

# LOCK 'N LOAD TACTICAL

## DIGITAL INTERFACE

### GUIDE



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# BETA v2.1

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# LOCK 'N LOAD TACTICAL DIGITAL INTERFACE GUIDE

## Important

This Digital Manual is organized according to the military phonetic alphabet (e.g., Alpha, Bravo, Charlie, etc.), in order to avoid confusion when referring to specific Lock n Load Tactical System Core Rulebook section numbers (hereafter referred to as the “Core Rulebook”). So, “ALPHA” is the first section, followed by “BRAVO,” and so on, when it comes to THIS Digital Manual. Furthermore, additional sections under each phonetic is numbered, so BRAVO ONE is followed by BRAVO TWO, and so on (as needed).

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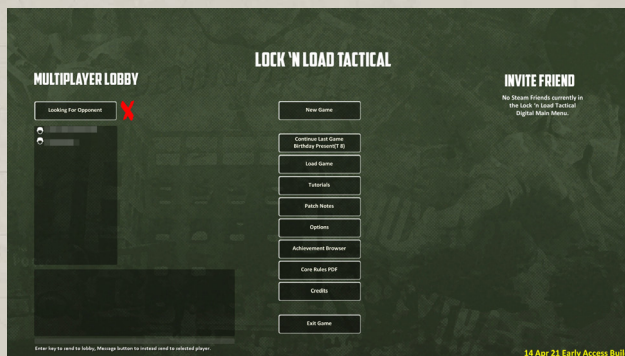
# LOCK 'N LOAD TACTICAL DIGITAL INTERFACE GUIDE

## ALPHA SECTION: Digital Manual Introduction/Purpose

This Guide is meant to serve as a reference for the Lock n Load Tactical Digital Core Game; it is not meant to replace the rules but rather, serve as a 'how to' for digital-only gameplay. Much of the game is clearly described in the Core Rulebook and therefore, will not be repeated here. To best play Lock 'N Load Tactical Digital, a thorough understanding of the Core Rulebook is necessary. The rules in the Core Rulebook will be referenced throughout this Guide, including section numbers (as of this version of the Digital Manual), so you can easily find a more thorough explanation of each concept in the game.

For a complete overview of game components, including counters and game structure, please refer to the Core Rulebook, sections 1.0 (General Concepts) and 2.0 (Outline of Play).

## BRAVO SECTION: STARTING THE GAME



When you start up the game and exit the load screen (you can press your Esc key to do so), you will see the Lock 'N Load

Tactical Main Menu. Most of these options are fairly self-explanatory, but a few bear specific details.

## BRAVO ONE: MULTIPLAYER LOBBY

Any players currently online that may be open to a game will be listed here at left. Click on a player to view their availability, if their status is "In a Multiplayer Game," they are already involved in one. You can click the Looking For Opponent button at the top of the list to indicate to everyone that you are wanting to play an online game; the red X to the right of the button will change to a green checkmark. Similarly, if you change your mind, click the Looking For Opponent button again and it will change back to a red X.

## BRAVO TWO: MAIN MENU BUTTONS

**New Game:** Click to start a new game.

### Continue Last Game (Scenario Name):

If you previously played a scenario and exited before it was complete, you can click this to continue your game. Note that if this game was with a multiplayer opponent, your opponent must be online and willing to continue, as well.

Otherwise, a scenario you played solo that you exited before completion can be started up again from here.

**Load Game:** Loads a saved game.

**Tutorials:** Loads in-game video demonstrations to show the basics of the Lock 'N Load Tactical Digital game.

**Patch Notes:** Any patches done to the game will be listed here, along with their details.

**Options:** Allows you to set in-game options such as music, graphic quality, interface, and other settings.

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**Achievement Browser:** Brings up an Achievements window, listing all your achievements you've obtained in the game (if any).

**Core Rules PDF:** As this says, your Lock 'N Load Digital game comes with a copy of the current Core Rules. This will be needed for reference purposes throughout these rules.

**Credits:** Displays a slow animated crawl of all those involved in making the Lock 'N Load Tactical system a reality.

**Exit Game:** Does exactly this.

## BRAVO THREE: INVITE FRIEND

Any friends you have on your Steam Friends List that also own this game, and are in the Main Menu of this game, will be listed here

## CHARLIE SECTION: NEW GAME

When you click the **New Game** button from the main menu, you will see this screen.



