

LOCK 'N LOAD TACTICAL SYSTEM v5.1 CORE RULES

Vehicle & Ordnance Gameplay Narrative

This Vehicle and Ordnance Gameplay Narrative introduces players to how vehicles and ordnance function in the **Lock 'n Load Tactical (LnLT)** system. **LnLT** is a Squad-level tactical game, and that's an important distinction. The focus of the **LnLT** system is infantry combat, but it is not limited to infantry and small-arms. Armored and unarmored vehicles and ordnance-firing weapons also feature throughout the numerous games, in both the World War II and modern eras. Here, we will cover all you need to know about vehicles, armor, mortar and ordnance-firing Weapon Teams, Off-board Artillery missions, passengers, Overruns, Close Assaults, and some fortifications and obstacles. Fixed-wing aircraft and helicopters have their own in-depth examples within section 19.0 of the v5.1 rules.

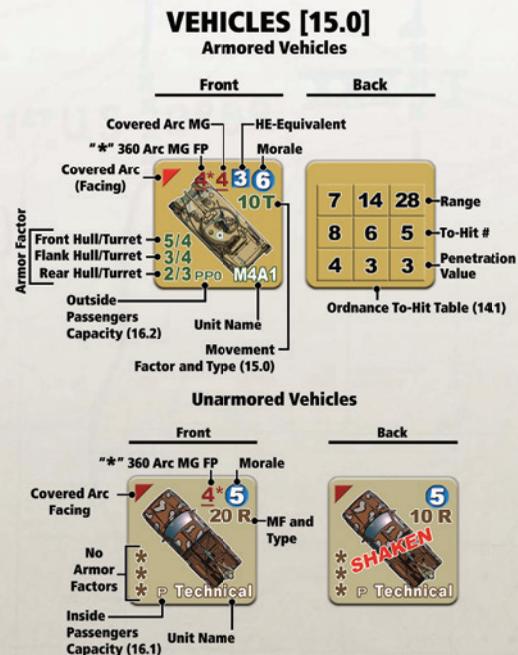
If you are reading this, it's expected that you have already read the Infantry Gameplay Narrative. In that narrative, the basics of the **LnLT** system, from components to the regularly used rules, were introduced. Those are not covered again, and are referred to here without exposition unless it is necessary to illustrate a new mechanic or concept. The Infantry Gameplay Narrative also featured a training scenario; here a training situation is presented instead. After we cover some terminology and concepts, we are going to get right to a training situation on a Map, on which a turn's Operations Phase unfolds.

The Infantry Gameplay Narrative used components—with a handful of exceptions—from the **LnLT Starter Kit**, to max-

imize interaction. The *Starter Kit* does not contain vehicle and ordnance components. Here, many components from the *Starter Kit* are used, but the rest are from *Heroes of Normandy*.

VEHICLE COUNTERS

In **LnLT**, vehicle counters are 7/8" in size and have a lot of information on them. Let's look at them. Each important item on the counter is labeled.



Unit Name: A vehicle's name is always on the counter's lower-right corner. The armored vehicle in the unit image diagram above (and in the v5.1 rules) is a British M4A1 Sherman tank from *Heroes of North Africa*.

Morale: A vehicle's Morale is on the counter's upper-right corner, in a circle—same as Leg units. The M4A1's Morale is 6.

Movement Factor (MF): A vehicle's MF is under its Morale. The M4A1's MF is 10.

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Movement Type: All vehicles in the LnLT system are of one of three types: Tracked (T), Off-road (O) and Road (R). Each type has a one-letter indicator next to the vehicle's MF.

- **Tracked (T):** Fully-tracked vehicles, such as tanks. These vehicles can enter the most variety of terrain types.
- **Off-road (O):** Off-road-capable, multi-wheeled or partially tracked vehicles, such as half-tracks and armored cars.
- **Road (R):** All-wheel vehicles, such as jeeps and trucks, that perform best only on Roads.

The MP cost to enter each type of terrain is denoted on the Terrain Effects Chart (TEC), with each Movement Type having its own column. "P" indicates that the terrain is Prohibited to a certain Movement Type. The M4A1 is a Tracked (T) vehicle.

Passenger Capacity: A vehicle's passenger capacity is—almost always—to the left of its name. If the passengers ride inside the vehicle, the passenger capacity is P or PP. In some cases, it is listed as 2PP or 2xPP, both meaning double PP. If the passengers ride outside and/or on top of the vehicle, the passenger capacity is either PO or PPO. Passengers are considered part of the vehicle and do not count toward a hex's stacking limitations until they disembark. A hex's stacking limitation, if you recall, is the equivalent of three Squads, two SMCs and two vehicles or Wrecks—only one Wreck marker per hex even if more than one vehicle is destroyed in the hex. Fixed-wing aircraft and helicopters don't count toward stacking but only one can be in a hex at a time.

- **P or PO:** The vehicle can carry one Half-Squad, one Support Weapon (SW) and one Single-Man Counter (SMC).

- **PP or PPO:** The vehicle can carry the equivalent of one Squad, two SWs and two SMCs.

- **2PP or 2xPP:** The vehicle can carry the equivalent of two Squads, four SWs and four SMCs (though having four SMCs in one vehicle at a time never occurs; and if it did, say, in a Battle Generator scenario, they would not all be able to disembark in a hex at one time due to the violation of normal stacking limitations in a hex). The LVTP-5 vehicle in *Heroes of the Nam* has PPPP instead of 2xPP, but they are equivalent.

The M4A1's passenger capacity is PPO.

Armor Factors: The lower-left side of an armored vehicle's counter contains its Armor Factors. From top to bottom they are listed as Front, Flank (side) and Rear (back). If the vehicle has a turret, its Hull Armor Factor is on the left side of a slash (/) and the Turret Armor Factor is on the right side of the slash (/). An easy way to remember is that Hull and Turret are listed alphabetically from left to right.

If one set of Armor Factors is listed, without slashes, the vehicle only has Hull armor. If one of the Armor Factors is NOT a number but an asterisk (*), the vehicle has no armor in that facing.

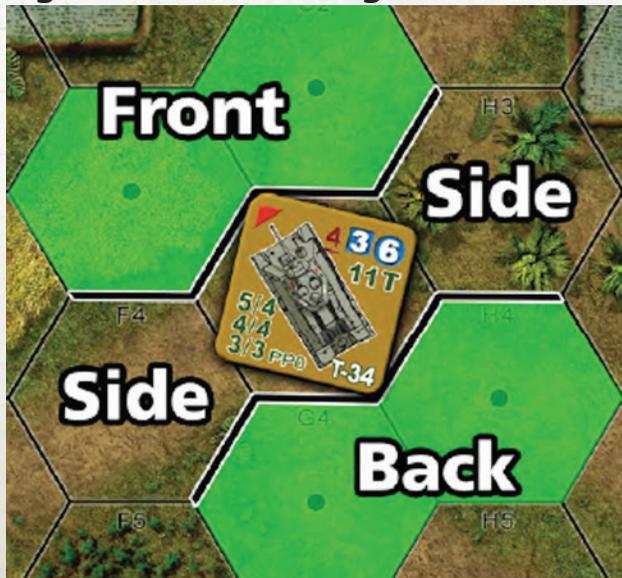
Unarmored vehicles, like the Libyan Technical—a pick-up truck with a machine gun or recoilless rifle on it—pictured in the unit diagram on the previous page, does not have any armor, and thus has three asterisks in place of Front, Flank and Rear Armor Factors.

The M4A1 has Frontal Armor Factors of 5/4, Flank Armor Factors of 3/4 and Rear Armor Factors of 2/3.

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The Armor Factor that is used is determined during an ordnance attack, based on the direction from which the vehicle was Fired on, and it is pictured in Figure 1. We will cover whether the hull or turret is hit later.

Figure 1: Armor Facings



Almost all Armor Factors are printed in a color other than red. Red Armor Factors appear in some of the modern-era games and represent special armor that withstands the impact from High Explosive Anti-Tank (HEAT) rounds better than regular armor (more on this later).

