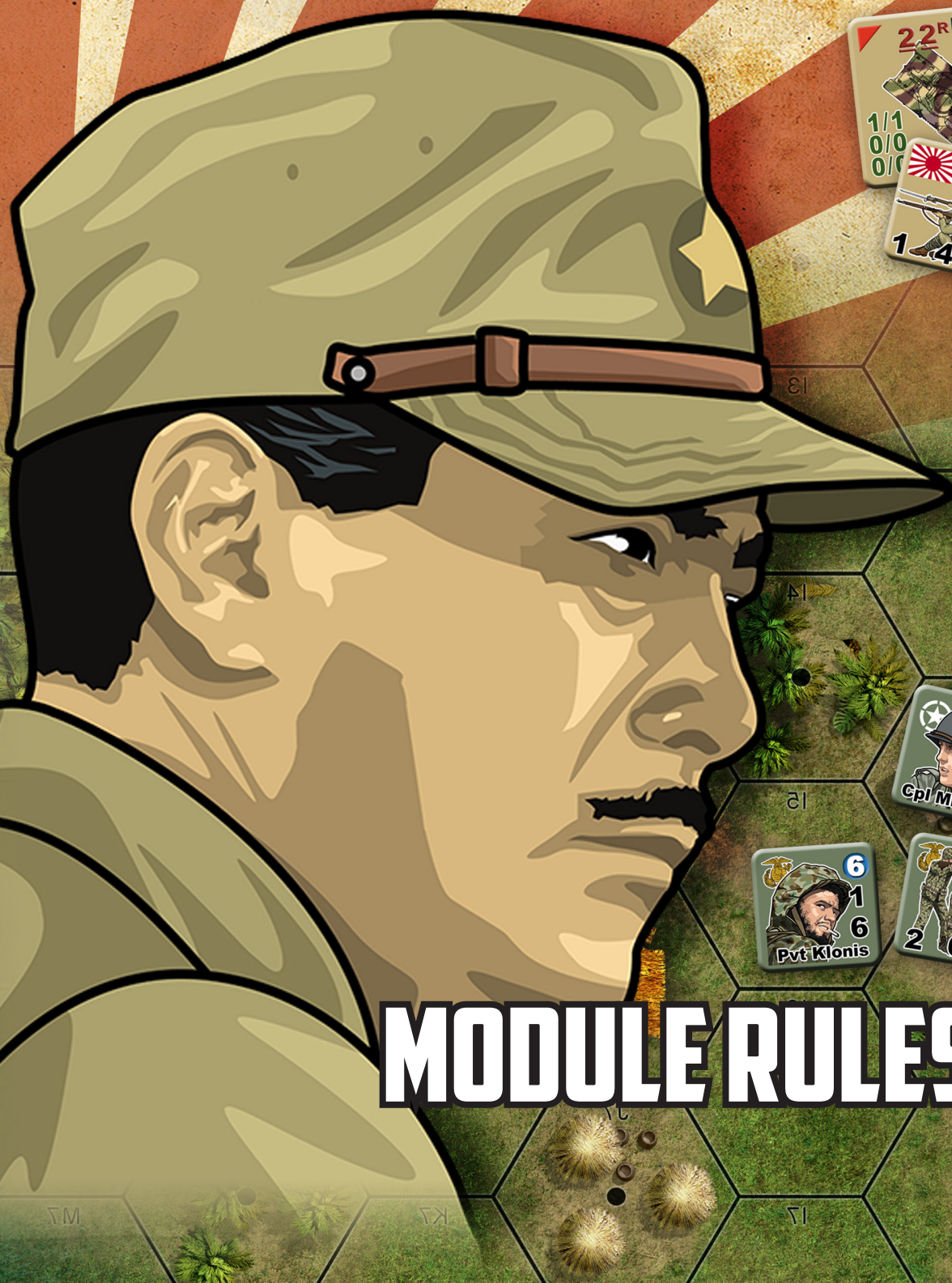


# HEROES OF THE PACIFIC

LOCK 'N LOAD TACTICAL SERIES



## MODULE RULES



## HEROES OF THE PACIFIC SCENARIOS AND MODULE RULES

*Heroes of the Pacific* brings you to the wind and sea spray of the Pacific theater. Here you play out America's brawl with Japan during World War 2 through twelve frantic firefights from America's audacious island-hopping campaign. You will lead desperate Marines struggling ashore on Tarawa, face a counterattack of HA GO tanks at the Peleliu airfield, fight for Kitano Point on Iwo Jima, and more.

