

# LOCK 'N LOAD TACTICAL IN 10 MINUTES



**RULESET v5.1**  
LOCK 'N LOAD

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## Lock 'n Load Tactical: How to Play the Game in Ten Minutes

**Lock 'n Load Tactical** (hereafter LnLT) is not a complicated game to play. This quick guide is to get you playing quickly. This is a light overview of the LnLT Core Rules but you will still need to read the complete LnLT Core Rules to get the full features of the LnLT system. This guide will help you start playing the basic infantry-only scenarios from the Starter Kit right away.

Learning any game system can be daunting, but don't be dissuaded; Our LnLT Core Rules use a large font-size, to accommodate the eyes, and have lots of examples—including in-depth 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 two gameplay narratives (for infantry and vehicles/ordnance) found at the back of our LnLT Core Rules booklet before reading the rules, to familiarize yourself with how a scenario plays in an intuitive and observational manner.

Most importantly: 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 Resources section: <http://forums.lnlpublishing.com/resources>.

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

### GENERAL SCALE AND COUNTERS

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

### STACKING

In a hex, each side can have up to:

- Three Squads (or their equivalent)
- Two SMCs
- Two Half-Squads are the equivalent of one Squad.
- One Weapon Team is the equivalent of one Squad.

These stacking limitations apply at ALL TIMES. You can always look at your opponent's stacks.

### DICE

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

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## What You Need to Know About the Game Counters

### MULTI-MAN COUNTERS (MMCs)



These include Squads, Half-Squads, and Weapon Teams. 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. A Squad represents 8-12 men and is depicted by a 5/8" counter displaying two men. A Half-Squad represents 4-6 men and is depicted by a 5/8" counter with one man on it.

### WEAPON TEAM (WT)



These counters represent 3-5 men and a heavy weapon and are depicted by a 3/4" counter showing the weapon and two men.

### SINGLE-MAN COUNTER (SMC)

These represent a single man or woman and are 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; instead 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.



Half-Squad



Hero



Sniper



Leader

MMCs, including WTs, and SMCs are also referred to as either Leg units or 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 hex side terrain.

### SUPPORT WEAPONS (SWS)



These are individual weapons that must be Fired by a Squad, Half-Squad, Crew or eligible SMC. A Squad can carry two SWs, a Half-Squad can carry one SW, and a Leader/Hero can carry one SW but forfeits two movement points while doing so. A squad can fire one SW and retain its IFP, or fire two SWs and forfeit its IFP. A Half-Squad can fire one SW, forfeiting its IFP in the process. A Leader/Hero can fire a SW, but does so at half the SW's FP (fractions rounded up).

### 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.

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## SQUAD



FIREPOWER

RANGE

MOVEMENT FACTOR  
(Red Square Indicates  
Assault Movement Capable)

## HALF SQUAD



## SCOUT



SELF RALLY

MORALE

## LEADER



LEADERSHIP

MOVEMENT FACTOR

## SUPPORT WEAPON



FIREPOWER

RANGE

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## How a Turn Works in LnLT

A game turn of LnLT consists of three phases. Each phase happens the same way each time and in the same order.

First up is the Rally Phase. The first step in the Rally Phase, you roll initiative. Each player rolls a die, the high roll wins. Whoever had the initiative from the last turn wins in the event of a tie. Then, shaken units try to recover – but you'll need an individual to help shaken units recover. A hero or a leader is enough to do the job. You roll two dice and try to get equal to or less than the morale of the shaken units in the hex. You get to subtract 2 from the die rolls if you are in terrain with a positive terrain modifier. You can also subtract the leadership modifier of one Leader stacked with rallying unit. Medics can also rally units, with some exceptions, in this Phase.

Next comes the Operations Phase, where all the “stuff” happens. The players alternate impulses moving, firing, or passing, starting with the player who has the initiative. Each unit may normally do one thing during a turn. This continues until there are three passes in a row.

Last comes the Administrative Phase, where players clean-up the board. Markers for moving, firing, etc. are removed. Also, all units in degrading and blocking terrain automatically hide and will need to be spotted in the next turn before they can be fired at.

**Note:** How do I tell if a hex has a positive target modifier? Look at the Terrain Effects chart & figure out what kind of terrain surrounds the center dot of the hex. Now cross-reference that with the “target modifier” column.

### WHAT CAN BE DONE IN THE OPERATIONS PHASE?

When it's your impulse, you can do 3 things. First of all, you can always try to spot the enemy; this does not use up your impulse, though it does take the turn of the unit trying it. After this, you have a choice – you may (1) activate one or more units to do stuff or (2) pass. If you pass, the other player gets to go.

### ACTIVATING ONE OR MORE UNITS?

You can activate some or all units in a hex (to do one or more things) on your impulse. A leader, when activated, may also activate units in adjacent hexes.

### WHAT CAN AN ACTIVATED UNIT DO?

Each activated unit may do one of the following: (1) move, (2) shoot, (3) attempt to lay smoke and also provide opportunity fire.

### HOW TO MOVE A UNIT?

Units spend movement points to move. Each hex entered costs some of these points. A unit may enter a number of hexes whose cost is equal to or less than its movement factor. A unit which moves with a good order leader may move an extra two movement points. Units must move together.

**Note:** units which move are automatically spotted and are vulnerable to opportunity fire. A unit may choose to low crawl, in which case it only moves one hex but does not give away its position (unless it is in the open).