Covered Arc / Facing: The red arrow in the upper-left corner denotes the facing of the vehicle's hull. Vehicles always face one of a hex's vertices (see Figure 2). When moving forward they must enter one of the two hexes adjacent to the vertex the covered arc faces. They can also move backwards, moving opposite the covered arc, but paying double the hex's MP cost. Vehicles can pivot within a hex, too, paying 1 MP per vertex. The vehicle fires its weapons within its cov-

ered arc, too, unless it rotates its turret (see below) or its MG Firepower (FP) has an asterisk next to it, which indicates a 360-degree field of fire.

Figure 2: Covered Arc



Machine Guns: A vehicle can have zero to multiple machine guns (MGs). Vehicle MGs are underlined red values at the top center of the counter. These are abstract values that denote the vehicle's MG FP.

- 2-FP MGs have a range of 10 and must be Fired in the vehicle's covered arc.
- 4-FP MGs have a range of 14 and must be Fired in the vehicle's covered arc.
- 4*-FP MGs have a range of 14 and a 360-degree field of fire, but can only be Fired when the vehicle is open.
- 2^R-FP MGs, or any MG with an R-superscript, can only fire in the vehicle's rear covered arc.

Some vehicles have MG FPs of 1 and 3, but those are rare, and are covered in a game's module-specific rules. The M4A1 has a covered-arc MG FP of 4 and a 360-degree MG FP of 4. When it fires its MGs, each MG is Fired separately.

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HE-Equivalent: To the left of the vehicle's Morale is its HE-equivalent. This boxed value is the vehicle's FP when it scores a hit on non-vehicle targets with its ordnance (main gun). If a number and an "x" precedes the HE-equivalent, such as "2x", the main gun can fire twice per impulse—whether firing at vehicle or non-vehicle targets. A vehicle that fires its main gun more than once in an impulse can fire at more than one target but the targets must be in the same or in adjacent hexes. If the HE-equivalent is an asterisk (*), the weapon cannot fire at non-vehicle targets. The M4A1's HE-equivalent is 3.



Turrets: Vehicles with a turret, like a tank, can be either open or buttoned. This status is indicated with a Turret marker. In most games the Turret markers match the turret art on the counter, and for the most part there is a Turret marker for each vehicle in the countermix—but there are exceptions.

It's encouraged that you choose a turret default, open or buttoned, and only use the Turret marker if the non-default mode is used or if the turret rotates outside the vehicle's covered arc. This limits counter clutter. Some vehicles are open-topped and use a turret only when the turret rotates, etc. Open-Topped is printed on the back of the counter—if it has a back: some vehicles, especially those without ordnance, do not have a back side.

Use common sense: Jeeps and Technicals don't have turrets and are obviously open-topped.

What are the advantages/disadvantages to being opened and buttoned?

Straight from rule 15.0.1:

Open Vehicles:

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

Buttoned Vehicles:

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

A vehicle can switch from open to buttoned at the beginning of its impulse.

TO-HIT TABLES

7	14	28
8	6	5
4	3	3

Vehicles, Weapon Teams (WTs) and Support Weapons (SWs) that fire ordnance (a main gun, an anti-tank gun or a shoulder-Fired weapon, etc.) have a to-hit table on the back side of their counter. The back of the M4A1 Sherman is pictured here. A to-hit table has three rows of numbers.

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The top row of three numbers denotes its various ranges, the center row denotes the to-hit number (#) at the above three ranges, and the bottom row denotes the penetration value when the target is hit at each of the above three ranges. Thus, we interpret the M4A1's to-hit table as follows:

- At a range of 1 to 7 hexes (the left column) it has a to-hit # of 8 and, if it hits its target, it has a penetration value of 4 (more on combat resolution later). If the target isn't a vehicle it would use its HE-equivalent of 3 instead (but more on that later).
- At a range of 8 to 14 hexes (center column) it has a to-hit # of 6 and, if it hits its target, it has a penetration value of 3.
- At a range of 15 to 28 hexes (right column) it has a to-hit # of 5 and, if it hits its target, it has a penetration value of 3.
- The M4A1 cannot fire its ordnance at a range greater than 28 hexes.

Ammunition Types

The color of the numbers on the to-hit table means something. Most vehicles and weapons have black numbers, but the meaning of each color is as follows:

- **Black** or (rarely) **White**: Armor-Piercing (AP). This is the standard ammo type.
- **Blue** or (rarely) **Green**: Anti-Aircraft (AA).
- **Red** or **Black** but with an H in a **red** circle above the table: High Explosive Anti-Tank (HEAT) or Anti-Tank Guided Missile (ATGM).



Most numbers are black. In the World War II-era games, the weapons that fire HEAT ammunition, such as a Bazooka, have the H in the **red** circle and black numbers while in modern-era games, weapons that fire HEAT ammo have both **red** #s and the H in the red circle.

HEAT Ammunition

What's the difference between HEAT and AP ammo? Ordnance that fires HEAT ammunition was not as effective against infantry (Leg units) in the open or taking cover behind trees/rocks. Ordnance that fires HEAT ammunition subtracts one (-1) from their HE-equivalent when attacking infantry NOT located in Buildings, Huts, Bunkers or Caves. This is subtracted from the HE-equivalent not from the to-hit roll.

Ordnance that fires HEAT ammunition has its penetration value reduced by four (4) when firing against vehicles with **red Armor Factors**. This only comes up in modern-era games, like *Heroes Against the Red Star*.

Split To-Hit Tables



Some vehicles have more than one main gun or more than one type of ordnance. These vehicles have a split to-hit table. Slashes (/) separate the #s in their to-hit tables, delineating each weapon or ammunition type. Players must declare which type of ammunition they are firing before executing an attack. Only ONE type of ammunition can be employed in a turn unless both are black or white (AP) ammunition.

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The M3 Grant pictured here has two guns, a 37 mm and a 75 mm. The 37 mm is the left-upper set of #s, the 75 mm is the right/lower set of #s. Both fire AP ammo, so both can be Fired during an impulse.

Other Vehicle Info

- All vehicles can Self-Rally in the Rally Phase.
- Vehicles can Assault Move (6.1) and Assault Fire (6.1.1).
- Vehicles CANNOT use Double-Time (6.2), Low Crawl (6.3) or Hit & Run (6.7).
- Vehicles move individually, unless using Coordinated Movement with Leg units (6.5).
- Vehicles CANNOT lay Smoke (7.0).
- Vehicles CANNOT enter hexes containing enemy vehicles.
- Open-type-terrain hexes containing a vehicle (degrading terrain for LOS through the hex) are spotted, but Leg units in the hex do get the defensive TM.
- If two vehicles are in open-type terrain, the hex is also spotted.

CREWS



Each vehicle has an inherent Crew. The Crew isn't on the Map unless the vehicle is destroyed or abandoned. If the vehicle is destroyed by a DFT result, the Crew must make a Bailout Check (16.1.1). If the vehicle is destroyed by ordnance, roll 1d6: if the result is 1, place a Good Order Crew under the Wreck and mark it with a Moved marker; for any other result, eliminate the Crew along with their vehicle.

Automatically eliminate Crews from vehicles destroyed by Close Assault (17.1).

If a vehicle is abandoned, place a Shaken Crew in the hex under a Moved marker.

Crews are represented by 5/8" counters; they have a single figure on them and count as a Half-Squad.

ARMOR LEADERS



Armor Leaders are Single-Man Counters (SMCs) that lead from a vehicle, and the vehicle assumes the Armor Leader's Morale. They are unique in that they share the fate of the vehicle/tank they command. They cannot be wounded, but rather are Shaken, which represents the Shaking of the vehicle's/tank's Crew. If the vehicle/tank is destroyed or abandoned, the Armor Leader is eliminated.

Like Leg Leaders, Armor Leaders have a Leadership Modifier (LM) but it only applies to the vehicle/tank they are commanding. Their LM is applied to its MG and ordnance attacks.

When checking for damage on the DFT, vehicles with an Armor Leader check under the Armored vehicle/Armor Leader column.

Armor Leaders also have an inherent Leadership Range (LR), but they can only activate vehicles in adjacent hexes, not MMCs/SMCs.

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WEAPON TEAMS



Weapon Teams (WTs) are MMCs that represent heavier or more specialized weapons along with their Crew.