It isn't, however, all about the Marines; *Heroes of the Pacific* comes chock full of the U.S. Army's finest, as well as the Imperial Japanese Army, all drawn with the painstaking detail our fans have come to expect. It's squad-level tactical combat at its most exciting!

Presented here are the *Heroes of the Pacific* (HotP) module-specific rules. All 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:

<http://forums.lnlpublishing.com>.

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

<http://support.lnlpublishing.com>.

You can also find additional game resources such as scenarios, counters, spe-

cial rules and other community-design ideas in our Resource section:

<http://forums.lnlpublishing.com/resources>.

### 1.6.5 Japanese 50mm Mortar



This Mortar was issued to Squads, and commonly called a Knee Mortar. It cannot be fired from Building, Heavy Jungle, or Bunker hexes. It can be fired from an Emplacement or Cave, although it can only be fired through the covered-arc of a Cave. The Mortar has an IFP of two (2), which is never halved as part of a multi-unit attack, a minimum range of two (2), and a maximum range of nine (9).

If, for example, a 1-5-4 Japanese Squad with a 50mm Mortar fires at a target five (5) hexes away, the Japanese player rolls 2d6, selects the higher die, adds it to three (3) (3 = the IFP of the Japanese Squad + IFP of the Mortar), and resolves the attack normally.

The Mortar fires as per 1.6.5 with the following two exceptions:

The Mortar can ONLY fire indirectly if the unit crewing the Mortar is ADJACENT to a friendly unit that has a clear LOS to the target. Weapon Teams cannot direct the Mortar's fire.

The Mortar does NOT generate a Fire for Effect (FFE) marker.

*Exception: this Mortar SW does not have a disassembled side like other Mortar SW.*

### 1.7 Weapon Teams

The Japanese 75mm AA and the American 105 mm Howitzer cannot move. They use their MF to pivot within their hex.



## 7.1 Smoke-Laying Capabilities

All nationalities and forces in *Heroes of the Pacific* have a Smoke-laying Capability of 2.

### 11.3.1 Corpsmen

Corpsmen share all the same abilities as Medics (11.3).

## 13.0 NATIONAL CHARACTERISTICS

### 13.1 Japanese Forces

The Japanese forces respond to casualties differently from other forces. They use a new DCT, located on the Player-Aid Card (PAC). If a Step Reduction or Shaken result is received during movement, the effected units must stop moving in the hex where they received the result (exception, Banzai movement).

Japanese Leader or Sniper cannot receive a Shaken result. (See the DCT-Japanese). Japanese Armor Leaders Shake and Rally as per 11.5.

Japanese Weapon Teams, Crews, Vehicles, and Armor Leaders Shake normally, following the directions given on the DCT.

Japanese Squads cannot voluntarily break down into Half-squads or Remnants. Any combination of two Half-squads or Remnants can combine in the Rally Phase to make a Squad. Remnants stack, use/carry SWs, and combine to make Squads, as if they were Half-squads.

#### 13.1.1 Japanese Heroes

The Japanese do not generate Heroes. The courage represented by their method of Squad reduction, in addition to Ninjutsu and Banzai movement, exemplifies the country's warrior ethos. The Japanese

were not about individual heroism; they were devoted to supporting their idea of the greater good.

#### 13.1.2 Japanese Snipers

Japanese Snipers do not Shake. Place Japanese Snipers as per 11.4. Additionally, whenever the Japanese player places a Japanese Sniper in Kunai Grass, Heavy Jungle, Light Jungle, Brush, Clear, Road, or Hill terrain, he can also place a Spider Hole in the hex.



A Spider Hole provides the following benefit. After seeing the attacker's die roll, and before rolling his own die, the Japanese player can ask the enemy player to reroll his DFT or OFT roll when attacking a Spider Hole. The Japanese player must accept this second roll.

