

HEROES IN DEFIANCE

LOCK 'N LOAD TACTICAL SYSTEM



MODULE RULES

Module Rules

INTRODUCTION

In May of 1940, the Germans launched Fall Gelb (Case Yellow). Scores of German divisions flooded through the Ardennes and across the borders of France, Belgium, and Holland.

The blitzkrieg tactics first used in Poland, in 1939, had been put into action again—and perfected. For over six weeks the Allies, including the British Expeditionary Force (BEF), put up a staunch defense. Despite their defiance, they could not withstand the fierce onslaught of the German Wehrmacht, the fearless Fallschirmjäger, and the notorious SS.

Heroes in Defiance is a complete game in the **Lock 'n Load Tactical** series and depicts the full range of the battles for France and the Low Countries, from the first Fallschirmjäger airborne assaults in Holland to the closing of the pocket of the BEF and the remnants of the French Army at the Channel ports. The Phony War is over, and the blitzkrieg's new form of warfare is being unleashed. Are you ready?

Presented here are the *Heroes in Defiance* (HiD) module-specific rules. All rules section numbers in these module rules work off of those in the Core Rules, and refer only to this module.

COMMUNITY & SUPPORT

If you have any game questions, or if you are just looking for other gamers with whom to chat, you can find quick replies on our Forums:

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If any parts of this game are damaged, or you have any other support needs, please open a support ticket on our Support Ticket section:

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You can also find additional game resources such as scenarios, counters, special rules and other community design ideas in our Resource section:

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HEROES IN DEFIANCE MODULE RULES & SCENARIOS

1.6.3 Flamethrowers & Satchel Charges



The French Pétard and the German Gebälte-Ladung are the equivalent of the Satchel Charge.

1.6.8 Captured MG34



French MMCs possess a captured MG34 (blue background) in numerous scenarios in *Heroes in Defiance*.

Such units do not suffer the penalty for firing a captured SW described in 1.6, but rather fire the gun with its full FP (2).

1.7 Weapon Teams



The German 88mm AA cannot move. It uses its MF to pivot within its hex.

Module Rules

7.1 Heroes in Defiance Smoke-Laying Capabilities



MMCs from all nations in *Heroes in Defiance* have a Smoke-laying capability of 2 (see 7.0).

10.5.6 Fire



A Fire marker represents a large-scale inferno that has consumed the terrain in a hex.

No units can occupy or enter a hex containing a Fire marker. A hex containing a Fire marker is considered Blocking terrain for LOS purposes.

10.8 Module-Specific Terrain

Heroes in Defiance has some unique terrain and features. Rules for them are as follows.

10.8.1 Hills & Cliffs

Movement Point (MP) cost is as per other terrain in the hex: +1 MP to move one level higher; +2 to move to two levels higher (in one hex); and +1 MP to move down two levels (in one hex). Moving up or down three levels from one hex to another is prohibited: these are Cliffs.

10.8.2 Orchards

Orchards are degrading terrain with a TM of +1 and a Level-1 height. They affect movement as follows: T = 4, O = 4, R = 6, L = 1.

10.8.3 Dead Cows



Dead Cows (and other livestock), whether from small-arms fire, Artillery or aerial attacks, were a part of the WWII battlefield. In *HiD* they are represented in some

scenarios by Dead Cows markers.

Dead Cows markers are usually placed during setup. They can only be placed in Open- or Degrading-terrain hexes. They have a TM of +1 and are considered Open terrain for spotting and LOS purposes. TM is cumulative with other terrain in a hex and/or Vehicles/Wrecks, Foxholes, and Smoke, etc. Dead Cows do not affect movement costs.

13.1 French Forces



The French forces in *HiD* are comprised of regular infantry, elite Corps Franc and mounted Spahis. The regular infantry and Spahis have a French tricolor roundel as their IB (3.0) and the Corps Franc's IB is a skull and crossbones. The French have numerous Support Weapons and Weapon Teams and a variety of armored vehicles.

13.1.1 Encombrement

The French Army was equipped almost exactly as it was during the First World War. Because they wore heavy clothes, shoes and carried cumbersome gear, when they use Double-Time Movement (6.2) they only gain 1 MP instead of 2. Shaken encumbered units cannot use DT. This disadvantage **doesn't** apply to the French Corps Franc (2-3-4 and 1-3-4 MMCs) and MUs.