They are on 3/4" counters that show the Crew firing the weapon, such as a heavy machine gun, anti-tank gun (ATG) or mortar.

WTs that fire ordnance have a to-hit table on the back of their counter and a covered arc just like vehicles. They can only fire their ordnance in their covered arc. Most WT's can move but some, such as the German 88 mm ATG, can only use its MF (of 1) to pivot within its set-up hex. They, too, use their HE-equivalent against non-vehicle targets.

MG WT's do not fire with other MMCs when engaged in a direct-fire attack.

Mortar WT's can fire at enemy units in spotted hexes within their Line of Sight (LOS) and indirectly, at spotted hexes to which they don't have a LOS, as long as a Good Order Leader, Scout or Advisor does have a LOS to the target hex—and the Leader's LM does not apply to the attack.

WT's cannot enter Melee (8.0). If enemy units enter a WT's hex, they do participate in Melee; non-MG WT's only "defend" with a FP of 1; MG WT's both "attack" and "defend" in Melee with their printed FP.

If a WT is eliminated, the weapon and the men using it are considered eliminated.

All WT's can Self-Rally during the Rally Phase.

SUPPORT WEAPONS



Support Weapons (SWs) that fire ordnance function the same as other SWs as

far as stacking and how many MMCs and SMCs can possess. Ordnance-firing SWs have a to-hit table on the back and an HE-equivalent on the front in a box, lower-right. If the HE-equivalent is an asterisk (*), it cannot fire at non-vehicle targets. An MMC that possesses an ordnance-firing SW can, in the same impulse, fire its Inherent Firepower (IFP) and the SW at different targets within the same hex, e.g., if a hex contains a buttoned tank and a Squad.

We've covered the basics of vehicles and ordnance-firing weapons, and what the information on the counters means. Since this is a gameplay narrative, we will cover the rest of the concepts pertaining to vehicles and ordnance-firing weapons as they come up in a training situation. Again, the training situation uses World War II-era components from *Heroes of Normandy*. We won't be covering things like ATGMs, fixed-wing aircraft, helicopters or lesser-used abilities like vehicles rubbing a Building or Huts hex—the details of which can be found in the rules.

Author's Note: *We've covered portions of rules from sections 1.1, 1.3, 1.5, 1.6, 1.6.4, 1.7, 1.7.1, 1.9, 8.0, 11.5, 14.0, 14.1, 14.1.3, 14.2, 14.2.1, 14.2.2, 14.4, 15.0, 15.0.1, 15.1, 15.1.1, 15.4, 16.0, 16.1, 16.2, 17.1, 17.2, 17.3 and 18.1.*

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TRAINING SITUATION

Unlike in the Infantry Gameplay Narrative, in which a four-turn training scenario was played out to its conclusion, only a training situation is presented here, and the Operations Phase from one turn is going to unfold. A mixed force of German armor and infantry is in a defensive perimeter and in danger of being overwhelmed by a force of American armor and paratroopers (see Figure 3, below). The German are Wehrmacht units; the American MMC/SMCs are 101st Airborne. Here's how it's set up:

• Use Map 14 from *Heroes of Normandy*.

Set up the following obstacles/markers:

- 1 x Mines in E4

Figure 3: Training Situation



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- 1 x Mines in H5
- 1 x Wire in G4
- 1 x Wire in H6
- 1 x Wreck in F6

Set up the Germans in the following hexes:

- 1 x Pz IV H in D5, with the A Acquiring marker, facing the D6/E5 vertex
- 1 x 75 mm ATG WT in E2, facing the E3/F3 vertex
- 1 x 1-6-4, 1 x PzF 30, 1 x Foxholes in E3
- 1 x SdKfz251 with passengers (1 x 1-6-4, Lt Koch) in H2, facing the G2/H3 vertex
- 1 x 1-6-4, 1 x MG42 (tripod), 1 x Bunker in H4, Bunker facing H5
- 1 x SdKfz251, 1 x 1-6-4 (not passengers) in I1, facing the H2/I2 vertex
- 1 x Pz IV H in I3, facing the H4/I4 vertex

Set up the Americans in the following hexes:

- 1 x Jeep with passengers (1 x 1-4-4, 1 x Satchel Charge, Lt Michael), facing the C5/D6 vertex
- 1 x 2-5-4, 1 x Bazooka, Cpl Medrow in F7
- 1 x 60 mm Mortar WT in F8
- 1 x M4A1 Sherman, in G5, facing F5/G4 vertex
- 1 x M4A1 Sherman, Sgt Darius, with the A Acquired -1 marker, in H7, facing the G6/H6 vertex
- 1 x M10 Wolverine with passengers (1 x 2-5-4) in hex H8, facing the G7/H7 vertex
- The Americans also have 1 x Off-board Artillery Fire Mission (5 FP)

available, for either Leader to call-in.

Battle Notes:

- All turreted vehicles are buttoned except the M10, which is open-topped. In this narrative, the default is being buttoned, meaning we will use turret only to indicate open status or if the turret is pointing outside the vehicle's hull covered arc.
- The German units in hex H4 are in the Bunker (21.1).
- All SWs are possessed by the MMC in their hex.
- The Pz IV H in hex D5 has an Acquiring marker; its target is the M4A1 Sherman in hex H7, which has an Acquired -1 marker on it. Acquisition markers (14.3) are used when an ordnance-firing weapon fails to hit or destroy a target during the previous turn. The Acquiring and Acquired markers share a letter (letter-A in this case). They grant the firing unit a -1 or -2 to their to-hit roll as long as neither the firing unit or the target unit moves. The M4A1 is in a Road hex, but if it was in a degrading-terrain hex, that hex would not need to be spotted for the Pz IV H to fire at the Sherman again due to the Acquisition markers.

Author's Note: *As in the Infantry Gameplay Narrative, actions taken and die-rolls made by either player are denoted with a >> bullet point, and relevant rules steps and explanations are denoted with a regular bullet point. Pertinent rule-section numbers are in parentheses. It's recommended that you have your PACs at hand, as the TEC, DFT and OFT are all going to be referred to throughout this Gameplay Narrative.*

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Further, this narrative's impetus is to feature game mechanics and concepts rather than tactics, but it unfolds with tactical considerations.

It's the Operations Phase. The Germans have the initiative.

German Impulse: The German player has no shortage of targets at which to fire. The three American armored vehicles are all in spotted hexes (10.0/1). Knocking out the American armor is the priority. The Pz IV in hex D5 has Target Acquisition markers (14.3) in play, and locked on the American Armor Leader, Sgt. Darius's, tank, which he Fired at unsuccessfully during the last turn. To gain the benefit to its to-hit roll, it needs to fire soon; if Sgt. Darius moves his tank, the Pz IV loses the Acquisition markers. Plus, Sgt. Darius can activate not only his tank but the M10 tank destroyer in the adjacent hex during his impulse.

- » The German player activates the Pz IV in hex D5 and it fires its main gun (ordnance) at Sgt. Darius's M4A1 Sherman in hex H7.
- Ordnance-fire attacks (14.1) are carried out differently from direct-fire attacks (5.0). To carry out an ordnance-fire attack, range and LOS requirements must be met—just as in a direct-fire attack. For this attack the range is 4 hexes. The target is in a spotted hex, a Road hex, open terrain. The LOS is, however, degraded by the Wreck in hex F6 (see Figure 4), which causes a +1 penalty on the to-hit roll.

Figure 4: Degraded LOS



-  We consult the Pz IV's to-hit table on the back of its counter. At a range of four hexes we look under the left column, for when the range is 7 hexes or less. At this range the to-hit # is 9. We consult the Ordnance Fire Table (OFT) PAC - [Combat Tables 4](#) - and see if there are any other modifiers.