**Example:** *A Marine Squad attacks a Japanese Sniper in a Spider Hole four hexes distant. The American player rolls a 4. The Japanese player, fearing the 4, asks the American player to reroll. The American player rolls a 5. The Japanese player groans, but must accept the second roll.*

Only the Japanese Sniper that spawned with the Spider Hole can use it.

Elimination of the Sniper removes the Spider Hole. Spider Holes are not a separate hex within the hex, like a Cave, but, rather, part of the hex. The owning Sniper receives the TM benefit of the hex as described in 11.4.



## 13.1.3 Banzai Attacks



Only Japanese units can conduct Banzai attacks.

A Japanese Leader who is not marked with a Fired, Moved, Assault Move, Low Crawl, Ops Complete or Melee marker can initiate a Banzai attack as the first action of his impulse if he is within six (6) MPs (not hexes) of a Spotted enemy-occupied hex; and only MMCs and other Leaders that are likewise unmarked (have yet to activate) are eligible to participate in the Banzai attack.

A Leader can perform a spotting attempt on an enemy hex, and then, if successful, order a Banzai attack on that hex. All eligible units in the Leader's hex and adjacent hexes are marked with a Banzai marker—and all eligible units must participate. All WTs in the eligible hexes are replaced with a 1-3-4-6 Half-squad. Shaken WTs are NOT eligible to participate in a Banzai attack. Immovable SWs (those with a dismantled side) are abandoned.

All units under a Banzai marker, whether stacked with a Leader or not, have six (6) MPs; and they must use these MPs to attempt to move into and Melee a spotted enemy unit on the impulse that the Banzai marker is placed. All other rules for movement (6.0) apply. Units moving under a Banzai marker are subject to OF (5.3) as usual, but do not stop after receiving Casualties, and they don't receive any TMs to incoming fire, including positive TMs for defensive terrain or a penalty for moving.

If the stacking limit is reached in one enemy hex (or if some units can't reach a spotted enemy hex), all other units under a Banzai marker must move toward

the next nearest spotted enemy hex, in the most direct manner, even if they do not have enough MPs to reach an enemy hex.

Resolve all Melees predicated by Banzai movement after ALL Banzai movement is completed. In Melee, each unit under a Banzai marker adds ONE (1) to its IFP when ATTACKING only, and can use any eligible SWs without penalty.

Remove Banzai markers during the Administrative Phase, even from units that remain locked in Melee.

Vehicles, Snipers and unit off the Map yet to be entered via Ninjutsu (13.1.4) cannot Banzai.

## 13.1.4 Ninjutsu Movement

The Japanese were excellent jungle fighters and adept at Ambushing their enemies. Ninjutsu movement replicates this ability without the awkward mechanics of hidden movement.

When a scenario states that units enter as per rules for Ninjutsu movement, the Japanese player places them as follows.

1. The units can be placed at any time, whether it is the Japanese player's impulse or the opposing player's impulse.
2. Placement of the units cannot exceed stacking limits.
3. The target hex must have a Target Modifier equal to or greater than one.
4. After the Japanese player identifies which units he will attempt to place, and in which hex he will attempt to place them, he rolls 1d6 for each unit and consults the following Table.



# MODULE RULES

Die Roll	Result
0, 1, 2	Japanese unit eliminated.
3	Place unit in adjacent hex of Japanese player's choice.
4, 5, 6, 7	Place in hex.

Modifiers to the above die-roll include:

- -1 if enemy MMC in hex.
- +1 if hex is Heavy Jungle.

- After completing all placement attempts, the Japanese player must Melee any enemy units that are in the same hex as his Ninjutsu units. This is an Ambush: triple the Ninjutsu units for the first round of Melee, and this first round is not simultaneous.
- If Ninjutsu units appear in a hex containing a Melee marker, the Japanese already located in the hex can participate in the Melee if they have not yet fought a Melee this turn. In this case, the Japanese do not receive the Ninjutsu Ambush bonus. If Melee has been conducted in the hex this turn, no further Melee/Ambush can occur this turn, and the Ninjutsu units will not receive an Ambush bonus.
- The Japanese player can attempt to place Ninjutsu units in a jointly-occupied hex after enemy units enter the hex and before any Melee is resolved. In this case, the Japanese do not receive the Ninjutsu Ambush bonus, but the newly placed Ninjutsu units can participate in the Melee.
- Unless marked with a Melee marker, as indicated above, just-placed Ninjutsu units can immediately take an impulse.

