LOCKED & LOADED ERRATA (LAST UPDATE APRIL 26, 2009)

The following is the Official errata and updates to the rules presented in Locked and Loaded. All page references are to the Locked and Loaded rulebook. Unless specified, all tournaments and official games must use the following updates and changes

Page 22 – Combat Lock: "If the target is not wholly hidden from your Model by Solid Objects (prevents Active Lock as well)." should read "If there is no Concealment between your Model and the target and it is not blocked by Solid Objects."

Page 22 – Combat Lock: "If a Model cannot achieve Combat Lock, it may attempt to gain Active Lock." should read "If a Model cannot achieve Combat Lock, it may attempt to gain Active Lock. Active Lock may also be attempted by a Model that has Combat Lock."

Page 25 – Indirect Attacks: "Indirect Attacks are a specialized form of Attack used when you cannot gain Lock on a Target," should read "Indirect Attacks are a specialized form of Attack used when you cannot gain Lock on a Target or feel threat an Indirect Attack would be of better tactical use,"

Page 26 – Rate of Fire Attacks: Add to the end of the second paragraph "Nor may Spray affect any model outside of the Arc of the weapon being fired."

Page 27 – Defender Modifiers: "Defender cannot acquire Lock to Attacker" should read "Defender does not have Lock to Attacker."

Page 27 – Crossfire example: Should be MoS of 3 not MoS of 4.

Page 30 – Hull Down: Hull Down gives terrain values of Light , Heavy , Hard and Solid, should read "Light, Medium, Heavy and Solid" as per page 23.

Page 35: Replace all instances of "Squad Leader" with "Combat Group Leader".

Page 35 – third paragraph: "Commanders may give themselves Command Points without being blocked by ECM." should read "Army Commanders may give themselves Command Points without being blocked by ECM."

Page 35 – Command Points: "Move a model out of sequence" should read "Activate a Model out of Sequence".

Page 43: Breakthrough should be 2 OP.

Page 46: Defensive Turrets should have Attack Skill of 2. All Turrets gain +2 To Attack rolls for being Stationary.

Page 48 – Step 8: Victory Conditions: "At this point, gameplay occurs as per the rules starting on Games last four rounds, plus one round for every 1000TV of game limit or portion thereof." Should read "Games last four rounds, plus one round for every 1000TV of game limit or portion thereof."

Page 70 – Northern Rivalries: Thunder Jaguar to Sabertooth should cost -5 TV, not 0 TV.

Page 71 – WFPA Options: Grizzly to Bear should cost -25 TV, not -30 TV.

Page 74 – Strike Squad: "Any Cheetah, Hunter or Jaguar that has a bazooka may swap their IRP for +5 TV." should read "may swap their LRP for an IRP, for +5 TV."

Page 78 – Airborne Squad: Should cost 295 TV, not 315 TV.

Page 79 – Strider Squad: "Any Mammoth may swap its ATM for launcher or a second SC" should cost -45 TV, not -55 TV.

Page 81 – Light Tank Squad: "If the squad leader is chosen as the Army Commander, you may upgrade the Commander's tank to a Master Klemm for +0 TV." should read "If the squad leader is chosen as the Army Commander and is in a base model Klemm, you may upgrade it to a Master Klemm for +0 TV."

Page 82: Cavalry Badger should be +80 TV as it is not an upgrade.

Pages 82, 120, 145, and 168 – ORVs: Remove "ORVs do not count as Infantry when attacked by non-AI weapons." and add "ORVs lose the +1 Defense modifier unless at Top Speed."

Page 84: The cost to upgrade the Badger's LACs to an AGM should be +40TV.

Page 88: HMA squad skill values not listed correctly, should be same as for a GP or Fire Support (i.e. extra vehicles get Attack and Defense, not Ld).

Page 108 – High Technology: Arc on the HPLC for the Sagittarius should be FF, not T.

Page 111 – Recon Cadre: "The Combat Group Leader, if in an Iguana, may add a Satellite Uplink and Exposed *Auxiliaries* for +5 TV."