ORDNANCE FIRE TABLE (OFT) DIE ROLL MODIFICATIONS (14.1)	
Firing Weapon	Modification
Leader (11.1.3) or Armor Leader (11.5) Leadership Modifier	- LM
Vehicle is Open (15.0.1)	-1
Turreted weapon firing outside covered arc. Did the turret pivot in order to bring its gun to bear on the target? (15.1.1)	+1
Fired by eligible MMC/SMC after Assault Movement (6.1) or Stealth Assault Movement (6.4.1) (exception Scout (11.6)) or using Assault Fire (6.1.1) or Stealth Assault Fire (6.4.2) (exception Scout (11.6))	+1
Per Degrading Terrain hex through which the LOS passes (maximum of two - a third Degrading hex blocks LOS) (10.3)	+1
SMC firing Support Weapon (1.6)	+1
Any unit firing out of a hex containing a Smoke Marker (7.0). (exception: Thermal Imaging System (10.1.2))	+1
Weapon Team (1.7.1) or vehicle pivoting chassis to fire outside covered arc, and not moving to a new hex.	+1
Mounted on a vehicle using Assault Movement (15.2) or using Assault Fire (15.2.1) / Vehicle using Modern Vehicle Assault Movement (15.2.2)	+2/+1
Firing during night (20.1) at a unit marked Fired that is not within two hexes or not illuminated by a Star Shell (20.2) <i>Exception:</i> TIS units can fire up to 6 hexes without penalty, and only at a +1 penalty beyond 6 hexes. (20.1.5)	+3
Tracing LOS between two buildings (bamboo, wooden, etc.) located in two separate and adjacent hexes (10.3.2)	+2
Vehicle, Helicopter or eligible MMC marked with an Ops Complete marker (4.1) / Modern Vehicle marked with an Ops complete marker (15.2.2).	+2/+1
Helicopter in Flying Mode (19.2.1) ●	+2
Target	Modification
Marked with a Moved (6.0), Assault Move (6.1) or Hit and Run (6.7) marker or currently moving.	+1
Target unit is located in an adjacent hex to firing unit.	-2
In Terrain with a positive TM - See TEC - Max TM is +4 (+3 for Snipers) (5.5).	+ TM
Fixed-wing aircraft (19.1.1)	+2
Units in a Rubber Boat on a River hex (23.3.1).	-1
Mounted Unit (6.6) NOT marked with Moved (6.0), Assault Move (6.1), or Hit and Run Marker (6.7) or currently moving.	-1
Optional Vehicle Size and Optional Speed OFT DRMS (15.6).	See Turn Track PAC
Acquisition marker (14.3)	-1 or -2
Unit with Ordnance SW allowed to fire from Buildings but not from Bunkers or Caves, in a building and marked Fired.	-1

- The only modifiers are the +1 for firing through the Wreck marker on the Road in hex F6 and a -1 for the Acquisition marker, so the modifiers are a wash. The to-hit # remains at 9. To-hit rolls are made with 2d6, and a hit

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- » The American player rolls a 4 and 5, for a $9 - 3 = 6$, which is less than Sgt Darius's Morale of 7, so it passes, and is unaffected by the attack.
- Sgt. Darius's Sherman is buttoned so the Pz IV cannot fire its MGs at it. The Pz IV's impulse is over; place a Fired marker on it and flip the Acquired -1 marker to Acquired -2 (see Figure 5).
- If, on the next turn, the Sherman hasn't moved or the Pz IV isn't Shaken or destroyed or decides to move, two will be subtracted from its to-hit roll if it fires at the Sherman again.

Of note here is that **if** the Pz IV's MPV was greater than the Sherman's MAV, the Sherman would have been destroyed, and Sgt. Darius eliminated with it. If the MPV was = the MAV, the Sherman would also have to take a Morale Check (unmodified), and if it failed, it would be abandoned—and Sgt. Darius would be eliminated. If it passed the Morale Check, it would be Shaken—the lone instance in **LnLT** when passing a Morale Check results in a unit being Shaken.

American Impulse: Like the German player, the American player has a plethora of targets to fire at, as well as other options, including calling in the Off-board Artillery (OBA) Fire Mission. The Pz IV that just Fired is out of the equation for now, so the American player needs to focus on the other German assets on the Map, those that can still harm his side this turn. The Germans have another Pz IV, in hex I3.

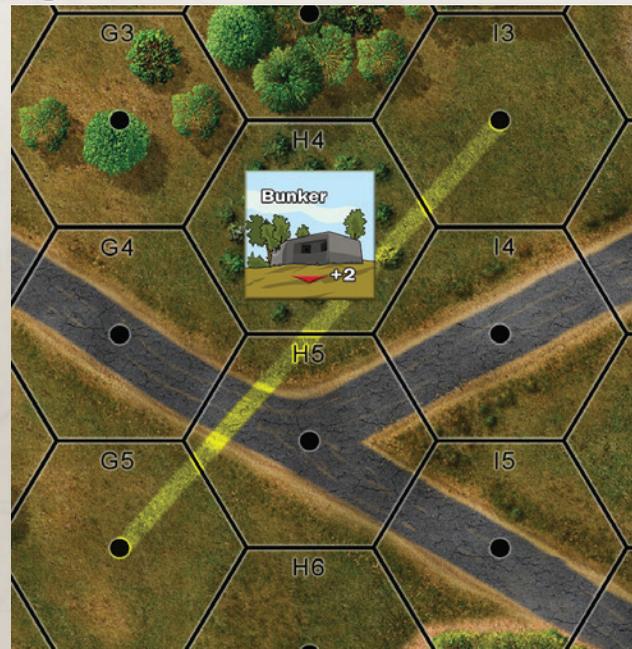
- » The American player activates the M4A1 Sherman tank in hex G5. He wants to fire at the Pz IV in hex I3, a Clear—and thus spotted hex—but I3 is not in the Sherman's covered arc. He can either pivot the tank or rotate the

turret before firing. Either adds a +1 OFT modifier to the Sherman's to-hit roll. Pivoting within a hex to fire is not considered "movement" so the tank wouldn't have to perform an Assault Move (6.1, 15.2) to bring its main gun to bare. The Pz IV is buttoned, so the Sherman can't fire its MGs, thus it rotates its turret to fire. Place a Buttoned turret on the Sherman, facing the G4/H5 vertex.

- | | | |
|---|----|----|
| 7 | 14 | 28 |
| 8 | 6 | 5 |
| 4 | 3 | 3 |

 At a range of 3 hexes, the Sherman has a to-hit # of 8. The LOS is degraded by Brush in hex H4; the Bunker in H4 does not affect LOS (see Figure 6).

Figure 6: Brushed Off



- The OFT modifiers total +2 (+1 for rotating the turret, and +1 for the hex of degrading terrain the LOS passes through). With an unmodified to-hit # of 8, the American player needs to roll less than or equal to 6 with 2d6 to hit the Pz IV.

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Figure 9: Boom!



Remember to hit the turret, the to-hit roll must be even and greater than 2. An 8 is a turret hit, but the Sherman's turret is rotated 90-degrees so the round hits the side of the turret.

- Again, we conduct an opposed die-roll to see if the round penetrates the tank.

The German player rolls 1d6 + 5 (75 mm ATG's penetration value) and the American player rolls 1d6 + 4 (Sherman's side/flank turret Armor Factor).

- » The German player rolls a 4 + 5 = 9.
- » The American player rolls a 3 + 4 = 7.

- Boom! Since the German 75 mm ATG's MPV (9) is greater than the Sherman's MAV (7), the tank is destroyed; its turret blown off, the hull a fire-engulfed wreck. When a vehicle is destroyed by ordnance, roll 1d6; if the result is a 1, the Crew survives and is placed in Good Order under a Moved marker in the hex with the Wreck marker.

- » The American player rolls a 3; the Crew were killed by the 75 mm ATG's round.

