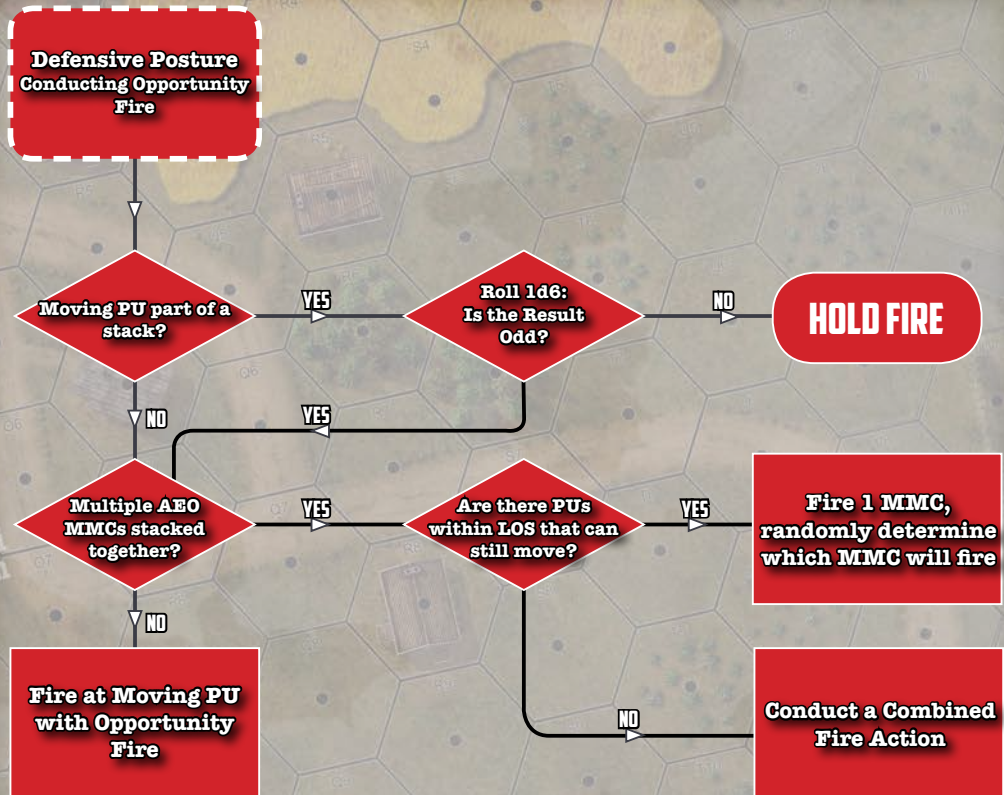
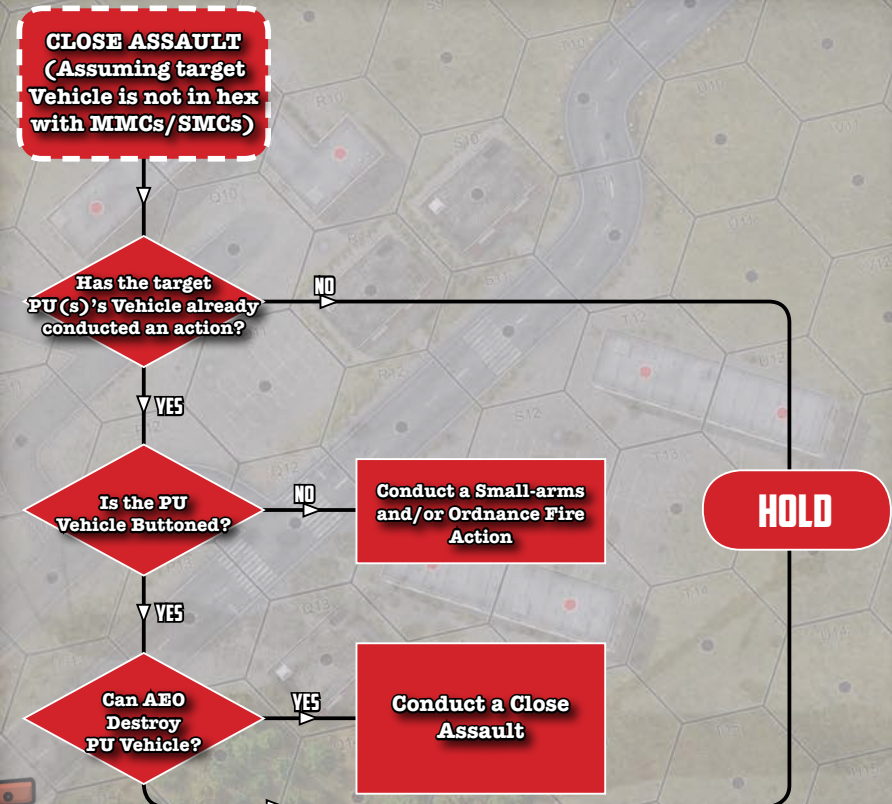