Page 113 – Fire Support Cadre: Remove Jager to Black Mamba upgrade option in Non-Veteran squads.

Page 117 – Strider Cadre Veteran Options: "Any member may have their Attack and Defense Skills upgraded to Level 3 for +30 TV for Fire Dragons and +20 TV for any other member." should read "Any member may have their Attack Skill upgraded to Level 3 for +15 TV for Fire Dragons and +10 TV for any other member."

Page 119 – Cavalry Cadre: Additional Caimans should have Defense 2. In veteran options, the Leadership upgrade should be to level 2, not level 3.

Page 120: Hittte options should be in the vehicle section.

Page 131: "POLIC OFFICER CORPS" Should read "PEACE OFFICER CORPS"

Page 135 – Command and Special Units: Add the text: "Infantry Army Commanders pay 20 TV to upgrade their Infantry Skill by one level."

Page 135– Growing Pains: Add the following to the third bullet point: "The Army must contain at least 50% PRDF or POC Combat groups and the Army Commander must be in a PRDF or POC Combat Group."

Page 138 – Patrol Squad: TD upgrade for Skirmishers should be +5 TV, not +10 TV.

Page 139 – Strike Squad: Cost of upgrade from Warrior IV to Crusader IV should be 0 TV, not +15 TV. Similarly, cost of Crusader IV to Cataphract should be +25 TV.

Page 139 – Strike Squad: Add the following option after the Attack and Defense upgrade: "Any Model that does not already have EW Skill at 2 may upgrade it to Level 2 for +5 TV." Additional Models should have same skills as Warrior IVs

Page 140 – Fire Support Squad: Squad cost should be 305 TV. Cost of upgrade from Warrior IV to Crusader IV should be0 TV, not +15 TV. Similarly, cost of Crusader IV to Cataphract should be +25 TV.

Page 140 – Veteran Options: "upgrade the leader's Warrior IV to a Cataphract Lord for +65 TV" should read "upgrade the leader's Chieftain IV to a Cataphract Lord for +30 TV"

Page 141 – Special Forces Squad: Base cost should be 365 TV, not 315 TV. TD upgrade for Skirmishers should be +5 TV, not +10 TV. Swapping Sniper for TD on a Shinobi should cost 0 TV, not +5 TV.

Page 143 – Veteran Options: "One additional Red Bull Mk II (max two) may swap its LFGs for a single HRG" should read "One additional Red Bull Mk II (max two) may swap its LFGs for a single HFG". "One additional Red Bull Mk II (max two) may swap its LFGs for an ATM" costs +15 TV not +25 TV.

Page 143: Cost of veteran EW upgrade should be +10 per Red Bull, +5 per Warrior.

Page 143: Additional Red Bulls (sidebar area) Should also have Defense 3.

Page 144 – Cavalry Squad: Should cost 90 TV not 70 TV.

Page 147 – Mobile Gun Team: Should cost 35 Tv not 30 TV.

Page 152 – Ill-Equipped: "except for a Stripped-Down Hunter or Jäger," should read "except for Infantry or a Stripped-Down Hunter/Jäger,"

Page 152 – General Options: EW Skill upgrade should be +5 per action.

Page 154 – Support: The Caiman entry says that Veteran Caimans can swap their MAC/LMG for an HRP for +15TV. Should be +10 TV

Page 154 – Trooper, last bullet: "The Section consists of 2 squads" should read "Each section consists of 2 squads with 3 bases each".

Page 154: Chieftain costs 50 TV not 45 TV. Bobcat costs 50 TV not 55 TV. Bear costs 60 TV not 55 TV. Crusader IV costs 75 TV, not 90 TV.

Page 155: Cavalry Badger costs 55 TV not 65 TV.

Page 155: Mammoth ATM to SC swap should cost -55 TV, as per North, not -45 TV.

Page 156 – Koreshi: Koreshi may take Sniper Rifles as Heavy Weapons, these cost +5TV per Squad. Koreshi Infantry pay +20 TV to upgrade their Army Commander's Infantry Skill by 1 level. This is an exception to normal Leagueless rules regarding leaders.