- Place a Fired marker on the 75 mm ATG WT. Place a Wreck in hex G5 and remove the M4A1 Sherman, the Tur-

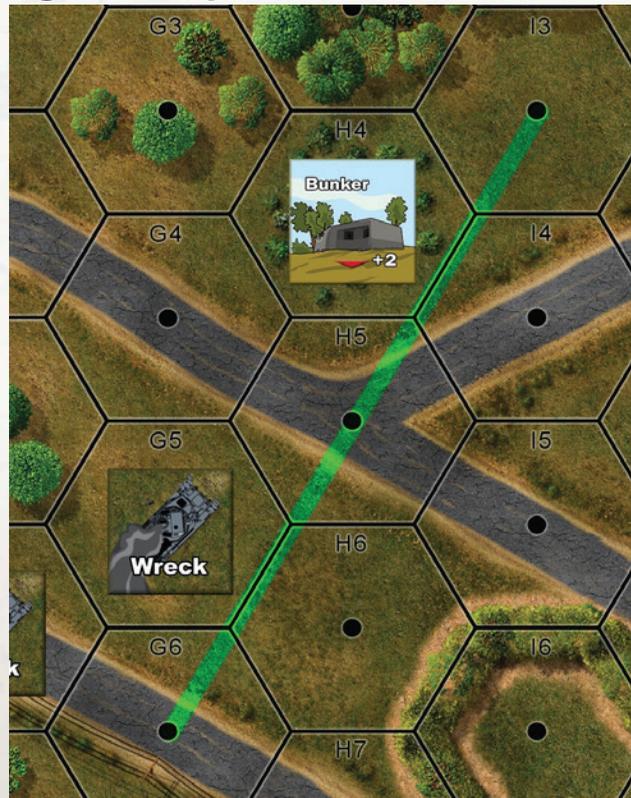
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ret marker, the Fired marker and the Acquisition markers from G5 and I3 (see Figure 9).

American Impulse: It's always tough losing a tank, but the American player must persist. They must press the attack.

- » The American player activates Sgt. Darius's hex, H7, and, because the Sarge has a Leadership Range of 1, hex H8 is activated as well, as he can activate vehicles, but not Leg units, in adjacent hexes. The 2-5-4 Squad in hex H8 is a passenger riding on the M10 Wolverine and is thus considered part of the vehicle. The Sarge is enraged at losing a second tank from his platoon (another was lost on the previous turn—see the Wreck in hex F6). With only his tank and his tank-destroyer support left, he decides to take it to the Germans and strike at the heart of their defense. Sgt. Darius orders his driver to move his tank from H7 to G6, spending 1 MP of its MF of 10T (on the TEC a Road hex costs T-type vehicles 1 MP). And a loud crack sounds as an AP shell from the Pz IV in hex I3 screams toward the Sherman.
- » The German player conducts Opportunity Fire (5.3) on the moving Sherman with the Pz IV in I3. Range (4 hexes) and LOS requirements (clear) are met; the LOS is traced along the Brush hexside and the Wreck in G5 doesn't intervene (see Figure 10).

Figure 10: Op Fire LOS



- The to-hit # is 9, just as it was in the 75 mm ATG WT's attack last impulse (they have the same gun). The target is moving, though, and this is a +1 OFT modifier. The German player needs to roll less than or equal to 8 with 2d6 to hit the moving Sherman.
- » The German player rolls 4 and a 6 + 1, for a total of 11—a miss! The shell blisters the air above the Sherman.
- The Sherman is buttoned so the panzer's MGs cannot fire at it. The Pz IV is marked Fired. No Acquisition markers are placed as Sgt. Darius's tank continues to move.
- » The Sherman enters hex F6, spending 1 more MP (2 of 10); the Wreck does not cost the tank any extra MPs to enter the hex. From F6, the tank enters E5, another Road hex, spending 1 more MP (3 of 10).

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- Face to face with the other Pz IV, the Sherman cannot enter hex D5, as vehicles from opposing sides cannot occupy the same hex. Sgt. Darius did not order Assault Movement, so he must have other plans than firing on the panzer . . .
- » The Sherman tank enters hex E4, a Clear hex containing Mines, spending 1 more MP (4 of 10). The Mines do not add anything to the MP-cost of entering the hex, but they do attack the tank.
- Mines (21.4) attack armored vehicles very similarly to a direct-fire attack, with an opposed die-roll. The Mines have a FP of 1. The German player rolls 1d6 + 1. The American player rolls 1d6 + 2 (its lowest Armor Factor, rear hull—it's usually rear hull on most vehicles).

There are no other modifiers.

- » The German player rolls a $3 + 1 = 4$.
- » The American player rolls a $4 + 2 = 6$.
- The Mines have no effect on the tank, but the German player can still perform Op Fire.



The 1-6-4 Squad in hex E3 cannot fire at the buttoned Sherman

with its IFP, but it does have a Panzerfaust, a PzF 30 Support Weapon, and the Squad takes aim.

- The Panzerfaust has one purpose: to knock out enemy tanks. But it is only effective at close range—it can only be Fired at 2 hexes or less. If it hits, it has a strong penetration value of 4. At a range of 1 hex, the to-hit # is less than or equal to 8. The OFT modifiers total -1 (+1 for firing at a moving ve-

hicle and -2 for adjacency); thus the German player needs to roll less than or equal to 9 with 2d6 to hit the tank.

- » The German player rolls a 2 and a 5 = $7 - 1 = 6$ —a hit! And 6 is an even # greater than 2, so the turret is hit.
- The German player now rolls 1d6 + 4 (penetration value at range of 1 hex) and the American player rolls 1d6 + 4 (front turret Armor Factor).
- » The German player rolls a $1 + 4 = 5$.
- » The American player rolls a $6 + 4 = 10$.
- Since the PzF 30's MPV (5) is less than the Sherman's MAV (10) the round does not penetrate the turret; on top of that, since the attacker rolled an unmodified 1 and the defender rolled an unmodified 6, the round is a DUD; and the Sherman does not have to take a Morale Check, subtracting the difference between the MAV and the MPV, as in a normal non-penetrating hit.

Author's Note: *Duds—and their opposite, catastrophic hits—don't happen too often, but it happened here for expositional purposes. If the attacker rolled an unmodified 6 and the defender an unmodified 1, it would have been a catastrophic hit, destroying the tank.*

- Mark the German Squad Fired. Sgt. Darius's tank can continue its movement. Sgt. Darius's blood is boiling. He's witnessed his fellow tankers get killed and his tank has shrugged off a 75-mm round, a Minefield and unexploded round from a Panzerfaust. Fuming, he orders his driver straight ahead, into the German Squad.

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- » Sgt. Darius's Sherman enters hex E3 and performs an Overrun (15.3). He spends 1 MP (5 of its 10) to enter the Clear hex (the Foxholes don't add to the MP cost), and an additional 4 MPs to perform the Overrun (9 of 10).
- Overruns can only be performed on hexes occupied by enemy MMCs/SMCs, and **in certain hexes (see 15.3), usually open-types ones or hexes that provide no TM**. Also, vehicles with external passengers cannot perform Overruns (not the case here). The vehicle performing the Overrun cannot be Op Fired at in the Overrun hex—by units in the hex or not in the hex.
- All the conditions for the Overrun have been met. To conduct the Overrun, the American player adds up the vehicle's HE-equivalent (3), MG FP (4; the *MG contributes only if vehicle is open), Armor Leader's LM (1) + 2 + 1d6.

The American player rolls 1d6 + 10 (if open, it would be 1d6 + 14). The German player rolls 1d6 + 1 (TM of Foxholes). This is an opposed die-roll as per 5.0.

- » The American player rolls a 5 + 10 = 15.
- » The German player rolls a 3 + 1 = 4.
- Since the American result (15) is greater than the German result (4), the German 1-6-4-5 Squad must take a Damage Check 11 (15 - 4 = 11).
- For the DC11, the German player rolls 1d6 + 11 vs. the Squad's Morale (5) and consults the DCT under the GO MMC column. The Squad's in trouble; at best they can hope for a chance to spawn a Hero.
- » The German player rolls a 4 + 11 = 15.

- 15 is greater than or equal to 3x the Squad's Morale of 5, and the Squad is Eliminated. Remove the Squad from the Map; the Foxholes and the PzF 30 remain in the hex. Sgt. Darius's tank still has 1 MP left and spends it pivoting within hex E3, facing the E2/F3 vertex. Place a Moved marker on the Sherman (see Figure 11).
- If the German Squad has survived the Overrun in Good Order, it would be able to perform a Close Assault (17.1) on the Overrunning vehicle.