At the top, under Select Module, all modules you have access to will be displayed here. Think of this like a library shelf; click the Module that you would like to

view/play, and all information pertaining to it will be displayed throughout the rest of the window.

At far left you will see a list of Scenarios pertaining to the selected Module. At a glance, you will see the name of a Scenario in the middle, and the two sides that are fighting represented by symbols to the left and right of that button. If you have a Scenario selected (simply click on the button), you will see red arrows pointing to it.

Once you select a Scenario at left, in the middle of the screen you will see the name of the Scenario as well as background information, the sides that will play, and the units that will participate. Note the two tabs at the top – currently, the Briefing tab is selected, showing you this information. If you click the Record tab, this will display any past experience you've had with this particular Scenario (showing the dates played and whether you won or lost).

Once you've decided on the Module and Scenario, at far right you will see the scenario's controls. Each side for the selected Scenario are listed at the top of this area. You can select either **Human Player** or **Computer Player**:

- If you choose two Human Players, you can then play both sides yourself (very useful if you're just starting out and learning), or can play 'hotseat' with two humans at the same computer.
- If you choose two Computer Players, you can sit back and watch as the computer plays itself. This might be entertaining and also offer a bit of insight into how the game flows when you're starting out.

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- If you choose one Human and one Computer Player, you can play the Human side against the Computer.

In the **Scenario Balance** section just below this, you can move the slider to give advantages to one side or the other, if you wish. Note the Scenario information in the middle as you slide this selector – it's likely the units displayed there will change, depending on where you put the selector.

Leaving it in the middle at its **As Designed** point will allow you to play the scenario as it was designed – balanced and fair. Giving either **Advantage** or **Strong Advantage** to either side will upset that balance, but this can be useful, again, if you are learning the game and don't want to get overwhelmed.

The **Scenario Length** slider can be changed from the default **As Designed** length to whatever length you wish. It's advised, though, that you do not change this until you've played the Scenario a few times. Some Scenarios can become unbalanced if you add extra time (e.g., some Scenarios require one side to advance off the map while the other side must stop them; adding Turns will give that side trying to break out more time to achieve victory).

The **Fog of War** selection can be set to **None** (default, just like a normal board game where you can see all the pieces on the map), **Initial** (where you can see all the pieces at Scenario start, but cannot once the game starts playing), and **Full** (where you can only see enemy pieces that are within Line of Sight (LOS) of your own units).

Click **Play Scenario** to start your game, once you have made all your selections.

Click **Return to Main Menu** if you want to go back.

## DELTA SECTION: GAME INTRODUCTION/KEY CONCEPTS

Before we get into the game itself, there are a few things you should be aware of. Note that most of these concepts are likely familiar if you have played a lot of war-games, especially tactical ones, but for familiarity we encourage you to review this material.

### DELTA ONE: TURN SEQUENCE

Lock 'N Load Tactical Digital follows the same outline of play (covered in section 2.0 in the Core Rulebook) as the board game system. Each scenario lasts a certain number of game turns (depending on the scenario), and each game turn is divided into three Phases:

- Rally Phase (section 3.0 of the Core Rulebook)
- Operations Phase (section 4.0 of the Core Rulebook)
- Administrative Phase (section 9.0 of the Core Rulebook)

### DELTA TWO: GAME MAP OVERVIEW



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When your scenario begins, your screen has a lot of information. The main display is the map upon which the scenario is played; you can zoom in and out and interact with this as you wish (refer to the **DELTA THREE SECTION** below for details).

On the right side of your screen, you will see three windows. From top to bottom, these are the **SCENARIO** window, the **TURN** window, and finally, the **DETAILS** window.

In the SCENARIO window, the scenario's goals are displayed as a reminder. You can choose to minimize or close this window if you wish; this is done from the buttons in the upper right corner of this window.

In the TURN window, you will see the current turn and game phase, with a button that will allow you to proceed if necessary. Note that when it is your turn, you can click PASS if you do not want to move or fire any of your units; however, if you DO want to do this, be sure to do it on the map before clicking, otherwise your phase will end! You can minimize or close this window using the buttons in the upper right corner of this window, if you wish, though it is recommended you keep this window active for easy reference.