13.1.2 Corps Franc



French Corps Franc MMCs are elite units with special characteristics. Their Squads can Assault Move (6.1) and their Half-squads have Stealth Movement (6.4). Other abilities are as follows:

Module Rules

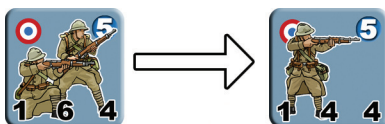
- **SRP:** Units marked with SRP on their Shaken side (Corps Francs in *HiD*) can Self-Rally. But to rally they must roll a pair—any pair—on their Morale Check. Terrain does not affect the die-roll.

Though the Corps Franc units' counter background is different from the regular French Leader counters, the Leaders can rally them (normally) and add their Leadership to attacks involving Corps Franc MMCs they are stacked with. An SRP MMC cannot attempt to rally twice during one Rally Phase—once normally, with a Leader or Hero, and, if that fails, again using SRP. A Corps Franc MMC stacked with a Shaken Leader can use its SRP instead.

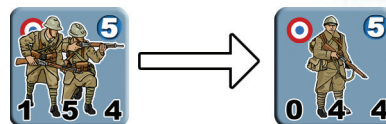
- **Panache:** Shaken Corps Franc MMCs can attempt to rally (using SRP) if an enemy unit enters its hex. If a Good Order Leader is in the hex, the Corps Franc MMC can attempt to rally normally, with Leadership Modifier and TM applying. Units that fail to rally are eliminated; those that do rally can fight in the Melee.
- Corps Franc MMCs do not spawn Heroes.

13.1.3 French Squad Reduction

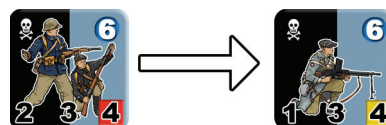
Whenever a French 1-6-4 Squad is reduced, replace it with a 1-4-4 Half-squad.



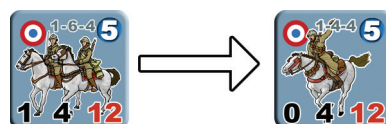
Whenever a French 1-5-4 Squad is reduced, replace it with a 0-4-4 Half-squad.



Whenever a Corps Franc 2-3-4 is reduced, replace it with a 1-3-4 Half-squad.



Whenever a French Mounted Spahi 1-12-4 Squad is reduced, replace it with a 0-12-4 Half-squad.



13.2 German Forces

The German forces in *HiD* are comprised of units from the Wehrmacht (light gray), SS (black) and Fallschirmjäger (blue). The Wehrmacht have MMCs, SMCs, Support Weapons (SWs), Weapon Teams, armored vehicles and mounted motorcycle units; their IB is an Iron Cross. Some Wehrmacht Squads can Assault Move (AM, 6.1).

The SS MMCs can AM; they also have special abilities that are detailed in 13.2.1/2. The SS do not have vehicles and use Wehrmacht Support Weapons and WTs. Their IB is an SS insignia.

The Fallschirmjäger only have MMCs, SMCs and SWs—but they are tough fighters with a high Morale (6) and whose Squads can AM, too. Their IB is a Fallschirmjäger insignia.

Module Rules

13.2.1 SS Fanaticism



The SS were well known as never-say-die fighters. To simulate this, they ARE NOT automatically eliminated when a Melee-eligible enemy unit enters a hex with Shaken Melee-eligible SS units. Instead, the SS units attempt to rally.

Leaders attempt to rally first, and then other units in the hex. Good Order (GO) Leaders apply their Leadership Modifier (LM) as described in 3.0, but a GO Leader IS NOT necessary for the SS units to attempt to rally before Melee.

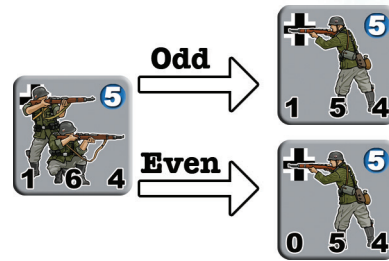
Units that fail to rally are automatically eliminated; those that do rally can fight in the Melee. If the only GO units that are in the hex after the rally attempts are complete are Non-Melee-Eligible (NME), they are eliminated.