If placing units by Ninjutsu movement during the opposing player's impulse, resolve any Melee(s) or impulse(s) by the just-placed unit(s). This action is considered akin to Opportunity Fire or Movement; thus, after the Japanese player completes the Ninjutsu action, if the opposing player still has the ability to continue his interrupted impulse, he can.

## 13.1.5 Japanese Squad Breakdown



## 13.2 American Forces

Two types of fighting organizations comprise the American units in *Heroes of the Pacific*: Marines and Army. Marine discipline and firepower is legendary, but the United States Army contributed significantly more men to the Pacific Campaign, and they became feared fighters by the war's end. Marine Corps units have the Marine Corps Identification Badge (IB). United States Army units use America's combat star for their IB. Weapon Teams and vehicles have no IB.

### 13.2.1 Marine Assault Teams



The 3-2-4 Marine Half-Squads represent Marine Assault Teams. These highly trained teams of men assaulted Japanese Bunkers and dug Japanese defenders out of their Caves.



# MODULE RULES

Accordingly, the following rules apply to Marine Assault Teams:

1. They can expend 3 MPs when Assault Moving (4 if using DT movement) and still fire.
2. When using Assault Movement, Assault Teams only suffer a -1 FP penalty.
3. Assault Teams cannot be OF-ed on in the first hex in which they enter an enemy's LOS unless they are adjacent to that enemy.
4. Assault Teams can Self Rally.
5. If Assault Teams AM and fire from a stack with other AM-capable but non-Assault Team units, they lose the advantages cited in 1-4.

## 13.2.2 U.S. Army Rifle Squads



Additional U.S. Army Squads don't halve their IFP as described in 5.2. Half-squads do halve their IFP as described in 5.2. Note this does not apply to the USMC Squads.

## 13.2.3 American Squad Breakdown



## 15.8 Open-Topped Vehicles

The American LVT4, M3 GMC and M10 are considered open-topped vehicles, and the Japanese Type I Ho-Ni.

### 15.9.1 LVT4



The LVT4 only pays 2 MPs for entering Ocean and Surf hexes. The LVT4 can only unload its passenger on a Beach or Surf hex. LVT4s can use their entire MF as Assault Movement when in Ocean or Surf. For example, an LVT4 can move four hexes and still fire with a -2 FP penalty.

Crews don't abandon LVT4s in Ocean hexes, and Wrecks aren't placed there; both are removed from play. Remove a LVT4 destroyed in an Ocean hex from play. Shaken LVT4s can continue to move toward the Beach, but cannot fire.

LVT4s are Open-Top vehicles and can be targeted by enemy small-arms fire (see 17.2).

The LVT4 has two different 4\*-FP MGs. It's not one gun getting two attacks. The LVT4's two MGs must fire in the same impulse, and they must fire separately.

They can fire at the same or different targets within a hex or at targets in separate hexes—any hexes.

### 15.9.2 M3 75mm, Type 97 Chi-ha, and Type 97 Kai Shinhoto forward-facing MG

**(Optional):** The American M3 Lee 75mm, and the Japanese Type 97 Chi-ha and Type 97 Kai Shinhoto forward-facing MG were mounted in the hull and thus must use the front hull covered arc.



### 15.9.3 M4A3R3

**(Optional):** The American M4A3R3 was a flamethrower tank. Use the flamethrower rules regarding shaken units having to retreat.

### 20.2.1 Starshell Capabilities in *Heroes of the Pacific*

In *Heroes of the Pacific* the American Starshell Capability is 3; the Japanese Starshell Capability is 2.

### 21.1 BUNKERS IN *HEROES OF THE PACIFIC*

In *Heroes of the Pacific*, Bunkers have TMs of +2, +3 or +4, and the TM is listed in the Order of Battle.

## 22.0 Scenario Information

The scenarios in this booklet 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 “Lone Tree Hill”. With two Maps it has a relatively small footprint and a low counter density; all of the units are infantry (MMCs, 1.0) and Single-Man Counters (11.0), as well as a few Support Weapons (1.6).