In the DETAILS window, results such as die rolls, effects, consequences, and other information generated by the Digital Game will be displayed here. If you do not care about these details, you can minimize or close this window with the buttons in the upper right corner of this window.

In the upper right corner of the map, you will see any details for a hex you've selected on the map. This includes terrain, terrain height, any distinctive features (e.g., flammable), and other information. Check the Terrain section in the Core Rulebook on page 158, which is within the **Infantry Gameplay Narrative** section, for a briefing on terrain and how it affects the game.

More information on interacting with units and the map are located in the **DELTA THREE SECTION**, below. The window structure here is pretty simple and straightforward, especially if you are used to playing computer wargames.

If you are not used to playing computer wargames, remember that you can start any scenario you wish, but choose 'Human Player' for both sides, so you can play both of them at your own pace, without having to worry about time pressures!

## DELTA THREE: HOTKEY LIST

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- F1 or ?: Display Hotkey List
- RMB or empty area of window: Rotates between sizes
- W, A, S, D, or Arrow Keys: Scrolls map
- Tab: Cycles through selectable stacks
- Esc: Brings up game menu/cancels chat
- 1 through 0: Action button hotkeys
- Enter: Brings up chat line for multiplayer chat/sends chat message
- L: LOS Tool toggle
- T: Terrain Info toggle
- V: Turn/Victory Display toggle
- Control + Z: Undo last action/reloads auto-save

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- F2 or Backspace: Sniper Interrupt key (during opponent's move)
- F11: Screenshot (or, F12 for the Steam overlay shortcut for screenshot)
- Numpad keys: Move selected stack one hex in indicated direction
- Permanent Action Button Shortcuts (apply regardless of position in the row):
  - B: Button/Unbutton vehicle
  - H: Hover helicopter
  - Shift + H: Un-hover (fly) helicopter
  - R: Reverse vehicle
  - Comma: Rotate vehicle left
  - Period: Rotate vehicle right
  - [ (left bracket): Rotate vehicle turret left
  - ] (right bracket): Rotate vehicle turret right
  - M: Cycle through move modes
  - Shift + A: Assault Move mode
  - Shift + C: Low Crawl Move mode
  - Shift + M: Normal Move mode
  - Early Access Keys (if applicable):
    - F3 or SHIFT + B: Submit a bug report
    - F5: Submit unit set-up for scenario

## ECHO SECTION: SETUP PHASE AND REINFORCEMENTS

At the start of any scenario, you may have units on the map already. You may have the opportunity, depending on the scenario, to move your units around as you see fit, in the Setup Phase. Simply click a hex to select it and then click another hex where you want that unit/

stack to move.



When you select a unit/stack in this Setup Phase, you may note hexes that are darkened. This means you cannot set up units in that area; only in the lightened/normal hexes.

Keep this in mind when setting up your units, as placing them in the open may not be an optimal way to start the game – then again, it might be. Consider the Scenario and your objectives to see how you can best set your units up. If you're just starting out, or playing a Scenario for the first time, it's probably best to leave the existing set up as is for now.

You can move a unit unlimited times in this Setup Phase, so if you move a unit/stack somewhere and change your mind, move it back to where it was.

Note that if you are new to computer wargames, you might want to leave your starting units in place. As you learn the game and get more of a feel for it, you can then experiment with changing unit starting positions.

Once units are set, there may be an opportunity to bring in reinforcements. When it's your turn to play, look to the menus at right; if you see a **Reinforcements** button, click it to bring your units into the game.

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Note that in some Scenarios, you start with no units on the map, and this is the only way to bring them into play.



Once you click the **Reinforcements** button, the Reinforcements window will open, showing you your side's available units.



In some cases, you will have a lot of units; in this case, you will be limited to the number of units you can bring in. To determine this, click on the units you want to bring in as reinforcements. As long as the **Use Selected Units** button is NOT red, you can bring in those units. Once you click too many, this button will turn red, indicating you've made too many selections.



Note that you may have Support Weapons (or, SWs; refer to the Core Rulebook, section 1.6) available. To bring these in, you must click, hold, and drag the SW counter onto a unit that can utilize it (e.g., not a Medic). If the unit is eligible to use a SW, the SW will stay; otherwise, it will 'snap' back to its original place.