13.2.2 SS Dedicated

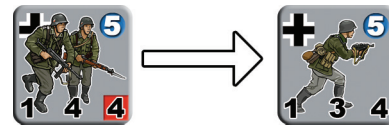
The SS were completely dedicated to the Fatherland's fight. To represent this, in each Rally Phase (3.0), the German player can either attempt to rally one SS unit that is not in a rally-eligible hex, or re-roll an unsuccessful rally attempt for one unit. In this case, rally-eligible hexes are defined as hexes with a friendly Leader, or under the Leader's influence (e.g., Leaders with the Charismatic Skill), or hexes containing a Hero.

13.2.3 German Squad Reduction

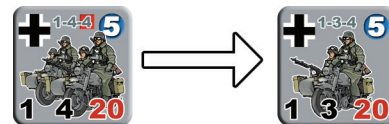
Whenever a Wehrmacht 1-6-4 Squad is reduced, roll 1d6: if the result is odd, replace it with a 1-5-4 Half-squad; if the result is even, replace it with a 0-5-4 Half-squad.



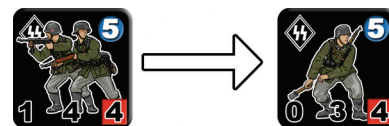
Whenever a Wehrmacht 1-4-4 Squad is reduced, replace it with a 1-3-4 Half-squad.



Whenever a Mounted Wehrmacht Motorcycle 1-4-20 Squad is reduced, replace it with a 1-3-20 Half-squad.



Whenever a SS 1-4-4 Squad is reduced, replace it with a 0-3-4 Half-squad.



Whenever a Fallschirmjäger 2-3-4 Squad is reduced, roll 1d6: if the result is even, replace it with a 2-2-4 Half-squad; if the result is odd, replace it with a 1-2-4 Half-squad.



Module Rules

13.3 Belgian Forces



The Belgian forces in *HiD* are comprised solely by the elite Chasseurs Ardennais. They are intrepid soldiers used to fighting in forests and hills of the Ardennes. Their counters are light yellow and their IB is a wild boar's head. They have SWs, WTs and a lone armored vehicle. Their MMCs can use Stealth Movement (6.4). They have other abilities as well.

13.3.1 Ambush

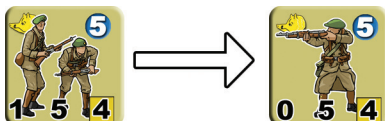
When fighting on home terrain (specified in an SSR), the Chasseurs Ardennais have the Ambush capability. When a Belgian unit (or stack) enters Melee with a unit that did not have LOS to the Belgian unit(s) at the beginning of the Belgian's impulse, the Belgian's FP is tripled for the first round of Melee. Additionally, this first round is considered non-simultaneous (exception: Reinforcing Melee, 8.1), and eliminated opponents are immediately removed from play.

13.3.2 Movement

It costs Belgian MMCs/SMCs only 1 MP to enter a Light Woods hex.

13.3.3 Belgian Squad Reduction

Whenever a Belgian 1-5-4 Squad is reduced, replace it with a 0-5-4 Half-squad.



13.4 Dutch Forces



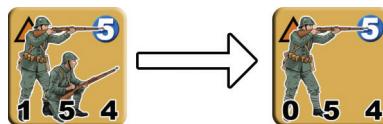
The Dutch put a short but vigorous fight for their homeland; but their small army and outdated weapons were no match for the German blitzkrieg. In *HiD*, their counters are orange. They have MMCs, SMCs, Lewis Gun MG Support Weapons, a few older but still useful Weapon Teams and a pair of M39 armored cars. Their IB is an orange triangle.

13.4.1 Hinderen

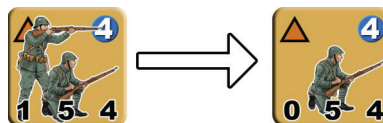
The Dutch, like the French, were equipped for the First World War instead of the Second. Because they wore heavy clothes, shoes and carried cumbersome gear, when they use Double-Time Movement (6.2) they only gain 1 MP instead of 2.

