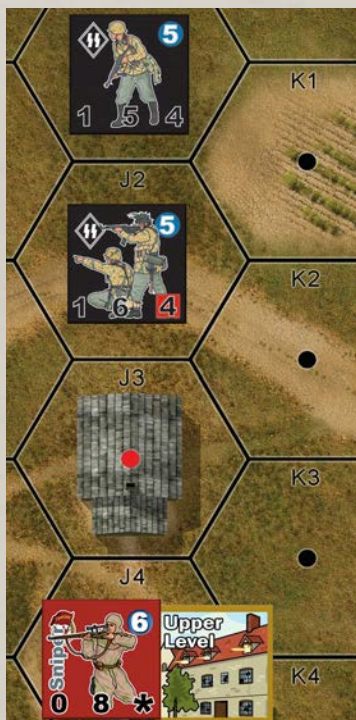


LOS Example 8: In the image above, LOS from the Soviet Partisans in hex K3, a Level-1 Hill hex, to the German SS Squad in hex K1, a Level-0 hex, is degraded by the Light Woods terrain in hex K2, a Level-1 height as obstacle in a Level-0 hex, for a total obstacle height of Level-1, which casts a one-hex 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.



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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.

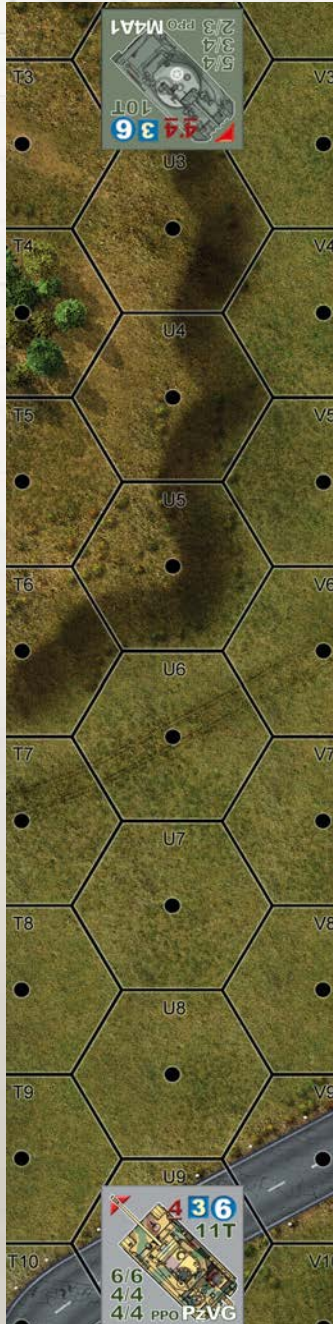
Here's another example:



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.

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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).

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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.



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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).

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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.

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.



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

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.

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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).*

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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.

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 WT's using the OFT.

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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 onboard Mortar fire (18.1) or Off-board Artillery (18.2) and add their LM to a direct-fire attack in the same turn.

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 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.

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- 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 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.

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.

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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/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/

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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.

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 sin-

gle-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.

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18.0 Indirect Fire

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

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 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.

Indirect fire and Mortar targets in a Hill hex (any level) or in a hex with a Wall hexside do not receive a positive TM. A Sniper's TM (11.4) is not doubled against indirect fire or Mortar attacks. **Onboard Mortars and Off-board Artillery cannot fire/lay Smoke (7.0) unless noted in a Special Scenario Rule (SSR).**

18.1 ON-BOARD MORTARS

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



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

Roll 2d6, choose the higher of the dice, add it to the Mortar's 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.*

Mortars 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 onboard Mortar fire against a hex they spotted during the current impulse. Leaders cannot, however, call onboard-Mortar fire and add their LM (11.1.1) to a direct-fire attack (5.0) in the same turn.

For an indirect Mortar 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

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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 onboard Mortar's 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 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.

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

The Leader/Scout/Advisor's impulse is over; place an Ops Complete marker

on the Leader/Scout/Advisor.

- 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.

18.3 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.

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.*

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- 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 DFT 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).

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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.

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.

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Series Resources

If you are interested in expanding your **LnLT** gaming experience these additional resources might be to the trick. Many of our **LnLT** Resources can be found on our **LnLP** online store at <http://store.lnlpublishing.com> and are sold separately.

VIDEO BOOTCAMP

We have created a series of videos designed to enhance the learning of the core concepts of **LnLT**. These are not substitute for reading this rule book, but should be consider a video player aid for the manual. You can view these videos at the links below.