Once you've made all your valid selections, click the **Use Selected Units** button. Your view will return to the map.



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Red highlighted hexes will indicate legal hexes for you to deploy your selected Reinforcements. Once you select a hex, your game will begin (unless you need to wait for the other side to deploy Reinforcements themselves).

## FOXTROT SECTION: RALLYING

As each game turn begins with the Rally Phase (section 3.0 in the Core Rulebook), the following will occur first in your game turns. If this is the first game turn, this Phase may be skipped entirely, starting you off in Operations (refer to GOLF SECTION in this rulebook, or section 4.0 in the Core Rulebook).

“Rallying” is the act of ridding a unit of a “Shaken” status. Units that are Shaken are essentially useless in battle as they cannot move towards the enemy and cannot fire. Units in a Shaken status have a red band across the bottom of their counter.

In order to Rally, you have two choices in the Digital Game:

1. Click the AUTO-RALLY button near the right side of your screen, or
2. Perform a Rally manually.

Clicking AUTO-RALLY will let the computer perform all possible Rallies for this Phase, so you don’t need to worry about details.

However, to perform this function manually on a Shaken unit, you must first have a Hero or Leader in the same hex as the Shaken unit. Furthermore, the Hero or Leader themselves cannot be Shaken.

(Exception: units with an “SR” or “SRP” label on their Shaken side do not require a Hero or Leader and can self-rally.

To attempt a manual Rally of a unit, click the unit you wish to Rally. A Rally Check roll will be conducted with the dice appearing on the screen, as well as the results. Any Shaken unit that performs a successful Rally Check will be flipped to its ‘normal’ side.

## GOLF SECTION: OPERATIONS

Operations takes up the second of three phases to each game turn, and during this phase, players alternate taking turns. Initiative is determined automatically by the Digital Game rolling a die for each side; the higher roll wins initiative for the remainder of Operations. In the case of a tie, each scenario specifies which side has initiative.

This phase is fully explained in both section 2.0 (Outline of Play) and 4.0 (Operations) in the Core Rulebook. The heart of the Lock ‘N Load Tactical Digital game is played here, in Operations.

This section will give you a beginner’s approach to interacting with the map, units, and conducting movement and fire/melee combat.

### GOLF ONE: INTERACTING WITH THE MAP

To easily navigate the map, use the **arrow keys** or the **W, A, S,** and/or **D** keys, to move up, down, left, and right.

Use your **center mouse wheel** to zoom in and out easily.

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Move your mouse around to see where all the different units and stacks are located. Note that both friendly and enemy stacks will expand like an accordion so you can view what they are.



There's a bit more on this in the next section, so read on when you are ready.

## GOLF TWO: SELECTING UNITS AND STACKS

Units or stacks eligible for action (movement, fire, etc.) are highlighted by a pulsing yellow hex so they may be easily identified.

To select a unit or stack to command, **left click** on that unit/stack. It will be highlighted by a pulsing red hex. You can deselect a selected unit/stack by **left clicking** on it a second time. BE CAREFUL: it's easy to click accidentally outside of the selected unit/stack's hex. Be sure you left click **IN** the selected unit/stack's hex in order to cancel its selection.



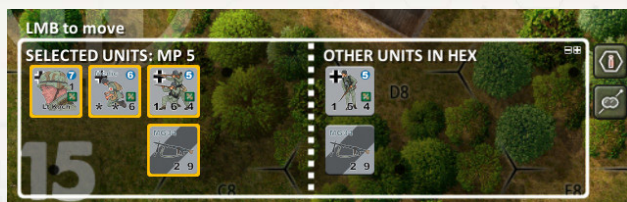
Note that units that are NOT highlighted are not eligible to command – at least, not at the moment. This may be because they've already acted in a previous impulse, are unable to act (due to a combat effect), or are ineligible to act (due to a Scenario rule or combat effect).

Find a stack of friendly units and **left click** on that stack. Now, look to the bottom of your screen; you'll see a box with "UNITS IN HEX" displayed. These are the units in your selected stack. (If you clicked on a single unit, you will see it here, too.)