LOCK 'N LOAD TACTICAL SOLO FIRE BEHAVIOR FLOWCHART

Opportunity Fire Defensive Posture

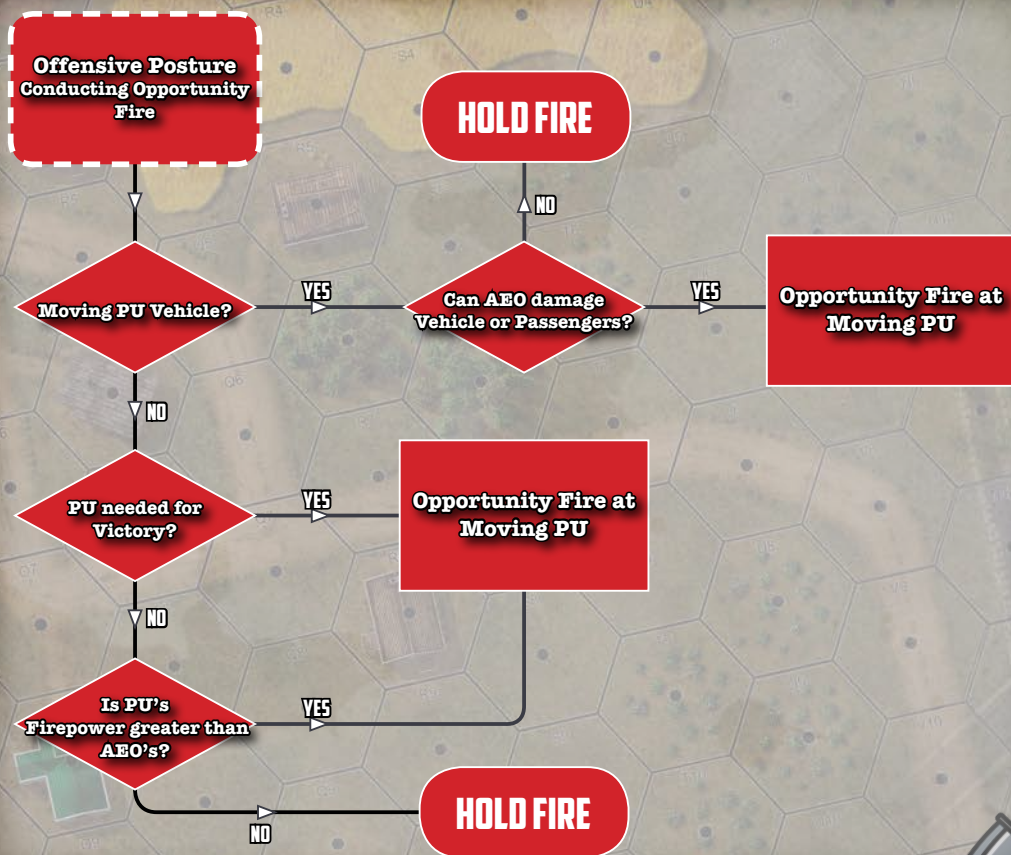


Close Assault Defensive Posture