Figure 11: Post Overrun



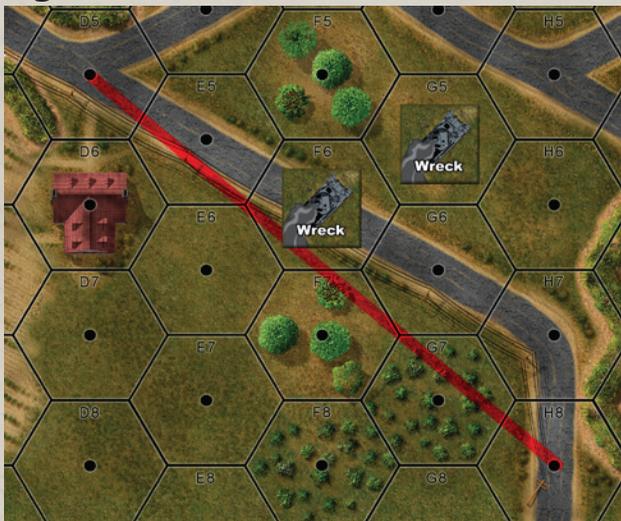
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It is still the American impulse, as Sgt. Darius used his LR to activate hex H8, too, and the M10 Wolverine is also on the prowl. The American player considers having the M10 fire at the Pz IV in hex D5 but the LOS is blocked by three degrading hexes: the Brush in G7, the Light Woods in F7 and the Wreck in F6 (see Figure 12). The Bunker position, in hex H4, needs to be knocked out, but the Brush hex isn't spotted yet. The Pz IV in hex I3 also needs to be neutralized.

- » The American player declares Assault Move for the M10 tank destroyer in hex H8 (half its MF of 12 is 6) and it moves with its passengers, entering hex H7, paying 1 MP (1 of 6). From H7 it enters hex H6, a Clear hex containing Wire, which costs 2 MPs to enter for a T-type vehicle (2 total, not in addition to the cost of entering the Clear hex), and pivots facing the H5/I5 vertex, paying an additional 1 MP (4 of 6). From H6 it enters I5, a Clear hex, paying another 1 MP (5 of 6) . . .

Figure 12: Blocked LOS



- When a T-type vehicle (only) leaves a hex containing Wire, the Wire is removed from the Map (21.3.1). Remove the Wire marker.

- . . . And then the hysterical rattle of an MG42 engulfs the open-topped M10 and the disoriented paras riding on it.
- » The German player Op Fires on the M10 with the 1-6-4 Squad armed with an MG42 in the Bunker in hex H4. Small-arms vs. armored vehicles (17.2) is conducted like a DFT attack (5.0), with an opposed die-roll; the passengers are considered part of the vehicle and are not targeted separately. Range (2 hexes) and LOS requirements (clear) have been met. The German player rolls $1d6 + 3$ [1 (Squad's IFP) + 3 (MG42's FP) - 1 (DFT modifier for firing at a moving vehicle) = 3]. The American player rolls $1d6 + 1$ (lowest Armor Factor; in this case, rear turret).
- » The German player rolls a $5 + 3 = 8$.
- » The American player rolls a $2 + 1 = 3$.
- Since the German player's result (8) is greater than the American player's result (3), the M10 **and** the 2-5-4 Squad must conduct a Damage Check $5 (8 - 3 = 5)$.
- The M10 goes first. For its DC5, the American player rolls $1d6 + 5$ vs. the M10's Morale (6) and checks the DCT under the Armored Vehicles column. The 2-5-4 Squad also faces $1d6 + 5$ vs. its Morale of 6, but checks the DCT under the Good Order MMC column.
- » For the M10, the American player rolls a $5 + 5 = 10$. 10 is greater than its Morale of 6 and the tank destroyer is Shaken. Place a Shaken marker on the M10. Even though it was using Assault Move, a Moved marker is placed on the vehicle too, for its impulse is over and it cannot continue to move or fire due to the Shaken result.

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- » For the 2-5-4's DC5, the American player rolls a $2 + 5 = 7$. 7 is greater than its Morale of 6 and it, too, is Shaken.
- Shaken PO or PPO (external) passengers must immediately disembark; they are placed under a Moved marker; and this action has an “implied” MP-cost of 2, if the enemy wishes to perform any Op Fire on them. Place the Shaken paras in the hex; they can share the Moved marker with the M10. Place a Fired marker on the German Squad in hex H3 (to keep counter clutter down, they can share the Fired marker with the adjacent Pz IV).

The American impulse is over (see Figure 13).

Figure 13: All Shook Up



German Impulse: The Germans are hanging tough, but they need to get some infantry forward. Sgt. Darius's tank is a

concern, but both panzers and the 75 mm ATG WT are still in Good Order and can deal with the Sherman on the next turn. The German player activates the SdKfz 251 (with passengers: 1-6-4 Squad and Lt. Koch) in hex H2. Lt. Koch is a passenger and part of the vehicle, and he's not an Armor Leader, so he cannot activate the adjacent hex, I1, which also contains a SdKfz 251 and a non-passenger Squad.

- » The German player moves the SdKfz 251 (MF of 11) in H2 and moves it to hex G2, a Clear hex, paying 1 MP (1 of 11). From G2 it enters hex F3, another Clear hex, paying another 1 MP (2 of 11). From F3 it enters hex F4, another Clear hex, paying another 1 MP (3 of 11). To dismount its passengers, the SdKfz 251 requires half of its MF (5.5 rounded up to 6); entering the Light Woods hex, F5, costs a T-type vehicle 4 MPs, so it cannot enter the Light Woods and dismount its passengers during this impulse. The German player decides to dismount the passengers in hex F4, paying the 6 MPs (9 of 11). Using Double-Time (6.2), Lt. Koch and the Squad have 6 MPs; they pay half of them (3 MPs) to dismount and have 3 more to use; they can enter the Light Woods in F4 at a cost of 2 MPs—

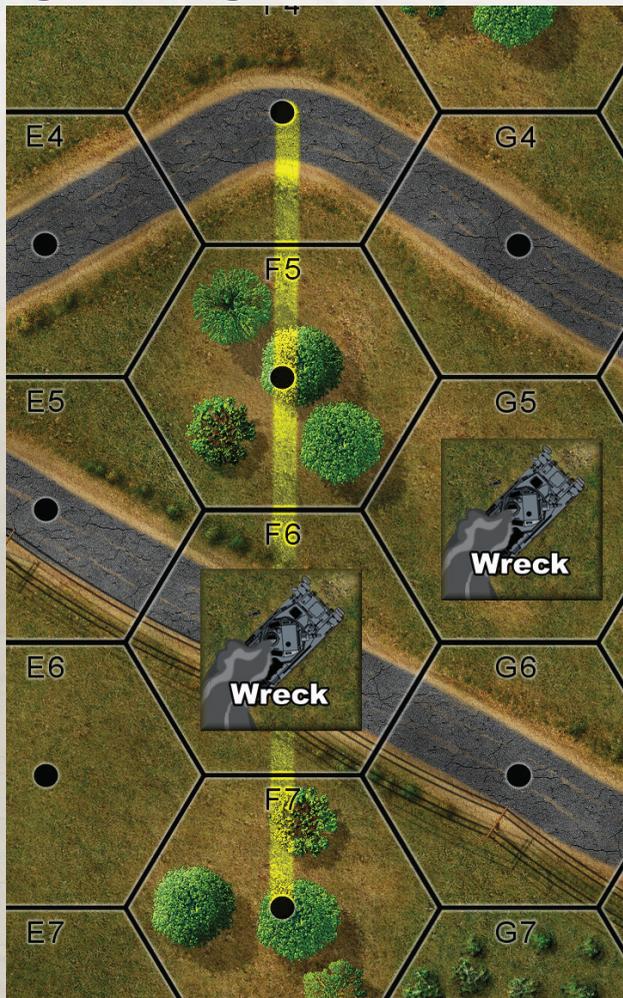
- » The American player Op Fires at the dismounting Germans and the SdKfz 251 with the 2-5-4 Squad with the Bazooka in hex F7. Cpl. Medrow does not participate in the attack. The Squad can fire its IFP at either the German Leg units or the vehicle, as per 17.2: “Small-arms firing on a hex that contains both vehicle and non-vehicle units must either target a specific vehicle or all non-vehicular targets in the hex.”