Page 172, PAK Painting section: "GOLD BANDING SHADOW GRAY / WHITE" Should read "GOLD BANDING BLOOD RED / GOLDEN YELLOW / WHITE"

Page 178: VLAC should have an extreme range of 48, VHAC should have an extreme range of 72.

Page 174 – AP Charges: "measured from the Model or its base." should read "measured from the Target Model or its base."

Page 174 – Autopilot: "When the Model moves" should read "At the beginning of the Models' Movement" Also, "this round." should read "until its next activation."

Page 183 – Smoke Launchers: Smoke from Smoke Launchers lasts until the end of the Misc Phase. This is implied in the Misc phase description, but never stated.

RULES UPDATES

The following are updates to the rules presented in locked and Loaded and are considered official revisions.
All page references are to the Locked and Loaded rulebook.

GENERAL

When swapping or upgrading weapons or Models, you must always take the "shortest path" to the weapon or Model you wish. You may not receive "free TV" by swapping weapons or equipment on Models before swapping the Model for another Model. This applies to all swaps and upgrades, regardless of source. When an upgrade or swap specifies "base" it means the model exactly as it appears on the Datacard in the book with standard loadout. A Model must have all items listed in a swap in order to be swapped.

Occasionally there can be confusion over which Models are eligible for upgrades. Below is a summary. A full listing of what Model counts for which upgrades will be made available on the DP9 webpage at a later date.

◆ The SD Hunter and SD Jäger do not count as Hunters or Jägers unless noted.
◆ The Spitting Cobra and King Cobra are separate Models.
◆ Any command variant counts as the same Model for upgrades. Thus an Alpha Dog counts as a Coyote,
a Sabretooth counts as a Tiger, etc.

DATACARDS

You will note we have included all of the current datacards for the game in this book and they look different. There are no changes to the data included in the cards, but the layout has been changed for ease of use. We hope you like the new layout and it helps in your games. Note that all cards in this book and Locked and Loaded are "basic" or "standard loadout."

USING OLDER MODELS

Some owners of older Models will note that these models no longer exist. The following is a quick listing of older CEF and Black Talon Models and what they will count as on the field.
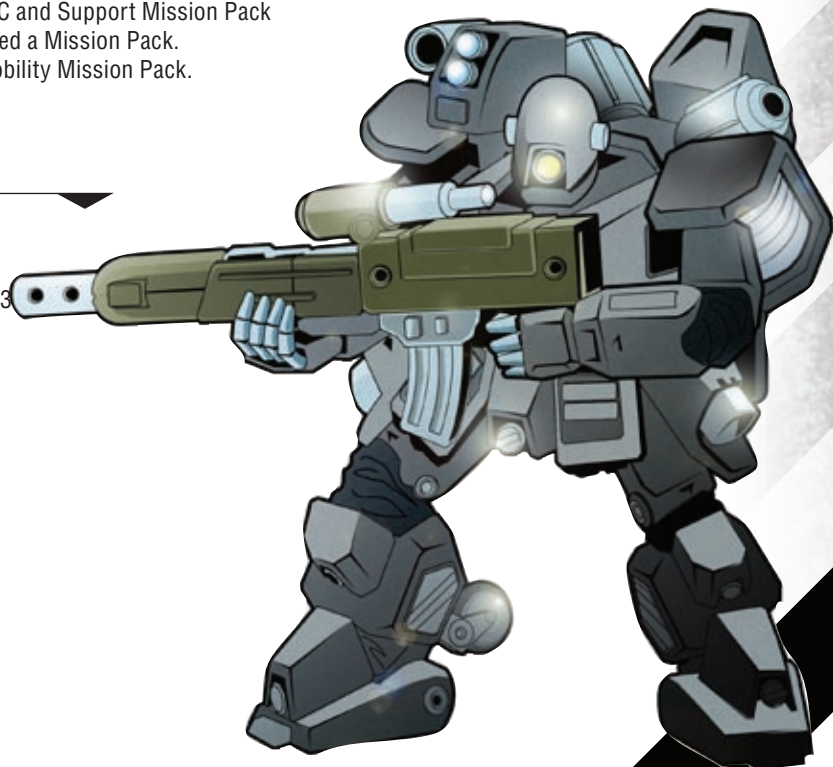
CEF