13.4.2 Dutch Squad Reduction

Whenever a Dutch 1-5-4-5 Squad is reduced, replace it with a 0-5-4-5 Half-squad.



Whenever a Dutch 1-5-4-4 Squad is reduced, replace it with a 0-5-4-4 Half-squad.



Module Rules

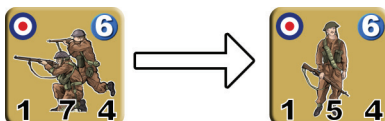
13.5 British Forces



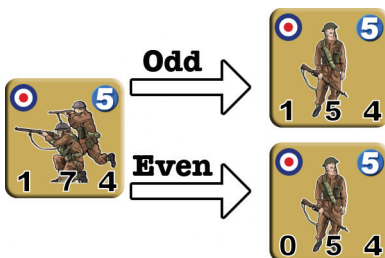
In *HiD*, the MMCs and SMCs of the British Expeditionary Force (BEF) are all tan/beige in color with a tricolor roundel for an IB. They have a few SWs and WTs as some armored vehicles that are slow but well armored.

13.5.1 British Squad Reduction

Whenever a British 1-7-4-6 Squad is reduced, replace it with a 1-5-4-6 Half-squad.



Whenever a British 1-7-4-5 is reduced, roll 1d6: if the result is odd, replace it with a 1-5-4-5 Half-squad; if the result is even, replaced it with a 0-5-4-5 Half-squad.



15.3.1 Overruns in Heroes in Defiance



In *Heroes in Defiance*, Dead Cows don't prevent overrun in otherwise eligible hexes but do provide their TM to the defending

units

15.7 No Rear Armor

The German Pz Jäger I and Sig33 and the Belgian T-13 B3 are considered unarmored when targeted by small arms from the rear.



15.8 Open-Topped Vehicles

The British Bren Carrier, Belgian T13 B3 and the German Wehrmacht PzJäger I, SdKfz8, SdKfz251 and Sig 33 are considered open-topped vehicles.

15.9 Module-Specific Vehicles

Most French tanks only have one position in the turret, for a Leader, main gunner, observer or loader, etc. To reflect this, open French tanks (except for the AMD 35) do not gain the -1 benefit on their OFT to-hit roll.

15.9.1 B1-bis



These tanks can fire their turret weapon(s) (4-Fire-power machine gun and 2 HE-equivalent 47 mm cannon) at a target different from their hull weapon (75 mm, 3 HE-equivalent cannon) in the same impulse.

When firing at the same hex, these guns share a Target Acquisition marker. The hull 75 mm can't be fired in an Assault Move, but is used when calculating Overrun Firepower (15.3).

The French B1 bis 75mm was mounted in the hull and thus must use the front hull covered arc.

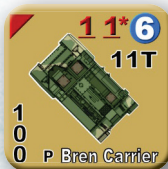
Module Rules

15.9.2 FCM 2C



Optional: The French FCM 2C rear-facing MG was mounted in a small turret, behind the tank main turret. Thus, it can't fire in the front hull covered arc.

15.9.3 Bren Carriers



The British Bren Carriers are Open-top vehicles. They have two 1-FP Bren MGs, one in a fixed forward-firing (covered arc) position and one on a 360-degree mount (the 1*).

If firing together at the same target, their FP is 2 and their range is 10. The MGs can also fire at separate targets (in the same impulse) in different hexes with a FP of 1 and a range of 7.

15.9.4 M39



Optional: The Dutch M39 rear-facing MG was mounted in the hull and thus must use the rear hull covered arc.

20.2.1 Starshell Capability in Heroes in Defiance



Leaders and Heroes from all nations in *Heroes in Defiance* have a Starshell Capability of two (2).

21.11 Turrets



Turrets are considered to be immobile, buttoned vehicles. Turrets cannot move; they can only pivot as a tank turret, with the same -1 penalty to their FP on the DFT and +1 penalty to their to-hit roll on the OFT. Like buttoned

vehicles, they cannot perform spotting attempts and they cannot be attacked with small arms, but they can be Close Assaulted. The star, placed where there would normally be an HE-equivalent factor, indicates that the turret gun (a 25 mm anti-tank gun (ATG), in this case) cannot fire HE. The range for the French 5 FP MG turret is 14 hexes

Note: The French 25mm ATG WT does not have an HE-equivalent either.