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Since the SdKfz 251 is an open-top vehicle it can be Fired at with the Squad's IFP and the Bazooka. The Bazooka can be Fired at either the Leg units or the vehicle. The American player chooses to fire the Squad's IFP and the Bazooka at the SdKfz 251, though, hoping to knock it out, and deal with the Leg units by other means. The Squad's IFP and the Bazooka fire separately. Range (3 hexes) and LOS (degraded twice, by the Wreck in F6 and the Light Woods in F5) requirements have been met (see Figure 14).

Figure 14: Degraded LOS



- For the 2-5-4 Squad's IFP attack, its total FP is -1 [2 (IFP) - 1 (DFT modifier, firing at a moving vehicle) - 2 (-1 for each hex of degrading terrain

hindering the LOS) = -1]. The American player rolls 1d6 - 1. The German player rolls 1d6 + 0 (vehicle's lowest Armor Factor).

- » The American player rolls a 5 - 1 = 4.
- » The German player rolls a 2 + 0 = 2.
- Since the American player's result (4) is greater than the German player's result (2), the German player must conduct a Damage Check 2 (4 - 2 = 2) for the SdKfz 251.
- For the DC2, the German player rolls 1d6 + 2 vs. the SdKfz 251's Morale (6) and checks the Armored Vehicle column on the DCT.
 - » The German player rolls a 5 + 2 = 7. The vehicle is Shaken, as small-arms fire sends the driver and machine-gunners ducking for cover. Place a Shaken marker on it.
-   Now the Squad fires its Bazooka. At a range of 3 hexes, the to-hit # is 7. OFT modifiers total +3 (+1 for each of the two intervening degrading terrain hexes and +1 because the target is moving). The American player needs to roll less than or equal to 7 with 2d6 + 3, or less than or equal to 4 with 2d6.
 - » The American player rolls a 3 and a 1, for a 4 + 3 = 7—a hit! The SdKfz 251 has no turret so we don't need to worry about hull or turret. The round slams into the front of the half-track.
- The American player rolls 1d6 + 3 (Bazooka's penetration value at range 3) and the German player rolls 1d6 + 1 (frontal Armor Factor).

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- » The American player rolls a $1 + 3 = 4$.
- » The German player rolls a $5 + 1 = 6$.
- Since the German player's MAV (6) is greater than the American player's MPV (4), the Bazooka round does not penetrate the half-track, but the vehicle must take a Morale Check, subtracting the difference between the MAV and the MPV ($6 - 4 = 2$) from the result. The SdKfz 251 has a Morale of 6.
 - » The German player rolls a $5 + 6 - 2 = 9$. The vehicle is Shaken—but because it is already Shaken from the Squad's small-arms fire, the vehicle is Abandoned.
- Place an Abandoned marker on the vehicle and a Shaken Crew under a Moved marker in the hex. Place a Fired marker on the Squad of paras in hex F7. Lt. Koch and the German Squad can now finish their impulse.
- » Lt. Koch and the Squad enter hex F5, spending 2 MPs (5 of 6), and end their impulse. Place a Moved marker on them; they can share a Moved marker with the Shaken Crew in F4 (see Figure 15). The German impulse is over.

Figure 15: Rough Ride



American Impulse: The Map is congested with action and destruction. The American player still has some units to activate.

- » The American player activates hex C6. The Jeep has passengers: Lt. Michael and a 1-4-4 Half-Squad with a Satchel Charge. The Jeep spends half of its MF (10 MPs of its 20R MF) to dismount Lt. Michael and the Half-Squad, and then it pivots, moves, entering hex D7, and pivots once more, facing the D6/E6 vertex, spending 3 more MPs (13 of 20), ending its impulse under a Moved marker, poised to provide fire support with its MG on the next turn.
- » Lt. Michael and the 1-4-4 Half-Squad dismounted using Double-Time movement, spending 3 MPs (of MF of 6) to hop off the Jeep.

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From hex C6 they enter the LC Building in hex D6, paying 2 MPs (5 of 6), and from there they intend to spend their remaining MP to attempt to Close Assault (17.1) the Pz IV in hex D5.

To perform a Close Assault, the following conditions must be met:

- Only MMCs (but not Weapon Teams), Heroes and Leaders (with an eligible anti-tank SW) can perform a Close Assault; but Leaders without a SW still have a role to play: Check.
- The MMCs/SMCs attempting to do so must have the MPs to enter the vehicle's hex: Check.
- There can be no Melee-eligible enemy units in the vehicle's hex: Check. Non-Melee-eligible units do not prevent a Close Assault.
- No Good Order passengers can be riding outside/on the vehicle: Check.
- The vehicle can be in Good Order or Shaken: Check.
- Units cannot use Low Crawl or Assault Move to enter a Close Assault: Check.
- Units cannot use Assault Fire and then move to enter a Close Assault: Check.

If the above conditions are met, the MMCs/SMCs attempting to enter the Close Assault must pass a pre-assault Morale Check. Two is subtracted (-2) from the die-roll if the units are attempting to enter the Close Assault from a hex with a +TM. Hex D6 is a LC Building hex with a TM of +3. Leaders check first, and if they pass, their LM is also subtracted from any MMCs' Morale Checks.

- Lt. Michael checks first. The American player needs to roll less than or equal to 7 (his Morale) with $2d6 - 2$.

» The American player rolls a 3 and 4, for a $7 - 2 = 5$, which is less than or equal to 7; and he passes.

- For the Half-Squad, the American player needs to roll less than or equal to 6 (Morale) with $2d6 - 3$ (-2 for TM, -1 for LM).

» The American player rolls a 6 and a 1, for a $7 - 3 = 4$, which is less than or equal to 6; and he passes.

- If they had failed, they would remain in hex D6 under a Moved marker. If the Half-Squad had failed, Lt. Michael would not perform a Close Assault as he has no eligible anti-tank SW. A Satchel Charge is an eligible anti-tank SW, but the Half-Squad possesses it. Anti-tank SWs include any SW with an HE-equivalent, Flamethrowers, Satchel Charges and Molotov Cocktails (1.6.7).

- They've passed their pre-assault Morale Checks, now they conduct the Close Assault. The intrepid paras are moved into the vehicle's hex; there is no Op Fire. Now, each MMC (if there were more than one) individually Close Assaults the vehicle. The Leader can only add his LM to ONE Close Assault—but, again, this only comes into play when there is more than one MMC or Hero involved. The Close Assault is performed much like other opposed die-rolls we've been conducting. The 1-4-4 Half-Squad is using the Satchel Charge SW, so it forfeits its IFP—which is fine considering the Satchel Charge's FP is 6. The American player rolls $1d6 + 7$ [6 (FP of Satchel Charge) + 1 (Lt. Michael's LM) = 7]. The German player rolls $1d6 + 2$ (Pz IV's lowest Armor Factor).

» The American player rolls a $2 + 7 = 9$.

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- » The German player rolls a $5 + 2 = 7$.
- KABOOM! Since the American player's result (9) is greater than the German player's result (7), the vehicle is DESTROYED. There is no Damage Check. The Pz IV is removed from the Map, replaced with a Wreck marker—there's no roll for Crew survival—and the Half-Squad and Lt. Michael remain in the hex under a Melee marker. The Satchel Charge—a single-use SW—is removed from the Map, too (see Figure 16). The American impulse is over.

Figure 16: Post-Close Assault



Author's Note: *If the Americans had failed to destroy the Pz IV they would have returned to hex D6 under a Moved marker. If the vehicle had "inside" passengers, they would have been eliminated, too. If the hex contained two vehicles, the Close Assaulting units would need to go through the process twice, including*

taking a second pre-Close Assault Morale Check. Some units could pass for one Close Assault and fail for the other.

German Impulse: The Germans have one more hex to activate. Feeling like the tide has shifted in the American's favor, the German player needs to make something happen.

- » The German player activates hex I1 and the 1-6-4 Squad and the SdKfz 251. If the Map wasn't so congested, these units could engage in a Coordinated Move (6.5), during which Leg units and a vehicle move together, but they must begin and end their impulse in the same hex; they would pay the MP cost of each hex relevant to their movement type, and could Assault Move or Assault Fire, if eligible. This is done primarily to give advancing Leg units cover in the open. Here, the German player's units are in full contact, and he decides to move the 1-6-4 Squad toward Sgt. Darius's tank, in a Close Assault attempt of his own. The Squad moves H2 - G2 - F3, paying 1 MP each (3 of its MF of 4).
- To enter Sgt. Darius's hex for the Close Assault the Squad needs to pass a pre-Assault Morale Check. The German player needs to roll less than or equal to 5 with 2d6.
- » The German player rolls a 2 and 5, for a total of 7, which is greater than or equal to 5; it fails the check and remains in hex F3 under a Moved marker.
- » The German player Assault Moves the SdKfz 251 up to hex G2 and makes a (low-percentage) direct-fire attack with its MG at the American Jeep in hex D7.