Type 2-07: Type 2-19 with LLC and Support Mission Pack
Type 55: Type 2-21. Will need a Mission Pack.
Type 99: Type 2-19 with Mobility Mission Pack.

BLACK TALONS

Ares: Vulture Heavy
Hades: Eagle Trooper or Owl C3

GENERAL ARMY UPGRADES AVAILABLE TO ALL ARMIES

◆ Any Infantry Group allowed the use of a Sniper Rifle May swap it for an Anti Gear Rifle for 0 TV, unless listed otherwise in your army.

◆ One non-infantry Veteran Combat Group in a Priority Level 4 force may be "the best of the best" and may upgrade their Attack and Defence Skills to Level 4 for +10 TV per Action per Model. The Combat Group Leader and any members who have ECM, ECCM or Satellite Uplinks may upgrade their EW Skill to level 3 for +5 TV per Model per Action. In all cases, the Models must already have the previous Skill Level(s) before upgrading. This option is not available for the Black Talons, FLAILs or GRELs. A Tank with 3 actions would pay 30 TV to upgrade its ATT and DEF, while a one-action gear would pay 10 TV.

NORTHERN GP SQUAD (REVISION, PAGE 72)

The FGC swap should upgrade any HGs on the Model to HHGs. The HPZF option should be Limited Ammo 4, rather than 2. The costs of both options remain the same.

NORTHERN LIGHT TANK SQUAD (REVISION, PAGE 81)

The Master Klemm upgrade should specify the Combat Group Leader must be in a Klemm, not a Bandit Hunter or any other variant. WFPA forces may take the Master Klemm as CG Leader instead of the Bandit Hunter if the vehicle is the Army Commander.

SOUTHERN CONVICTS (REVISION, PAGE 107)

Replace section with:

Any GP Cadres or Infantry Platoons may be designated as Convicts (Cadre/Platoon de Bagnard). Infantry Platoon are discounted by 10 TV when designated. The entire Infantry Platoon is considered a single Combined Model with one Action for Activation (and RoF) purposes. Convict Infantry Platoons may never take Heavy Weapons, Caimans, or Paratrooper upgrades and do not count toward Sniper Cadre requirements. Convict infantry may not embark upon any Model with the Transport perk, but may take ATVs, ORVs or Riding Beasts.

Convict GP Cadres receive no discount unless playing with Morale, at which point they are discounted 10 TV per Cadre. Convict GP Cadres may only be composed of Stripped Down Jägers or Asps and may not take any weapon swaps, unless Veteran, at which point the Asp may upgrade its HMG to a LAC (F, no reloads) for +5 TV. Asps are -10 TV from a Stripped-down Jäger.

Convict Combat Groups must have all members within Auto Comms range of the Squad Leader (or his Infantry Squad) at all times. If Any Model is outside of this range at the end of the Miscellaneous Phase, it is assumed they flee and are counted as destroyed. If the Combat Group Leader is killed, the Model or Combined Model in the Combat Group with the most members of the Combat Group within its Auto Comms Range will become the new Squad leader, using their own Ld skill. You may measure to any base with a combined Model when determining the new Combat group Leader.