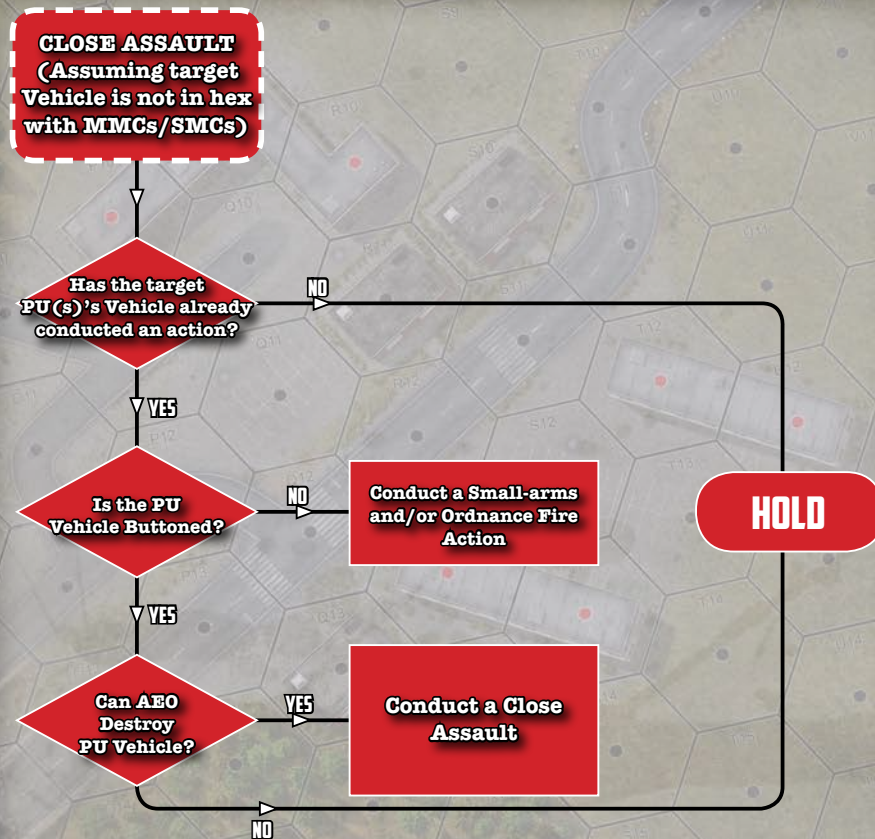


LOCK 'N LOAD TACTICAL SOLO FIRE BEHAVIOR FLOWCHART

Opportunity Fire Offensive Posture