Video Tutorial Playlist



Short URL: <https://goo.gl/BWXHJw>

Long URL: https://www.youtube.com/watch?v=y-qpe-USTUmA&list=PLUd-PYZkObJF23h7LfPmCg-cZC_-PdaZx81

AUDIO BOOK EDITION

We have created an Audio Book Edition of our rulebook, available in our Resource section:

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

X-MAPS

X-Maps are larger Maps that can be used in place of the standard Maps in any **LnLT** module. 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.



BATTLE GENERATORS

Our **Battle Generator v2.0** puts the power to create scenarios and engagements in to the player's hands, allowing you to get the most out of your game as you go from scenarios we designed to charting your own course.

Since its inception, the **LnLT** system has been defined by two things: its innovative rule set and its engaging scenarios. Each game (complete and expansion) in the series has a Battle Generator—sold separately.

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The Battle Generators are based on a point system defined by the size of the battle you want to play and then modified up or down by the battle's variables. This means that you get to the action fast.

LNLTS: SOLO



Lock 'n Load Tactical: Solo (LnLTS) is the next evolution in the **LnLT** series. **LnLTS** is a solo system that allows one to play the scenarios that come with the games, as well as those created with the **Battle Generator**.

LnLTS allows players to fight against an Artificial Enemy Opponent (AEO) that operates using a series of cards drawn from a deck, which makes decisions for the AEO game units. **LnLTS** can be used to play almost every scenario in the **LnLT** series, for either side.

LNLTS ON VASSAL



Another excellent **LnLT** community resource is Vassal, the free, open-source platform for playing online adaptations of board games. Each **LnLT** module has its own accompanying Vassal module.

Vassal modules can be found, for free download, through the Resources section

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

Or at <http://www.vassalengine.org/>

Through Vassal, you can play both sides or use the LnLT: Solo system. Or you can network through our forums or other social-media outlets to find an opponent to play against. Set up any scenario from any **LnLT** complete game or expansion module, or use the Battle Generations.

Vassal supplies the Maps and counters and even rolls the dice! Players still need to own the core rules, player-aid cards and the module specific rules and scenarios booklet.



COMPENDIUMS

The **LnLT Compendiums** contain 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.

BATTLE GEAR

The **LnLT Battle Gear** are items to enhance players gaming experience. These additional items are not necessary to play **LnLT** but are available through our strategic partnership with Litko (<https://litko.net/>).

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Outline of Play [2.0]

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, or a Hero. In each hex, Shaken Leaders attempt to rally first; if successful, other Shaken units can attempt to rally.
 - » Roll \leq 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)

Each player alternates activating a single hex. The player with the initiative goes first.

Good Order Leaders can activate their own and all adjacent hexes.

MOVEMENT (6.0)

- All units activated within same hex at same time, must move together.
- Assault Movement / Fire (6.1): eligible unit or stack moves up to half its MPs and attacks with -2 DFT modifier, +1 OFT modifier.
- Double-Time (6.2): Units moving with Leader get +2 MPs.
- Low Crawl (6.3): unit moves only one hex without spending all of its MF.
- Stealth Movement (6.4): Same as Assault Movement plus Stealth-Movement-capable units do not automatically spot degrading- and blocking-terrain hexes after they enter them, even if adjacent to an enemy-occupied hex.

SPOTTING (10.1)

- All hexes containing units with a Fired or Moved marker, in open-terrain hexes, or adjacent to a friendly Good Order unit are spotted.
- To spot a hex:
 - » Degrading terrain, ≤ 3 on 1d6
 - » Blocking terrain, ≤ 2 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).
- Place Ops Complete marker on spotting unit.
- If successful, spotting unit can immediately fire at target hex.

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FIRE COMBAT (5.0)

- 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)
 - » +1 if target is moving or under a Moved marker
 - » subtract any Direct Fire Table (DFT) modifiers.
 - » Ordnance Support Weapons (1.6.4) fire separately.
- Defender rolls 1d6 and adds Target Modifier (TM) of target hex.
- If attacker's roll is higher, each defending unit must take a Damage Check (DC).
- 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).
 - » Consult Direct Fire Table (DFT).
 - » Any MMC's DC roll of a one (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.

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.
- **Smoke (7.0):** If a GO MMC rolls \leq 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 passes and doesn't conduct another action.
- **Melee (8.0):** Each side adds up FP of all units in hex. Eligible SWs (Flamethrowers, Machine Guns, Satchel Charges & Molotov Cocktails) use full FP. Determine odds ratio and Kill Number. Each side attacks other rolling 2d6 on Melee Table; greater than or equal to Kill Number eliminates enemy.
- **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.
- **On-board Mortars (18.1):** to attack, roll 2d6, add it to the Mortar's IFP and resolve the attack (all DFT modifiers—except degrading terrain in the LOS, Walls and Hills—apply). Defender rolls 1d6 + hex's TM (unless TM is from Wall or Hill).