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Range (6 hexes) and LOS requirements (through 1 degrading-terrain hex) are met. A vehicle's 2-FP MG has a range of 10 hexes.

- For the attack, the German player rolls $1d6 - 2$ [2 (FP) - 2 (DFT modifier for firing after Assault Move) - 1 (DFT modifier for one hex of degrading terrain in LOS—the Abandoned vehicle in hex F4) - 1 (DFT modifier for firing on vehicle marked Moved) = -2]. The American player rolls $1d6 + 0$ (the Jeep is unarmored and has no Armor Factors).
 - » The German player rolls a $4 - 2 = 2$.
 - » The American player rolls a $3 + 0 = 3$.
- Since the German player's result (2) is less than the American player's result (3), the attack has no effect. The SdKfz 251 is marked with Assault Move and Fired markers (see Figure 17). The German impulse is over.

American Impulse: The American player still has his 60 mm Mortar WT and Cpl. Medrow, who can call-in Off-board Artillery, left to activate.

- » The American player activates Cpl. Medrow, in hex F7. Using his Leadership Range, he activates the Mortar WT in hex F8, too. He fires the Mortar WT first, at hex F5.
- Hex F5, Light Woods, is spotted because Lt. Koch and the 1-6-4 Squad are under a Moved marker. Hex F7, Light Woods, and hex F6 (Road with a Wreck) degrade the LOS, but since it's a Mortar these two degrading hexes do NOT affect its FP. The 60 mm Mortar WT has a FP of 2 and a range of 2-30 hexes, so range and LOS requirements are met. To conduct an onboard Mortar attack (18.1), roll $2d6$, choose the higher of the two dice and add it

to its FP (2). The German player rolls $1d6 + 1$ (TM of the Light Woods in F5).

- » The American player rolls a 6 and 4, takes the $6 + 2 = 8$.
- » The German player rolls a $3 + 1 = 4$.
- Since the American player's result (8) is greater than the German player's result (4), the German units must undergo a Damage Check 4 ($8 - 4 = 4$).
- For the DC4, Lt. Koch rolls first. The German player rolls $1d6 + 4$ vs. Lt. Koch's Morale (7).
 - » He rolls a $3 + 4 = 7$, which equals Lt. Koch's Morale, thus he is unharmed, and his LM of 1 makes the DC4 a DC3 for the Squad.
- For the 1-6-4-5's DC3, the German player rolls $1d6 + 3$ vs. the Squad's Morale (5).
 - » He rolls a $2 + 3 = 5$, which equals the Squad's Morale, and it, too, is unharmed by the Mortar attack. Place a Fired marker on the Mortar WT and a Fire For Effect (FFE) marker on hex F5. Any unit that enters hex F5 during this turn is subject to a Mortar attack (Lt. Koch and the Squad already there are not subject to any subsequent attacks).
 - » Cpl. Medrow now calls-in the Off-board Artillery (OBA) Fire Mission the Americans have.
-  To call-in OBA, a Good Order friendly Leader, Scout or Advisor uses an impulse to place a Spotting Round marker on any hex in his LOS. The hex doesn't have to be spotted. The LOS can be degraded by two hexes but it cannot be blocked. Cpl. Medrow places the Spotting Round marker on

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Figure 17: Late Maneuvers



hex H4, a Brush hex occupied by the German Squad in the Bunker. LOS to the hex is degraded by the Wreck in hex G5. Next, the American player rolls 2d6, a **white** die and **colored** die.

» The American player rolls a 3 (**white** die) and a 3 (**colored** die).

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

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This is how far the Spotting Round impacts (scatters) from the desired hex.

- Since the result of the **white** die was a 3, we add 1 (degrading terrain), to get 4; Cpl. Medrow has an LM of 0, so we take the 4, divide it by 2 ($4/2 = 2$), and the scatter result is 2 hexes.

Now we figure out the direction, or drift, of the scatter.

- The **colored** die is the direction the round drifts. One is north, two is northeast, etc., adjusting to the right if due north is a vertex not a hexside.

The result of the **colored** die was 3, i.e., approximately southeast, and we count 2 hexes in that direction from the Spotting Round hex (H4): I4 and J5. The Spotting Round is moved to hex J5.

- Hex J5 is in Cpl. Medrow's LOS (if it wasn't, the Fire Mission would be aborted and he'd be marked Ops Complete), and he can now adjust the Spotting Round one hex within his LOS or abort the Mission. OBA affects/attacks the hex it is in and the six adjacent hexes, and it attacks enemy and friendly units. Cpl. Medrow does not want to call-in OBA on the friendly units in hex I5, so he adjusts the Spotting Round north one hex, to hex J4. The Spotting Round marker is replaced by a Fire For Effect marker, and the FFE marker attacks all 7 hexes (J4 and the six adjacent) with the FP listed in the Order of Battle (5 FP).
- Only one hex, I3, contains enemy units. The Pz IV in I3 is an armored vehicle, and armored vehicles are attacked by OBA (and Mortars) whether they are open or buttoned.

The attack is conducted as per 17.4 and 17.2, or small-arms against ar-

mored vehicles, with an opposed die-roll. The American player rolls 1d6 + 5 (FP of OBA). The German player rolls 1d6 + 2 (Pz IV's lowest Armor Factor).

- » The American player rolls a $2 + 5 = 7$.
- » The German player rolls a $5 + 2 = 7$.

- Since the results are equal, the OBA attack has no effect on the Pz IV. Cpl. Medrow is marked Ops Complete, and the FFE marker remains in hex J4 (see Figure 18). Any unit (enemy or friendly) that enters the FFE marker's hex or its six adjacent hexes, for the duration of the turn, is attacked by the OBA. This is different from the FFE marker placed by the Mortar WT, which only affects the target hex. The American player's impulse is over.
- With no other units left on either side to activate, the Operations Phase is over, as is this Training Situation. A lot of carnage occurred. Both sides inflicted losses on the other. But the focus here was on the gameplay mechanics and the concepts.

Author's Note: *During the Training Situation we used or referenced all or portions of the following rules: 1.1, 1.1.1, 1.3, 1.5, 1.5.1, 1.6, 1.6.1, 1.6.3, 1.6.4, 1.7, 1.7.1, 1.9, 4.0, 4.1, 5.0, 5.1, 6.0, 6.1, 6.2, 6.5, 10.1, 10.1.1, 10.3, 10.3.2, 11.1, 11.1.1, 11.1.2, 11.1.3, 14.0, 14.1, 14.1.1, 14.1.3, 14.3, 15.0, 15.0.1, 15.1, 15.1.1, 15.2, 15.3, 15.4, 16.1, 16.2, 16.4, 17.1, 17.2, 17.3, 17.4, 18.1, 18.2, 21.1, 21.2, 21.3, 21.3.1 and 21.4.*

We covered a lot of rules, but they are the rules you will use every time you play a **LnLT** scenario that features vehicles and other ordnance-firing units. You know about vehicles and how to fire ordnance.

LOCK 'N LOAD TACTICAL SYSTEM v5.1 CORE RULES

Figure 18: Fire For Effect



You know how to conduct Overruns and Close Assaults, and how to fire Mortars and call-in OBA. Combined with the information learned from reading the Infantry Gameplay Narrative, you have completed Basic Training and are ready to play **LnLT**. The *v5.1* rules are set up in a reference style with all sections and sub-sections listed in the Table of Con-

tents. There's also an Index. There's always more to learn, more to know. You can read the rules cover to cover or consult them as needed. A lot of the rules' girth is due to low-percentage and rare-case situations that come up and require explanation. Don't obsess over them. In the end, it's a game. Enjoy yourself, and have fun!