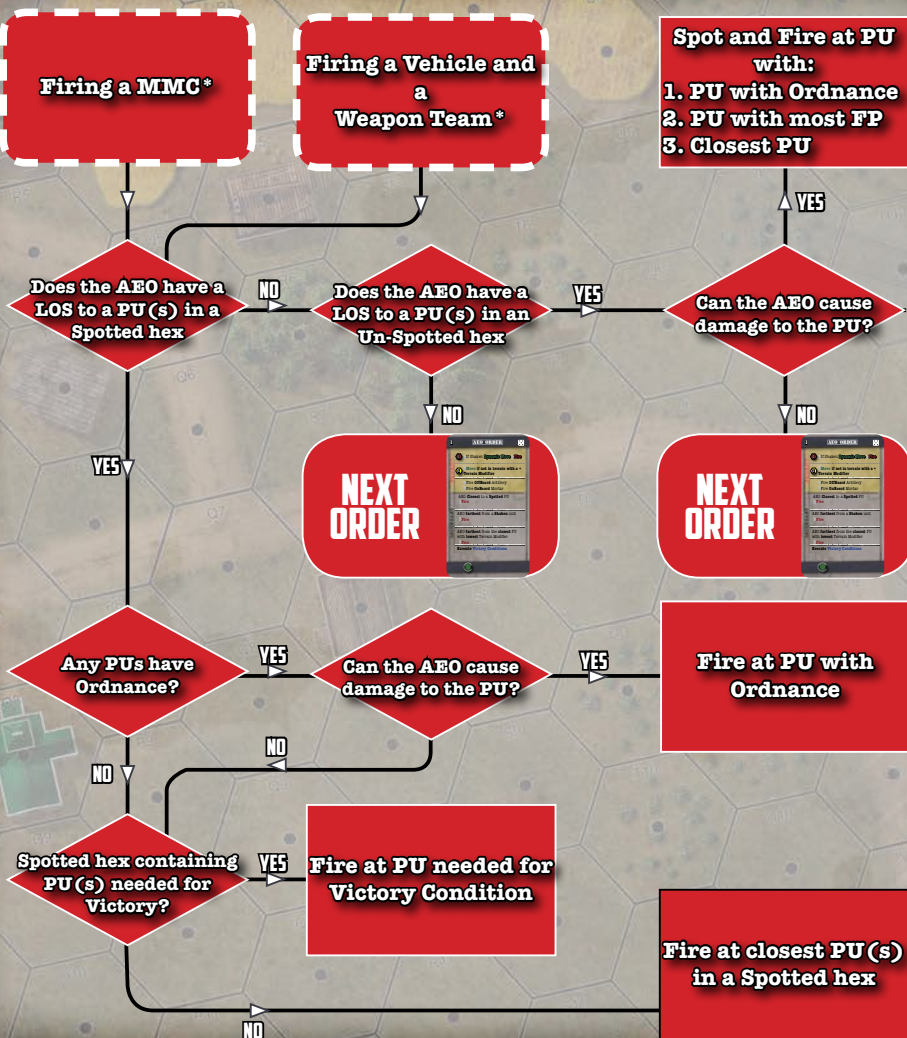


Close Assault Offensive Posture

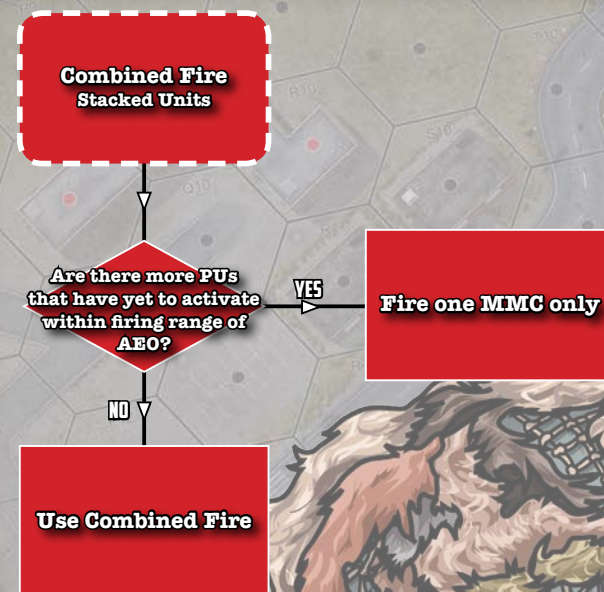


LOCK 'N LOAD TACTICAL SOLO FIRE BEHAVIOR FLOWCHART