If a Gear from an MP Cadre is not within 10 inches of a Convict Gear or Escouade, the Convict Model may not receive Command Points. A Convict Cadre may never be the Army Command Cadre. If using Morale, Convicts do not count as friendly Models for non-Convict Models for Morale. Convicts are often used for "special recon" and Convict Groups are often referred to as "les condamné" (the condemned)."
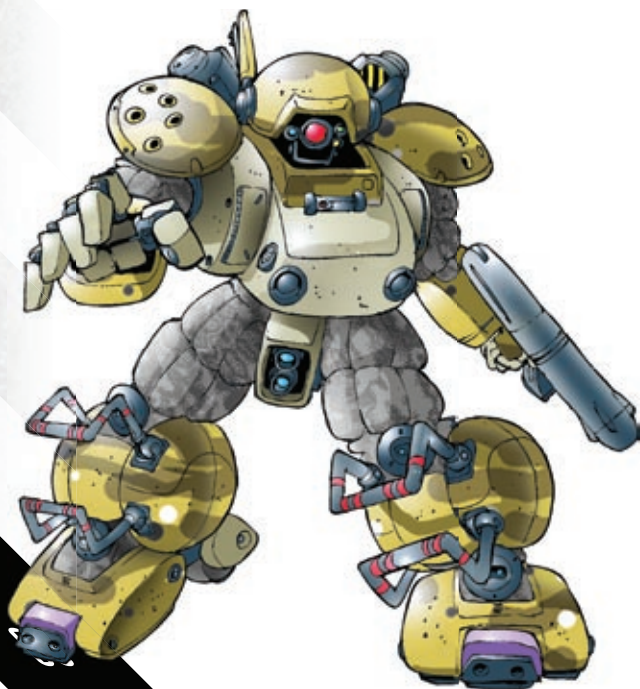
SIGN OF STATION (REVISION, PAGE 108)

Those Peacekeepers who have shown great devotion often wear a specially crafted Vibrokatana as a sign of station. One Squad per full 750 TV may have their Gears carry one for +5 TV per Gear. The Vibrokatana counts as a Vibroblade with the AP quality and any Gear with both a Vibrokatana and a Vibroblade gains a +1 modifier when Defending against non-Ram Melee Attacks.

SOUTHERN INFANTRY PLATOON (ADDITION, PAGE 120)

Infantry Backup: Asps are "heavy infantry gears" used to bulk out occupying forces inexpensively. One Asp may be taken per Infantry Escouade for +10 TV. The number of bases in the Escouade "upgraded" drops to 2, and the Asp counts as a separate Model in the Combat Group. If Veteran, the Asp may swap its HMG for a LAC (F, Reloads) for +5 TV and/or take MPZFs (F, limited ammo 3) for +5 TV. Asps may not be included in Convict Infantry Escouades, as all Asps used for convicts are used with other Gears. Infantry squads may buy ORVs, ATVs and similar for Squads with Asps for the normal cost.

LEAGUELESS (ADDITION, PAGE 154)

**Add the following to Trooper gears:**

BRICKLAYER/STONE MASON – 15 TV

◆ May swap the LAC for a FGC (F, Reloads) for +5 TV.
◆ May swap LAC for a SC (F, limited ammo 3) for +10 TV or 2x CS (F, linked) for +5 TV.
◆ May not take "Ill-Equipped" options.
◆ Note that the SC and CS options will need to be converted or modeled using spare parts.

JUMP JETS (EXPANDED FROM PAGE 182)

While Jump Jets do not count toward moving, a Model using Jump Jets counts as moving one Speed Band faster than their current Speed Band (Stationary becomes Combat, Combat becomes Top, Top stays Top) for the duration of the Jump and for Attack purposes only. Count normal Speed Bands for Defence and all other purposes. Jump Jets may interrupt slides and other movement. In this case, the jump occurs in the direction the player wishes and then the slide or other movement continues as normal. Use of Jump Jets more than once per Round will result in the Model adding their Jump Jet rating to their Large Sensor Profile (or gaining LSP equal to their Jump Jet rating if they do not already have LSP).