You can 'split up' a stack if you wish by clicking on the units in this box. The box will now be divided into a SELECTED UNITS and OTHER UNITS IN HEX box. The SELECTED UNITS side is your currently-selected units; you can add to this by clicking on additional units in the SELECTED UNITS side, which will move them over. You can then command that separate stack to act however you wish.

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You can now command your selected unit/stack by moving your mouse cursor across the battlefield. Note that pointing your mouse cursor to a hex will either show a MOVED counter, or a FIRE or MELEE counter. If you move the cursor far enough away, it may stop and show a red arrow that stretches from a displayed MOVED hex. Try this now to see what it looks like. Don't click anywhere yet, just move around and explore.

The MOVED counter indicates a location that your selected unit/stack can potentially move to; “potentially,” because it may come under fire from the enemy, which can cause casualties, a Shaken status, and/or a halt to movement. This can be very bad if crossing an open hex and coming under fire! You must plan your moves carefully.

The FIRE counter indicates an enemy unit/stack that can be targeted by your selected unit/stack. Click the **left mouse button** to fire on that enemy unit/stack.

Alternatively, the MELEE counter displays if your selected unit/stack can engage in close combat with the enemy (e.g., they use bayonets, knives, rifle butts, fists, or any other melee item they may have handy to charge into the same hex and attack the enemy). If the MELEE counter is visible, the enemy unit/stack is within movement range; click the **right mouse button** to order the charge.

For now, press your **Tab** key to move to the next friendly unit or stack. Each press of the **Tab** key will move to the next eligible, friendly unit/stack, and will cycle through them repeatedly.

You now know how to select and interact with your various units. Let's take a look at some more specific actions you can take – important stuff, such as moving and conducting combat.

## GOLF THREE: MOVING

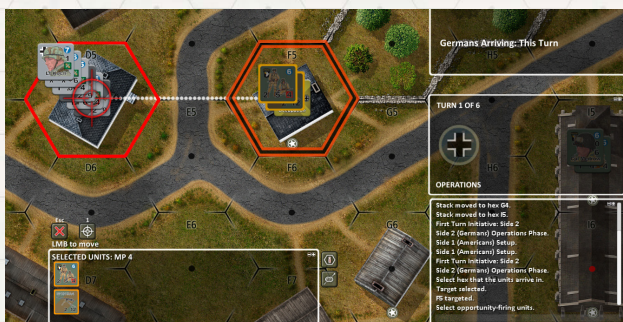
Movement is fully explained in section 6.0 (Movement) of the Core Rulebook. Refer to that section to get a full understanding of how movement works. The following section describes how to conduct movement within the digital game.

With a unit/stack selected (see GOLF TWO in this Digital Manual, above), move your mouse cursor across the map. Any eligible hex where your selected unit(s) may move will have a green MOVED marker present. Note also the path that displays – this will be the path that your unit(s) take. To move to that hex, **left click** on the hex, and your unit(s) will begin their movement.

Hexes that are beyond the unit(s) ability to move will have a red arrow pointing to them – in this case, note that the green MOVED marker appears at the furthest point possible given the path the game selects.

During your unit's/unit's' movement, they may come under Opportunity Fire by enemy units. The game will pause and allow the other side to choose whether or not to fire.

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**NOTE:** Taking Opportunity Fire with a unit/stack means they will not be available during the current turn, as this takes up their operation. They will be available, if still capable, in the next turn's Operations Phase.

To allow friendly units to conduct Opportunity Fire, **left click** on the eligible unit/stack, and you will see an animation of the fire combat. If any results other than misses are scored, their movement may come to a halt, which can be bad news if they're out in the open!

**NOTE:** Consider your movement pathways carefully and look at the placement of your enemy's units. Regardless, you may have to take a chance if you really need your selected unit(s) to get a move-on...

If you move a unit/stack that is subject to Opportunity Fire, and that fire has No Effect, and your unit/stack still has Movement Points available, it can continue to move. Just keep in mind it may be subject to Opportunity Fire from other enemy units on the board that have not yet spotted your unit/stack.

If you are happy with where your moved unit/stack is located, at far right, click the **END IMPULSE** button.