Fire Action



Combined Fire Action

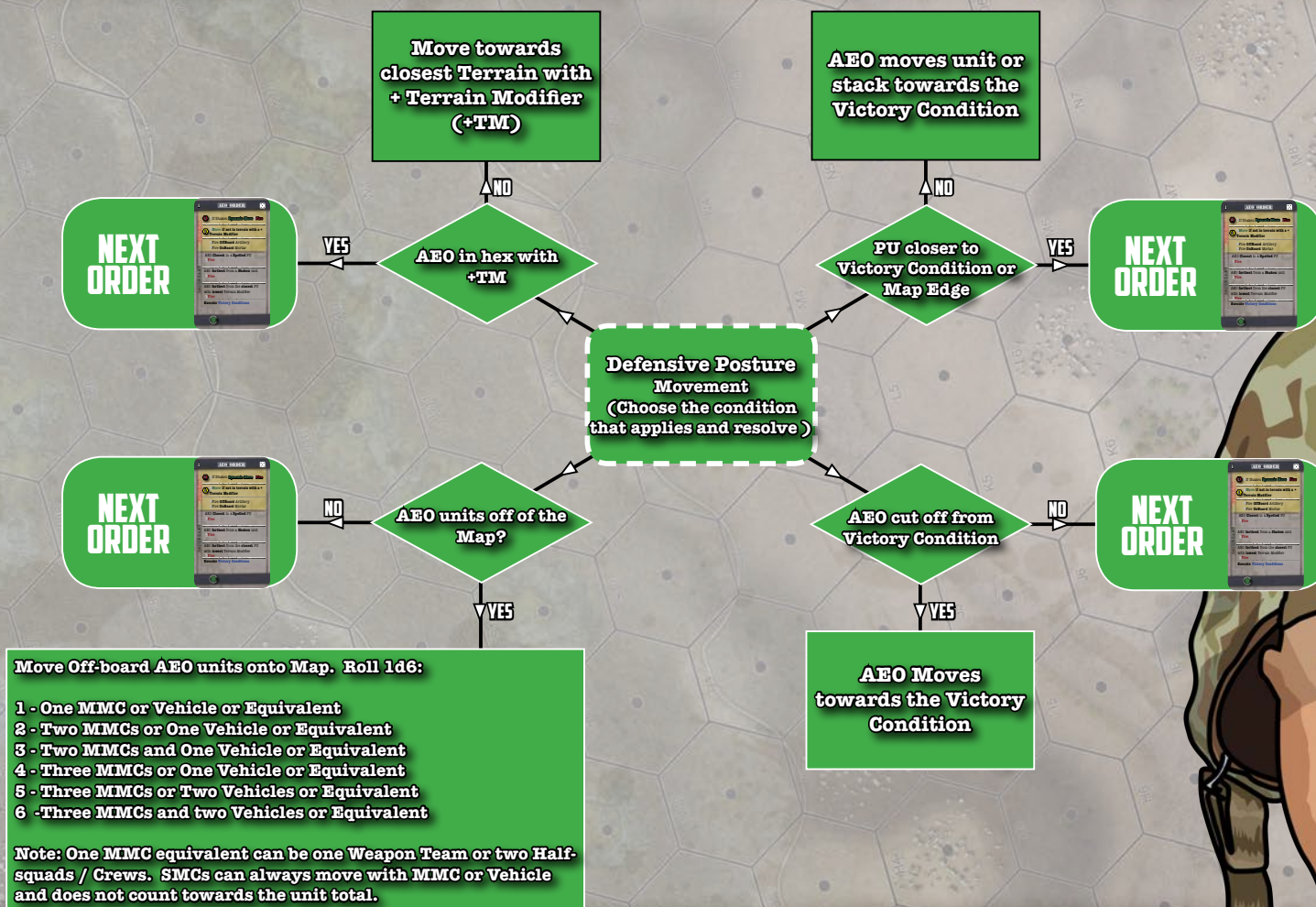


* Observe Combined Fire Flowchart if the AEO has stacked units.