If a Model is more than an inch above a surface at the conclusion of all Jump Jet movement, it will be subject to an unintentional impact (page 28 Locked and Loaded) on its underside modified by front/rear arc if applicable. If the Jump is strictly vertical, no arc is used, it is strictly underside. If more than ½ of the base or footage of the Model is not on the level landed, it must make a Difficult Terrain Test (page 21 Locked and Loaded). If the test is successful, it should be moved fully onto the level it planned to land on. If the test was unsuccessful, it will fall off the edge of the level. If any part of the Model comes in contact with another Model during the Jump or landing consequences, treat it as an unintentional impact, as normal.
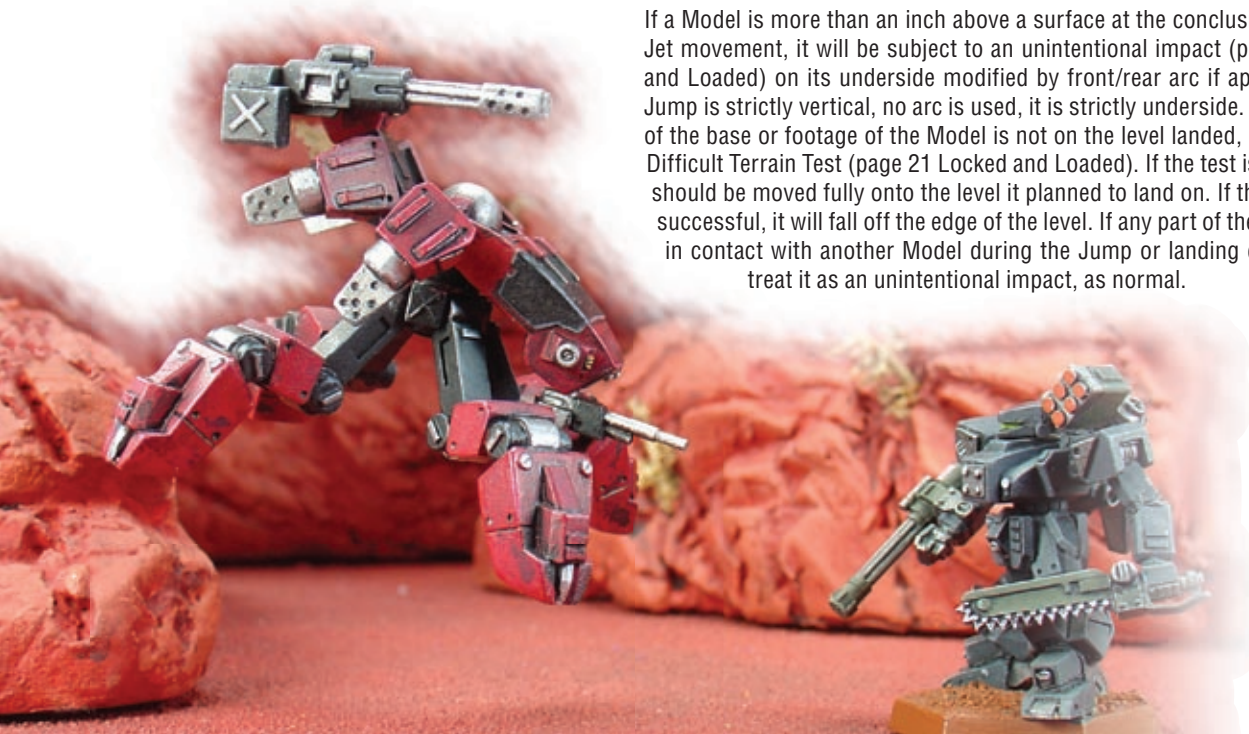
LOCKED & LOADED FAQ (LAST UPDATE MAY 22, 2009)

The following is the Official Frequently Asked Questions list for Locked and Loaded. All page references are to the Locked and Loaded rulebook. Unless specified, all tournaments and official games must use the following responses.

Q: Can you use the free Action granted by Forward observation to make an attack?

A: Yes, but in this case, no other Models may use the FO to fire. You may use Indirect Fire if you wish, but most of the time, Direct Attacks will be much easier.

Q: How long does the "Coordinated Attack" from page 30 last and does t impose a -1 penalty or -1 die?

A: Until the end of the Round and it is a -1 penalty, not -1 die.