There are other modes of movement, as well. When you conduct a **Normal** move, this is all your selected unit/stack can do – move. They cannot Fire or conduct Melee Combat. You can choose an **Assault** move, however, which will allow the unit/stack to move up to half its Movement Allowance and still fire (although with a penalty). There is also **Low Crawl**, which limits a unit/stack to one hex of movement, but it will not automatically be spotted. To select a mode of movement that is eligible for your friendly unit(s), select those unit(s) and then check the buttons above the bottom bar. Any possible movement type other than Normal (which is the default) will be displayed as buttons (hover your mouse over each to see what it is and its effects).

## GOLF FOUR: FIRE COMBAT

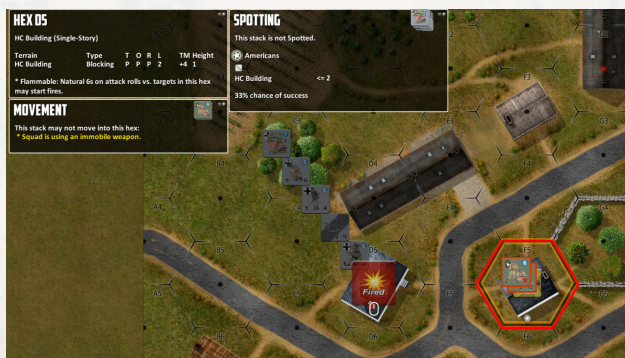
Fire combat is fully explained in section 5.0 (Fire Combat) of the Core Rulebook. Refer to that section to get a full understanding of how fire combat works. The following section describes how to conduct fire combat within the digital game.

**Refer to section 10.0 (Line of Sight, Spotting, and Terrain) to see how these important concepts impact fire combat.**

To fire on enemy units, you will first need to select a friendly unit/stack to fire. First, **left click** (or **Tab** to) the unit/stack that you'd like to fire. Then, move your mouse cursor to the potential target; if a FIRED counter displays with a left-click symbol, your selected unit/stack may fire. Note that the enemy may be visible to you the player, but may need to be spotted first (10.0 in the Core Rulebook). Unspotted units cannot be fired upon and will display in a darker shade until they are spotted.

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If the enemy unit/stack is spotted, **left click** on that enemy unit/stack to conduct fire combat against them; you will see an animation of your selected unit/stack firing on the targeted enemy.



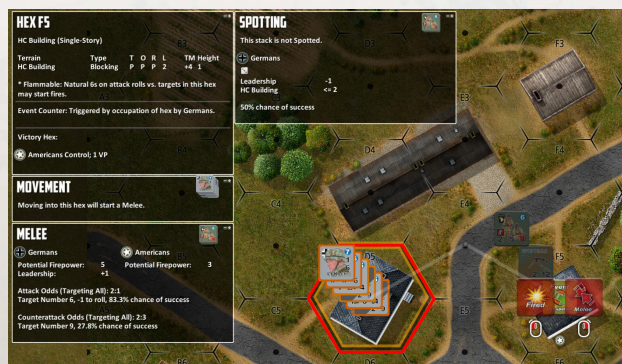
If a FIRED marker does not display, your selected unit/stack may NOT fire on that enemy unit (due to Line of Sight most likely, or it could be that your selected unit/stack is not eligible to fire due to acting previously, or is simply unable to fire due to combat effects). If your selected unit/stack IS eligible to conduct fire combat, locate another enemy target unit/stack to fire upon. It could be your selected unit/stack just cannot fire on anything, as nobody is in range or in Line of Sight. In this case, you will need to either move your current unit/stack into a better position, or find another unit to issue a Fire command to, in this case.

## GOLF FIVE: MELEE COMBAT

Melee combat is fully explained in section 8.0 (Melee Combat) of the Core Rulebook. Refer to that section to get a full understanding of how melee combat works. The following section describes how to conduct melee combat within the digital game.

**Refer to section 10.0 (Line of Sight, Spotting, and Terrain) to see how these important concepts impact melee combat.**

To conduct melee combat on enemy units, you will first need to select a friendly unit/stack to fire. First, **left click** (or **Tab** to) the unit/stack that you'd like to move to melee with an enemy unit/stack. Then, move your mouse cursor to the potential target; if a MELEE counter displays with a right-click symbol, your selected unit/stack may melee. Note that the enemy may be visible to you the player, but may need to be spotted first (10.0 in the Core Rulebook). Unspotted units cannot melee and will display in a darker shade until they are spotted.