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.
 - » Heroes always add their full IFP to attacks.
- **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 Stealth

ADMINISTRATIVE PHASE (9.0)

Remove Administrative markers (Fired, Moved, Low Crawl, Assault Move, H&R, Spotted and Ops Complete). Flip Smoke 1 markers to Smoke 2 markers. Remove Smoke 2 markers, Starshells and FFE markers.

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Charts and Tables

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)	+ Leadership (LM)
Target unit is in an adjacent hex (5.0)	+2
Target is a non-vehicle unit marked with a Moved or Assault Moved marker or currently moving (not Low Crawling or Stealth (6.0))	+1
Per degrading-terrain hex through which the LOS passes (maximum of two; a third degrading hex blocks LOS, 10.3)	-1
Target unit is a vehicle currently moving or marked with Moved or Assault Move marker (15.1, 15.2) or hovering Helicopter (19.2)	-1
Attacking unit is a passenger on (not in) non-moving vehicle (16.2) or in (firing out of) a hex containing Smoke (7.0)	-1
Vehicle-mounted MG firing after vehicle pivots in hex without moving to a new hex.	-1
Attacking unit is a passenger on (not in) moving vehicle (16.2)	-2
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.	-2
Firing during a night scenario at a unit that is either not within two hexes or not illuminated by a Starshell (20.2)	-3
Defending unit's die-roll modifications per Target Terrain (5.0) See TEC - Maximum Terrain Target Modifier is +4	+/- TM

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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										
		1	2	3	4	5	6	7	8	9	10	11
ATTACKER MODIFIED RESULT	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
Die-Roll ≤ Morale	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
Die-Roll > Morale and < 2x Morale	Shaken	Casualties	Shaken	Wounded	Shaken	Shaken
Die-Roll ≥ 2x Morale and < 3x Morale	Casualties	Casualties	Wounded	Wounded	Shaken	DESTROYED
Die-Roll ≥ 3x Morale	ELIMINATED	ELIMINATED	ELIMINATED	ELIMINATED	Abandoned	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.

Destroyed: Destroyed vehicles are replaced with a Wreck marker. Both passengers and Crew must take a Bailout Check (see sections 15.4, 16.1.1 and 16.2)

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).

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ORDNANCE FIRE TABLES (OFT) [14.1]

Firing Weapon	Die-Roll Modification
Leadership Modifier (LM, 11.1.1)	- 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

LOCK 'N LOAD TACTICAL SYSTEM v5.0 STARTER KIT

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

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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. If vehicle's modified die-roll is > 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 > the defender's modified die-roll, the vehicle is destroyed.

Stacking [1.3]: 3 Squads (or equivalent), 2 Vehicles, 2 SMCs each side, per hex. Aircraft and Helicopters do not count toward stacking but only one per hex at a time. Only one Wreck marker per hex at a time.

Turn Record Track



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.

LOCK 'N LOAD TACTICAL SYSTEM v5.0 STARTER KIT

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

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Image	Notes
	See 10.5 in the <i>Heroes of Normandy</i> 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 from 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 <i>Heroes of Normandy</i> , 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 from 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.

LOCK 'N LOAD TACTICAL SYSTEM v5.0 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 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.

LOCK 'N LOAD TACTICAL SYSTEM v5.0 STARTER KIT

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.

LOCK 'N LOAD TACTICAL SYSTEM v5.0 STARTER KIT

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	
	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	
	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 against fire from a lower Level	Level-1	1D5	
			+1 MP to move to higher elevation							
			+2 MP for 'R' move to higher elevation							
	Bunker / Foxholes	Open	As per other terrain				+2 (or +3) / +1	Per height of terrain	Placed in setup	
	Smoke	Blocking	As per other terrain				+1	Level-2	Created during play	
	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	

LOCK 'N LOAD TACTICAL SYSTEM v5.0 STARTER KIT

Modern Era Terrain Effects Chart

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 > 3 can enter LC Buildings. This Rubbles the hex. Roll 2d6: If the number is > 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 > 1 can enter Bamboo Huts. This Rubbles the hex. Roll 2d6 - 2. If the number is > 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

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.

Turn Record Track

1	2	3	4	5	6	7	8
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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.