22.0 SCENARIO INFORMATION

The scenarios in this module are laid out, for thematic effect, in date order. If you are new to the **LnLT** system, a good starter scenario in this module is "Phony War". It's played on one Map, so it has a small footprint, and has a nice mix of Leg units, Support Weapons (1.6) and Weapon Teams (1.7), and a couple of fun Events (1.8). "Fighting the Hedgehogs" and "Kick 'em Out" are good scenarios to introduce a player to armored vehicles and ordnance (15.0 and 14.0). Both have only a few tanks in them and are both played on only one Map. Once you have these down there are plenty of larger scenarios from which to choose.

List of French Ranks and American Equivalents:

- **Mdl - Maréchal des logis: Sergeant**
- **Adc - Adjudant chef: Warrant Officer 3**
- **Ltn - Lieutenant: Lieutenant**
- **Sgt - Sergeant: Sergeant**
- **Cne - Capitaine: Captain**
- **Asp - Aspirant**

HEROES IN DEFIANCE

SKILL REFERENCE CARD



ACE GUNNER



- **Leader**
- This Leader is an Ace Gunner, and he influences ordnance-firing units in his hex.
- Before firing, roll 1d6; if the result is odd, subtract two (-2) from any to-hit rolls on the OFT; if the result is even, ordnance-firing units can fire twice in the same impulse, at the same target or at two different targets.



AMBUSER



- **Leader**
- When units stacked with this Leader Melee enemy units that did not have a LOS to them at the beginning of their impulse, the attacking units' Firepower is tripled for the first round of Melee. Additionally, the first round of Melee is non-simultaneous, and any opponents eliminated are immediately removed from play.



ASSAULTER



- **Leader**
- Units stacked with this Leader are given Assault Movement capabilities as defined in 6.1.



AIMED FIRE



- **Leader or Hero, or WT**
- These units are proficient at finding targets to fire on. They can fire on enemy units in an unspotted hex.
- If a Leader possesses this Skill, all units stacked with the Leader share this Skill.



ARMOR PIERCER



- **Leader or Sniper**
- Fire from any MG SW or MG WT modified by the Leader with this Skill fires at vehicles with armor factors less than or equal to 1 as if firing at an unarmored vehicle.
- A Sniper uses this Skill with his own rifle, and can use it against ANY armored vehicle (whatever the armor factors) but rolls only 1d6 instead of 2d6 on his attack roll.



CHARISMATIC



- **Leader**
- This Leader is revered by his men. He can rally units in his own hex AND in adjacent hexes.

HEROES IN DEFIANCE

SKILL REFERENCE CARD



COORDINATED FIRE



- **Leader**
- A Leader possessing this Skill can coordinate the eligible units in all adjacent hexes—if LOS and range requirements to the target hex are met—into one firing group.
- To do so, the Leader must first pass a Morale Check (TMs apply). If he fails the MC, he's marked Ops Complete. If he passes the MC, tabulate the Firepower of all participating units as if they were in the same hex (follow multiple-attacking units' rules, 5.2). Use the best DRM possible if there are differences between hexes, i.e., firing through degrading terrain, etc.



LEADER - HERO



- **Hero**
- This Hero has exceptional Leadership.
- In addition to Hero qualities, he also has a Leadership Modifier (LM) of 1, which can be used for everything Leaders use theirs for (11.1), e.g., during the Operations Phase they can activate units in adjacent hexes.
- The Hero suffers no Leadership penalties when wounded.



FRIENDLY FIRE



- **Cursed Skill**
- **Leader or Hero**
- Each time this man is involved in an attack and the attack roll is a 1, it results in friendly fire. One hex containing friendly units (other player's choice) to which the firing unit(s) has LOS is targeted instead. Redo the attack and apply the results. If no friendly unit(s) is in the firing unit(s)'s LOS, the attack has no result and the firing unit(s) is marked with a Fired marker.