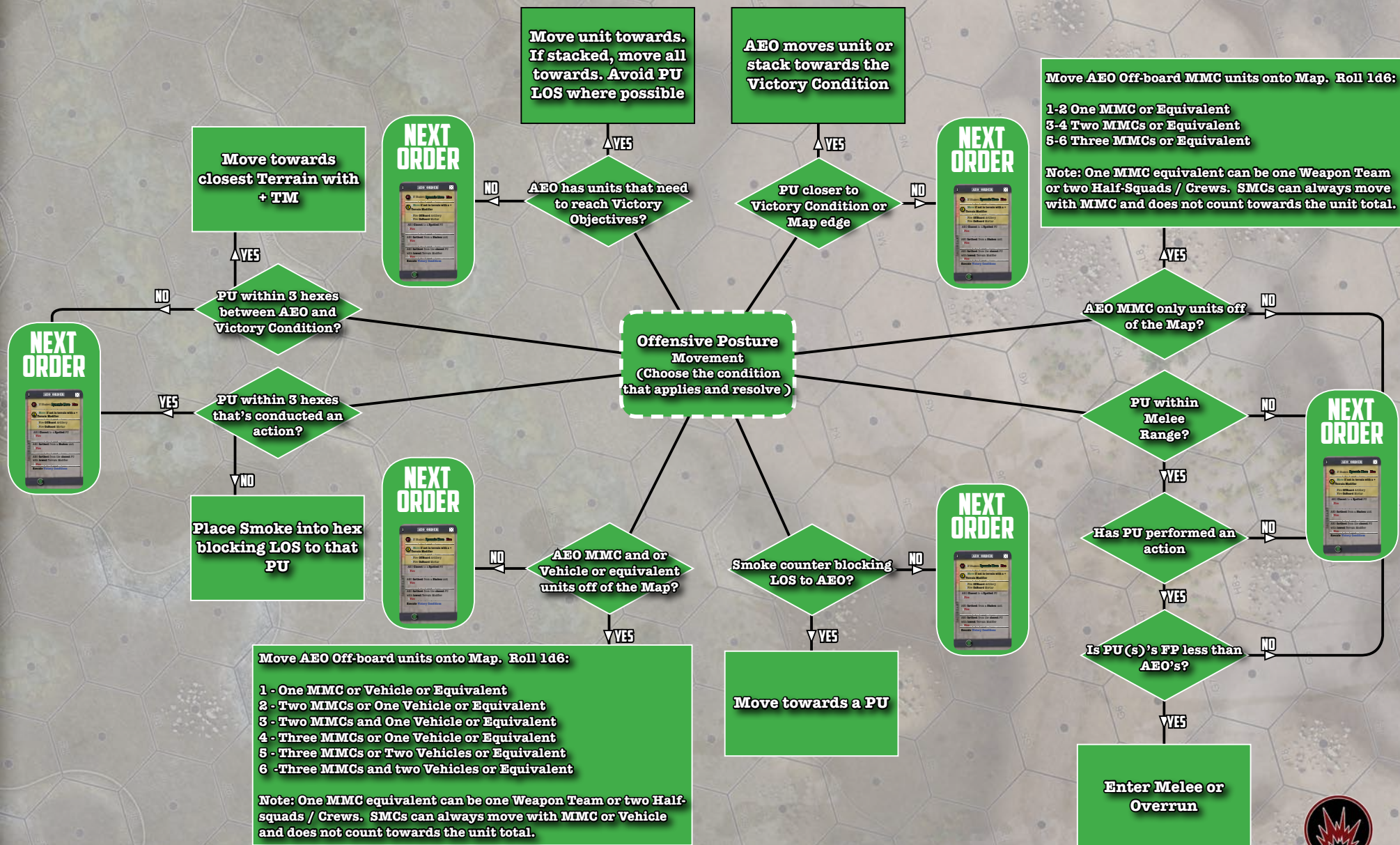
LOCK 'N LOAD TACTICAL SOLO MOVEMENT BEHAVIOR FLOWCHART

Move Action Defensive



LOCK 'N LOAD TACTICAL SOLO MOVEMENT BEHAVIOR FLOWCHART

Move Action Offensive

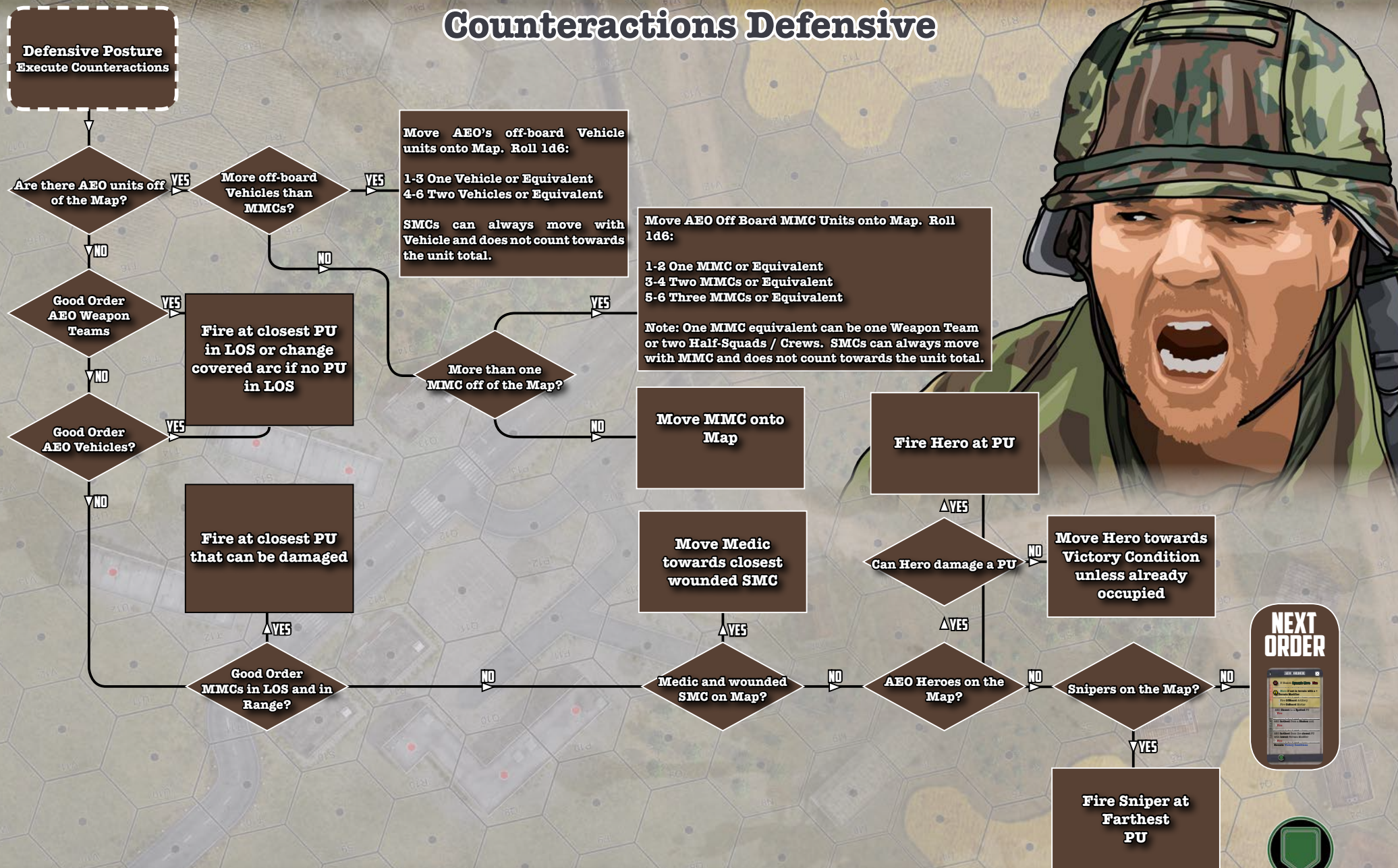


Counteractions Offensive



LOCK 'N LOAD TACTICAL SOLO COUNTERACTION BEHAVIOR FLOWCHART

Counteractions Defensive



LOCK 'N LOAD TACTICAL SOLO VICTORY CONDITIONS BEHAVIOR FLOWCHART

Execute Victory Conditions Offensive

**Offensive Posture
Execute Victory
Conditions**

Is a PU(s) within
3 hexes of a Victory
Condition?