LOCK 'N LOAD TACTICAL SYSTEM v5.0 STARTER KIT

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 placed 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)

LOCK 'N LOAD TACTICAL SYSTEM v5.0 STARTER KIT

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

- 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.

LOCK 'N LOAD TACTICAL SYSTEM v5.0 STARTER KIT

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 SYSTEM v5.0 STARTER KIT

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

LOCK 'N LOAD TACTICAL SYSTEM v5.0 STARTER KIT

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 Imaging 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

LOCK 'N LOAD TACTICAL SYSTEM v5.0 STARTER KIT

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WHY WE DO WHAT WE DO

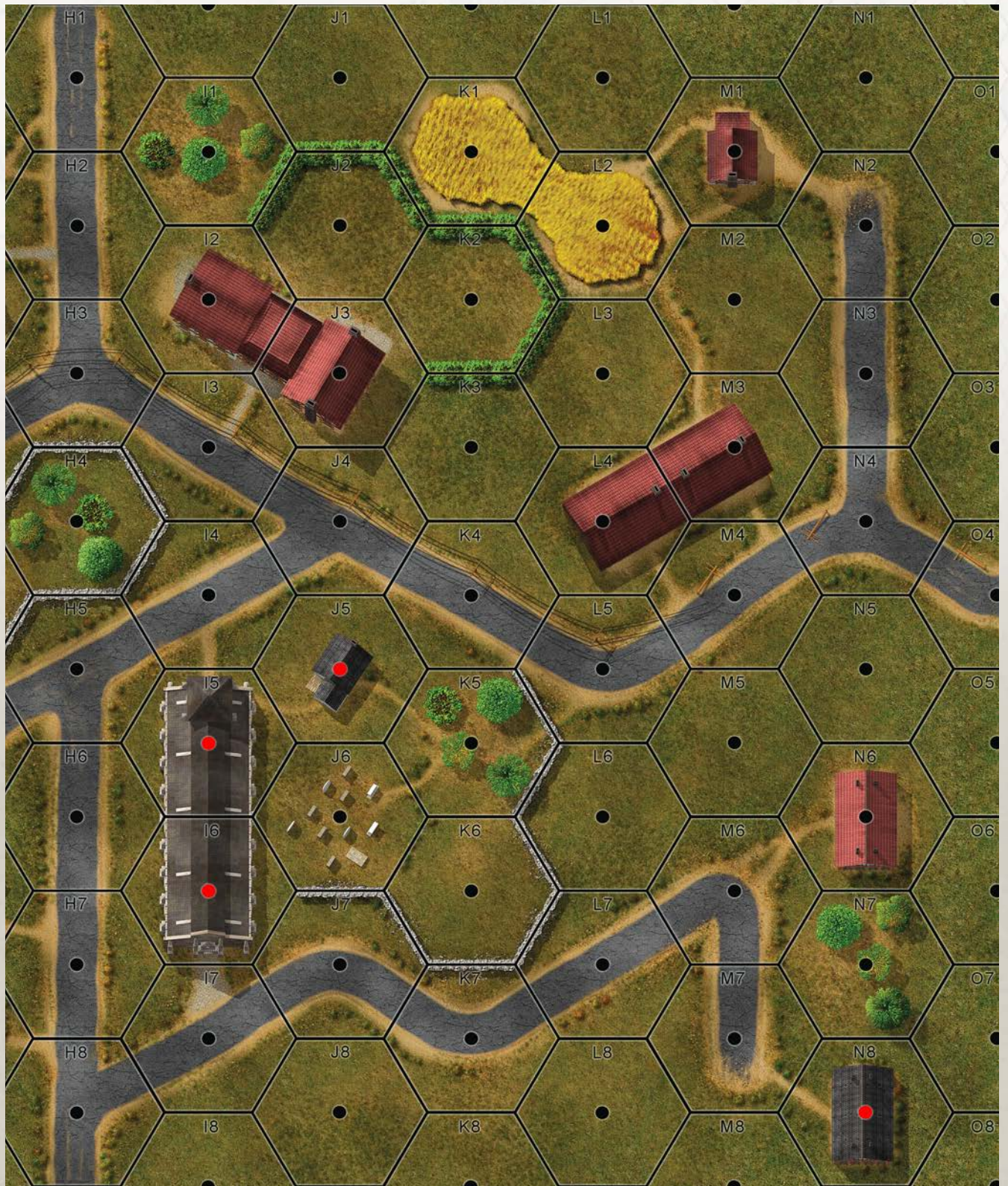
We love playing games, as well as designing and developing them. We give praise and thanks to God for blessing us so we can follow our dreams and passions. We also thank you our fans, friends and family for making this possible for us.