To melee with a spotted unit, **right click** on that enemy unit/stack to conduct melee combat against them; you will see your selected unit/stack move into the enemy's hex, and fight them. Information pertaining to the potential melee combat will display on the screen.



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If a MELEE marker does not display, your selected unit/stack may NOT melee with that enemy unit (due to Line of Sight most likely, or it could be that your selected unit/stack is not eligible to melee due to acting previously, or is simply unable to melee due to combat effects). If your selected unit/stack IS eligible to conduct melee combat, locate another enemy target unit/stack to melee with. It could be your selected unit/stack just cannot melee with anything, as nobody is in range or in Line of Sight. In this case, you will need to either move your current unit/stack into a better position, or find another unit to issue a Melee command to, in this case.

## HOTEL SECTION: LOS, SPOTTING, AND TERRAIN

As mentioned in the Fire and Melee Combat sections, refer to section 10.0 in the Core Rulebook to get an understanding of how these impact combat.

You can also interact with the map to see information on different hexes.

### HOTEL ONE: LINE OF SIGHT

The Digital game automatically calculates line of sight for players and will prompt you when something can or cannot be done in the game.

### HOTEL TWO: SPOTTING

The Core Rulebook will describe how spotting works in the game; in the Digital version, it works exactly the same, in that units must be able to see each other to take action (e.g., fire combat) against each other.

Spotting will occur automatically in the Digital game when attempting Fire Combat against the enemy; a failed Spotting roll will result in no Fire Combat, however (you can't fire at what you cannot see!). You can also manually conduct Spotting by clicking the number 2 button when a friendly eligible unit is selected. Note this button above the bottom middle section of your screen.



Click on the hex you wish to attempt to Spot. Remember, enemy units that are unspotted will appear in a darker color than normal. With the hex selected, a target symbol and a line from your friendly unit to the enemy unit you're attempting to spot will display. You can click the Esc button if you wish to cancel, or left click to attempt the Spot.

If the Spotting attempt is successful, the enemy unit/stack will become visible, and can be the subject of Fire or Melee Combat (if eligible).

### HOTEL THREE: TERRAIN

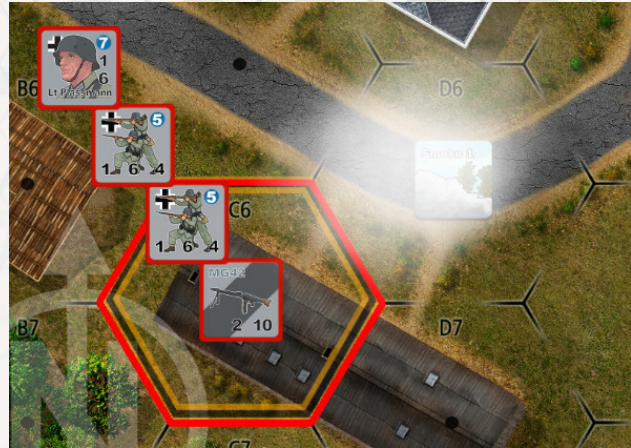
The Digital game automatically calculates movement and combat variables so you do not have to do so. For more information, please refer to the Core Rulebook.

# LOCK 'N LOAD TACTICAL DIGITAL INTERFACE GUIDE

## INDIGO SECTION: LAYING SMOKE

Smoke can be laid in an adjacent or same hex as the unit/stack attempting this. Smoke is covered in detail in the Core Rulebook (section 7.0); please refer to that for details.

To lay smoke in the Digital game, with the eligible friendly unit selected, note the buttons above the bottom middle portion of the screen. Button 3 is Smoke; point your cursor to this button and leave it for a moment and a tool-tip will pop up to help you identify this function.



Once clicked, the unit's current hex and all adjacent hexes will be highlighted. Left click in one of these hexes where you would like to deploy smoke (likely in a hex between you and the enemy, or in a hex that will help mask movement later). A Smoke counter will be placed and an animation of smoke will appear as well.

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## Credits

### EXECUTIVE PRODUCER

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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.