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## WHAT ENEMY UNITS CAN MY UNITS FIRE AT?

Units in LnLT are either spotted or hidden. A unit is spotted if (1) it is in an open hex, (2) it has moved/fired this turn, (3) it is next to one of your Good Order units or (4) it has a spotted counter on it!

## HOW DO I SPOT ENEMY UNITS

For a unit to spot a hex with enemy units in it, the hex must first be in LOS of the spotting unit. Then make a spotting check, roll 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.
- 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.

Leadership Modifiers apply and are subtracted from the die-roll.

**Note:** How do I tell if a hex is clear, degrading or blocking? Look at the Terrain Effects chart and figure out what kind of terrain surrounds the center dot of the hex. Now cross-reference that with the "type" column.

## HOW CAN MY UNITS FIRE AT THE ENEMY UNITS?

In LnLT, you can shoot at hexes which your units know contain the enemy. Thus, to be able to fire at a hex, you need 3 things: a unit (1) capable of seeing and firing into a hex that (2) contains spotted enemy units.

(3) The hex must be within range of the weapons to be fired at it.

## MY UNITS ARE FIRING, WHAT IS THE PROCEDURE?

The basic concept for resolving all small arms fire in LnLT is straight forward - you and your opponent each roll a 1d6. The die rolls are then modified for firepower, terrain, etc.

Direct Fire Summary:

1. Attacker rolls 1d6 + Firepower +/- DFT Modifiers
2. Defender rolls 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.

**Note:** You can find these modifiers in the Direct Fire Table and the Terrain Effects Chart.

## ENEMY UNITS HIT, HOW DO I FIGURE OUT DAMAGE?

To figure out what happens to infantry units, leaders or other personnel units in LnLT, you roll 1d6 for each affected defending unit and add the difference between the Attacker's modified 1d6 and the defender's modified 1d6. You then compare your Damage Check (DC) roll to the target's morale. If you rolled less than or equal to the target's morale, you accomplished nothing. If you rolled above the target's morale, then you look at the Direct Fire Table.

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Once there, you need to know three things (1) how far you rolled above the target's morale (is your roll more than twice his morale? triple?), (2) whether you shot a squad (called an MMC on the table) or an individual (called an SMC on the table) and (3) whether that target was in Good order or already Shaken.

## HELP MY UNITS ARE UNDER FIRE, HOW DO I GET SOME COVER?

To lay smoke: nominate a squad or half-squad as placing smoke and roll 1d6. For the Vietnam Scenarios: American units need a 3 or less, NVA a 2 or less and Viet Cong a 1. For WWII scenarios: American units need to roll 2 or less and German units need to roll 2 or less. Smoke may be placed in your hex or in an adjacent one. See the terrain effects chart.

**Note:** 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, Fox-holes) 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.

## MELEE COMBAT. HOW TO PROCEED?

To engage in melee, move into an enemy hex. Melee is normally simultaneous. (both sides fight) The attacker's firepower (both units and machine guns) is compared to the defending units attacked and a kill number determined from the melee table. 2d6 are rolled. If your roll is equal to or greater than the kill number and the other forces units are eliminated.

**Note:** Shaken units and SMCs without firepower ratings are eliminated automatically if all other units stacked with them die.

**Special Module Rule:** Viet Cong can ambush. If they move into melee from outside the attacker's line-of-sight (whether they are hidden or not does not matter), their firepower is tripled -and- they get the first strike.

## HOW DO LEADERS WORK?

A Good Order Leader of the same nationality/color/IB is present, his Leadership Modifier 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. Leaders 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 is added to a unit's total FP that is using the DFT, including Weapon Teams. A Leader firing a SW does not add his LM to attacks by other units in his hex.

## HOW DO HEROES WORK?

Heroes are the most dynamic units in the LnLT system. They can change the tide of a battle. Heroes either begin a scenario as part of it or, more frequently, they are created/spawned due to combat results.

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. If a 1 is rolled, roll another 1d6 and if the result is even, a Hero is created, if odd no Hero is created.

Heroes have a single figure and name on their counter. Heroes never Shake—they are too busy being heroic! They can be wounded though, and the back side of their counter is its Wounded side.

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Heroes when they are spawned/created during play are granted a special Skill. The traits of each Skill, and who can use them, are listed on the Skills Player-Aid Card

**Note:** Skills are limited in the LnLT Starter Kit

Here are some Heroes attributes:

- They always use their full IFP during multi-unit attacks.
- Allow Shaken units in their hex to make a rally attempt.
- They shift Melee odds one column in their side's favor when "attacking", in addition to adding their IFP.
- They can possess Skills.

## Additional Ways to Learn LnLT

At LnLP we want you playing our games and NOT reading the rules. All of our links with download are all free. The Hardcover and Audible link does have a fee to them. These editions are full complete editions of the LnLT Core Rules.

- **PDF Download:** - <http://bit.ly/LnLT-CoreRulesv5>
- **EPUB Download:** - <http://bit.ly/LnLT-EPUB>
- **MP3 Audiobook Download:** - <http://bit.ly/LnLT-MP3>
- **Audiobook Download:** - <http://bit.ly/LnLT-Audiobook>
- **Hardcover and Audible:** - <http://bit.ly/LnLT-Amazon>

## LNLT BOOTCAMP TRAINING VIDEOS



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

- **Bootcamp - LnLT:** <http://bit.ly/LnLT-Bootcamp>