Q: Do you count Reinforced Armor or just base Armor when working out Stun results?

A: Add Reinforced Armor to the Armor if the Attack came from that Arc.

Q: Can the use of ECCM be declared after the initial EW roll and the opponent's ECM roll, or do you have to declare the ECCM support at the same time as rolling the initial EW roll?

A: It must be declared at the time of rolling. The procedure works like so:

1. Declare Comm event
2. Opponent Declares ECM use
3. Declare ECCM use (if any)
4. Roll

Q: Can you Forward Observe with Combat Lock, or do you need Active Lock?

A: Any Lock, Active or Combat will do. Active Lock gives you a free action to FO, however.

Q: The Scenarios rules say that if a Model leaves the table, it is considered destroyed. What happens to Models with the Escape objective?

A: The Escape Objective overrides that rule. If you need to escape, you're not chickening out of the fight.

Q: For the ESE when they take PRDF, what squads can they take for Tankstriders?

A: Either Tankstrider Squad is acceptable.

Q: Does ESE Honor Guard count as a Core choice or as a free squad?

A: "Free." You may always take one, if you pay the TV. It counts as a squad of it's normal type, but may be taken regardless of Priority Level.

Q: Can PAK or Leagueless get a Command HPC and not have it be a squad leader?

A: No.

Q: Do Infantry Target Designators count as Heavy Weapons (ie need to be Stationary to use)?

A: Yes, they need to remain Stationary unless (like GRELs) they can use weapons with Stabilizers on the move.

Q: What happens if my Objectives conflict with my opponent's Support points?

A: normally, players should be able to plan SP so they do not conflict, however if there is one, you should come to a mutually agreeable solution. If one cannot be made, players each roll a die. The high roller keeps their choice, and the "loser" then must re-allocate OP or SP.

Q: What happens if I keep my Army Commander in Reserve?

A: Your army commander does not count for initiative, use the highest Leadership Squad Leader instead. The Army Commander can't use CPs until he's on the board, meaning Squad Leaders are stuck using them.

Q: Can AP charges be used on later turns when infantry is still within range of the Model? Example - HK drone moves within 5" of infantry and fires. Next turn, Infantry are still there. Can the HK fire again or does it have to move away and come back?

A: It must move or have the infantry move.

Q: Can AP charges attack multiple Infantry in the same turn or just 1 group? Example - Mauler Bear moves past a line of Infantry coming into range of 3 groups as it moves. Do they all get attacked or just the first one to come in range?

A: Each group would be attacked s each is brought within range.

Q: Can Drones begin the game docked?

A: Yes.

Q: Can Demo Drones be Undocked after movement the turn its master moves at top speed? Does it explode on him if he tries?

A: As long as the Model is not currently at Top speed while the Demo Drone is Undocked, the Drone will not explode. Think of it was trying to unhitch a wagon containing explosives while at highway speeds.

Q: Why can't the SRA take MP Cadres?

A: All the SRA criminals were sent to the MILICIA.

Q: If an army had one Command Point left and the Army Commander was killed. Can the Commander use the last point to take a parting shot since it says before the Model is destroyed? Or is the last point removed right away?

A: He can spend the point on himself since he is not "dead" until tipped over or removed from table.

Q: Do Infantry Target Designators count as "Heavy Weapons" and thus require the use of the Stabilizer? What About PRDF Spotter teams?

A: Yes, you need to use the Stabilizer for the TD, unless you have equipment that allows firing of Heavy Weapons on the move, although there is no penalty for doing so in this case as the TD is not a weapon. This applies to PRDF Spotter teams as well.

Q: I think I've been doing something wrong. Can you make a gear veteran to buy the skill upgrades than make it the army commander? or is the army commander upgrade applied first making you unable to upgrade the skills after?

A: Commander Upgrades "stack" on top of squad upgrades and are thus applied after squad upgrades.

Q: If I'm using a weapon with RoF and AE do I use template placement from the RoF section or the AE section?

A: RoF unless using Indirect Fire, in which case IF takes over.