“The Battle of Buariki” is another good scenario for beginners to earn their baptism of fire; it’s played on just one Map, with infantry only, and introduces Off-board Artillery (18.2) and some of the unique Japanese abilities like Ninjutsu (13.1.4) and Snipers in Spider Holes (13.1.2).

“Nishi” is another good scenario to begin with, as it has an armored vehicle (15.0), Caves (21.5) and Weapon Teams (1.7).



# HEROES OF THE PACIFIC SKILL REFERENCE CARD

## A LEADER'S LEADER



- **Leader**
- This Skill allows the owner, during the Operations Phase, to attempt to rally all the units in its current hex. The Skill can be used once per turn and does not constitute an action. In other words, the Leader can activate for movement, dash to a new hex and attempt to rally the units there. Or the Leader can move with a stack, and if the stack takes fire and a unit, or units, are Shaken, the Leader can attempt to rally it (them) right then and there.
- The Leader cannot use this Skill to Self-Rally, and he must be in Good Order to use the Skill.

## FROM THE MASSES



- **Single-use**
- This Skill is assigned to a side instead of to a Hero, Leader or other unit; keep the counter visible to remind the possessing player of it. During the Rally Phase, the owner can utilize the Skill by indicating a specific MMC on the Map. The indicated MMC, which can be Shaken or in Good Order, takes a Morale Check (MC)—Leadership and TMs apply. (This is in addition to any normal rally attempts.) If the MMC passes the MC, place a randomly selected Leader, not currently in use, in the MMC's hex. The Leader functions normally after placement and can immediately attempt to rally other units in the hex. If the MMC fails the MC, nothing happens. Remove the Skill counter from play.

## HAIL OF LEAD



- **Squad or Weapon Team**
- This Squad or Weapon Team fires separately from the other units in its hex. If it causes a Damage Check (DC), regardless of the results of the DC, it can fire again at the same target. The unit's impulse concludes when it does not cause a DC on its target. A Leader adds its Leadership Modifier to the unit's FP.

## LUCKY MAN



- **Leader or Hero**
- **Single-use**
- When utilized, this Skill adds or subtracts (owner's choice) three from any die-roll, be it the owner's or enemy's, that involved this unit or, if the Skill belongs to a Leader, unit's hex. Remove the Skill counter from the Leader or Hero after use.

## GUNG HO



- **Marine Hero**
- **Single-use**
- This Marine can either ignore the first wound result or gain one additional FP in Melee. If used in Melee, the Marine is removed from the Map after resolving the attack. Remove the Skill counter after use.



# HEROES OF THE PACIFIC SKILL REFERENCE CARD

## POUR IT ON



- **Leader**
- **Single-use**
- If eligible, units in a Leader's hex can participate in an attack initiated by another unit or stack of units. Remove the Skill counter from Leader after use.

## QUICK



- **Hero**
- The enemy cannot Opportunity Fire on this unit in the first hex it enters in an enemy unit's LOS.

## SUICIDE SAPPER



- **Japanese Remnant**
- **Single-use (obviously)**
- A soldier in this Remnant has strapped explosives to his body and has a dead-man's switch in his hand. He can detonate the explosives in lieu of Melee or Close Assault (Remnant does not need to pass a Morale Check to enter hex for Close Assault). The explosives attack all units in the hex with a Firepower of 4. Against Leg units, the defending unit(s) does not get the benefit of the hex's TM; thus 1d6 + 4 vs. 1d6. Against vehicles, there's no to-hit roll; the explosives attack the vehicle's lowest armor factor; thus 1d6 + 4 vs. 1d6 + lowest armor factor. The explosion kills the Remnant.

## THEY ARE HERE



- **Hero or Weapon Team**
- "Wait till I put a tracer on him and then open up!" Mark the target of the unit's attack with a There They Are! marker. All subsequent DFT attacks against the hex in the current turn have one added to their FP.

## SLAYER



- **Hero, MMC, or Weapon Team**
- 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 Slayer Fired 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 Slayer Fired 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 Slayer Fired Marker.

## WARRIOR SPIRIT



- **Japanese Leader**
- **Single-use**
- This Leader, and any units stacked with this Leader, can ignore the results of one DFT attack. Remove the Skill counter after use.