LA MARSEILLAISE



- **French Leader or Hero**
- **Single-use**
- **Play During the Rally Phase**
- Out of nowhere a murmur spreads through the French ranks, and within seconds it morphs into a powerful song: "La Marseillaise." Wounded and Shaken men join the song. Despair fades. Hope is not dead. ALL French units, with or without a Leader or Hero in their hex, can attempt to rally. Units previously eligible to rally due to the presence of a Leader or Hero that have already failed to rally during this Rally Phase can attempt a second rally attempt.

HEROES IN DEFIANCE

SKILL REFERENCE CARD



MANEUVER



Maneuver

- **Leader or Hero**
- When receiving a Shaken result, the Leader (and all units stacked with him) or Hero possessing this Skill, if unmarked by a Moved, Fired, Assault Move, Low Crawl, Stealth or Ops Complete marker, can ignore the result and retreat one hex instead without being marked with a Moved marker.
- The retreating unit cannot move toward an enemy unit in its LOS.

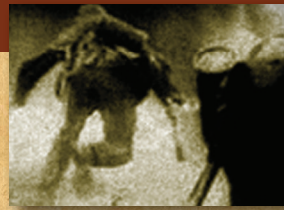


OPPORTUNIST



Opportunist

- **Leader or Hero**
- This man can Opportunity Fire (OF) even if he's already marked by a Moved, Fired, Assault Move, Low Crawl, Stealth or Ops Complete marker.
- Leaders possessing this Skill extend the ability to all units stacked with him. Units stacked with the Hero possessing this Skill cannot OF unless they are unmarked.
- If the Leader's stack or the Hero's unmodified attack roll is even, mark the SMC with a second Fired marker. The SMC loses this Skill for the duration of the turn.



OP MOVEMENT



Op Movement

- **Leader or Hero**
- If not marked by a Moved, Fired, Assault Move, Low Crawl, Stealth or Ops Complete marker, this Leader (and all units stacked with him) or Hero can Opportunity Move. At any point that they would be eligible to Opportunity Fire, they can activate and move instead, including to enter a Close Assault.



RUNNING KILLER



Running Killer

- **Hero**
- A Hero, acting alone and not marked with an Assault Move or Low Crawl marker, can move through a hex containing Shaken enemy units without stopping for Melee. When entering such a hex, and if he decides to continue, he mercilessly empties his magazine on one (and only one) of the units present (choose randomly) and eliminates it without entering Melee; the Hero can then continue his impulse.

HEROES IN DEFIANCE

SKILL REFERENCE CARD



SLAYER



Slayer

- **Hero, MMC or WT**
- The unit possessing this Skill is/contains an expert machine-gunner. This unit can fire more than once per turn. When the unit fires, resolve the attack and mark the firing unit with a Fired marker and the targeted hex with the Fired Slayer marker. In subsequent enemy impulses, during the same Ops Phase, the unit can Opportunity Fire at enemy units that move in or adjacent to the hex containing the Fired Slayer marker. To do so, however, the firing unit must first pass a Morale Check (MC). If the unit passes the MC, it fires on the designated hex with 0 FP. If the unit fails the MC, remove the Fired Slayer marker.



TANK KILLER



Tank Killer

- **Leader or Hero**
- The Leader or Hero possessing this Skill doesn't need to take a Morale Check (MC) before entering an enemy armor unit's hex. Units stacked with the Leader subtract two (-2) from their MC.



STIFF UPPER LIP



Stiff Upper Lip

- **British Leader or Hero**
- This Leader (and all units stacked with him) or Hero is defiant in the face of adversity. Subtract one (-1) from all Damage Checks they must take.



TROMBLON



Tromblon

- **French Hero or MMC**
- The Hero or a man in the MMC expertly fires a Tromblon VB (Grenade Launcher).
- The Tromblon has a Firepower (FP) of 2 and a range of 4. The Tromblon VB can be fired over Level-1 or -2 obstacles. The firer need not have LOS to the target hex if he is adjacent to a friendly unit that does. If fired as part of a multi-unit attack, the Tromblon is not halved, and it can target a hex different from the hex targeted by the other units.
- If a MMC possesses this Skill, it can use the Tromblon and use its inherent FP (IFP) in the same impulse. A Hero uses the Tromblon instead of his IFP.
- The Tromblon cannot be used in Melee or Close Assault.