YES

If PU in LOS, Spot if
unspotted, Fire at
PU. If not in LOS or
range move towards

NO

AEO within 5 hexes of a
Victory Condition?

YES

Move towards
Victory Condition

NO

Are there AEO units off
Map?

YES

Are there more off-Map
Vehicles than MMCs?

NO

More than one
MMC off-Map?

YES

Move AEO's off-board MMC units onto Map. Roll 1d6:

1-2 One MMC or Equivalent
3-4 Two MMCs or Equivalent
5-6 Three MMCs or Equivalent

Note: One MMC equivalent can be one Weapon Team
or two Half-Squads / Crews. SMCs can always move
with MMC and does not count towards the unit total.

Move AEO's off-board Vehicle
units onto the Map. Roll 1d6:

1-3 One Vehicle or Equivalent
4-6 Two Vehicles or Equivalent

SMCs can always move with
Vehicle and does not count towards
the unit total.

YES

Victory Condition
involving a PU needed?

NO

**NEXT
ORDER**



Move towards or
execute action
needed for the
Victory Condition

YES

Move MMC onto the
Map

NO

Helicopter needed for
the Scenario Victory?

YES

**NEXT
ORDER**



Victory Conditions to
pick up MMCs?

YES

Enter Map, fly to
hex with MMCs
needed to be picked
up, hover then fire
at closest PU, then
embark passengers

NO

Can AEO Helicopter
Attack PUs

YES

Within Range of PU?

YES

Fire at PU in order:
1. PU needed for Victory
Objective
2. GO PU (Highest FP)
3. Shaken PU

NO

If off Map or on Map
fly within range of
AEO Weapons

AEO Helicopters off
Map with passengers?

YES

Enter Map, fly
towards hex within
3 hexes of victory
hex, hover then
fire at closest PU,
then disembark
passengers

NO

Helicopters

Helicopters



LOCK 'N LOAD TACTICAL SOLO VICTORY CONDITIONS BEHAVIOR FLOWCHART

Execute Victory Conditions Defensive

**Defensive Posture
Execute Victory
Conditions**

PU within 3 hexes of
Victory Condition?

YES

If PU in LOS Spot
if unspotted, Fire
at PU, If not in LOS
move towards

NO

AEO within 5 hexes of a
Victory Condition?

YES

Move towards
Victory Condition

NO

Are there AEO units off
Map?

YES

Are there more off-Map
Vehicles than MMCs?

NO

More than one
MMC off-Map?

YES

Move AEO's off-board Vehicle
units onto the Map. Roll 1d6:

1-3 One Vehicle or Equivalent
4-6 Two Vehicles or Equivalent

SMCs can always move with
Vehicle and does not count towards
the unit total.

Move AEO's off-board MMC units onto Map. Roll
1d6:

1-2 One MMC or Equivalent
3-4 Two MMCs or Equivalent
5-6 Three MMCs or Equivalent

Note: One MMC equivalent can be one Weapon Team
or two Half-Squads / Crews. SMCs can always move
with MMC and does not count towards the unit total.

**NEXT
ORDER**

Move MMC onto the
Map

Move AEO into LOS
or towards a hex
with LOS to Victory
Hexes

YES

AEO within LOS of a
Victory Condition Hex?

NO

Helicopters

Helicopters

AEO Helicopters off-
Map with passengers?

YES

Enter Map, fly
towards hex within
3 hexes of victory
hex, hover then
fire at closest PU,
then disembark
passengers

Fire at PU in order:

1. PU needed for Victory Objective
2. GO PU (Highest FP)
3. Shaken PU

NO

Can AEO Helicopter
Attack PUs

YES

Within Range of PU?

YES

If off Map or on Map
fly within range of
AEO Weapons

NO

NO

Victory Conditions to
pick up MMCs?

YES

Enter Map, fly to
hex with MMCs
needed to be picked
up, hover then fire
at closest PU, then
embark passengers

NO

Helicopter needed for
the Scenario Victory?

NO

Helicopter exits Map

YES

**NEXT
ORDER**