LOCK 'N LOAD TACTICAL STARTER KIT SHEET 01 OF 01 FRONT

 1 6 4	 1 6 4	 1 6 4	 1 6 4	 1 6 4	 1 6 4	 1 6 4	 7 1 6 Lt. Plassmann	 6 1 6 Sgt. Balthaus	 1 5 4
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 6 * * 6	 6 0 6 Cpl. Medrow	 6 2 6 Major Tom	 6 2 2 6	 1 6	 2 12	 2 9	 2 9	 6 1 4 4	 6 1 4 4
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 7 1 6 Lt. Van Du	 2 8	 2 8	 1 6	 2 10	 2 10	 6 1 6 Lt. Jensen	 6 * * 6	 5 1 5 4	 5 1 5 4
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LOCK 'N LOAD TACTICAL SYSTEM

STARTER KIT v5.0

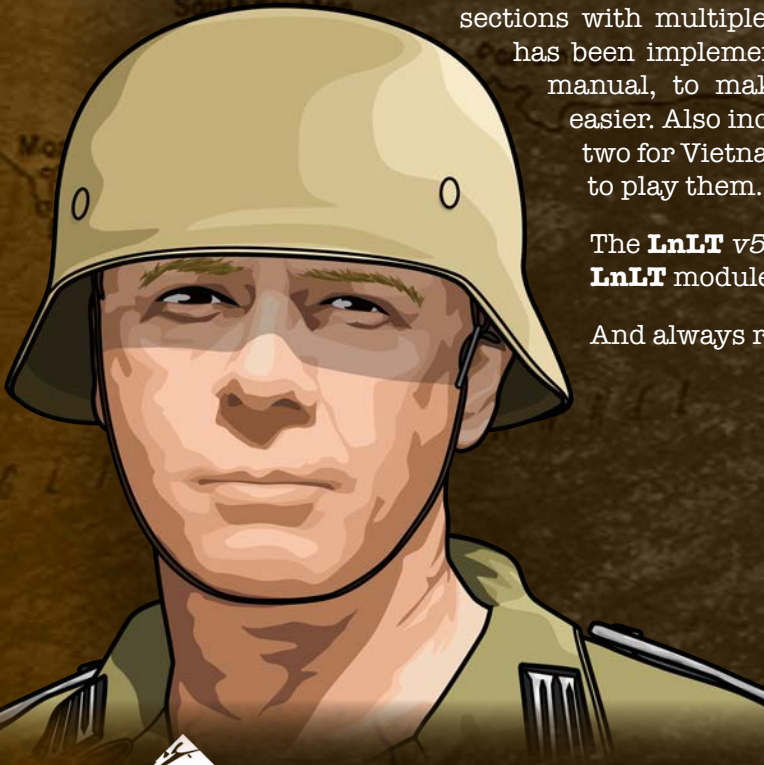
The **LnLT Starter Kit v5.0** has been designed with the new player in mind. Learning any game system can be daunting, but don't be dissuaded; we use a large font-size, to accommodate the eyes, and have lots of examples, to illustrate the mechanics. Further, the best way to learn is to have another person show you how to play, but that's not always an option. We encourage new players to read the new Infantry Gameplay Narrative (available for free download) before reading the rules, to familiarize yourself with how a scenario plays in an intuitive and observational manner.

The **LnLT Starter Kit v5.0** contains the latest set of guidelines and regulations for the game system, with a focus on the necessary rules for basic infantry combat. Our goal is to present the rules in a straightforward manner without disrupting their existing structure and foundation from previous versions. 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. Additional cross-referencing of rules and expanded unit-image diagrams have also been added.

Other new additions to the **LnLT Starter Kit v5.0** are numbered examples within sections with multiple examples and a hexagonal color-coding system has been implemented in the table of contents and throughout the manual, to make referencing certain sections and subsections easier. Also included are four scenarios—two for World War II and two for Vietnam—and the counters, maps and player-aids needed to play them.


The **LnLT v5.0** rules can be used with any previously published **LnLT** module, including the **LnLT Solo** system.


And always remember: Have Fun!



LOCK 'N LOAD
PUBLISHING
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Solitaire Playability w/ Solo Module


 AGES
 PLAYERS
 TIME

Game Credits:

- ▶ **Executive Producer**
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- ▶ **Lead Design**
Jeff Lewis
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- ▶ **Editor**
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