

27. MORALE

Briefing

1. Morale represents the spirit and determination of infantry units and vehicle and weapon crews. Morale is primarily expressed through the staying power of the forces - their ability to take losses and damage but still stay in the fight.

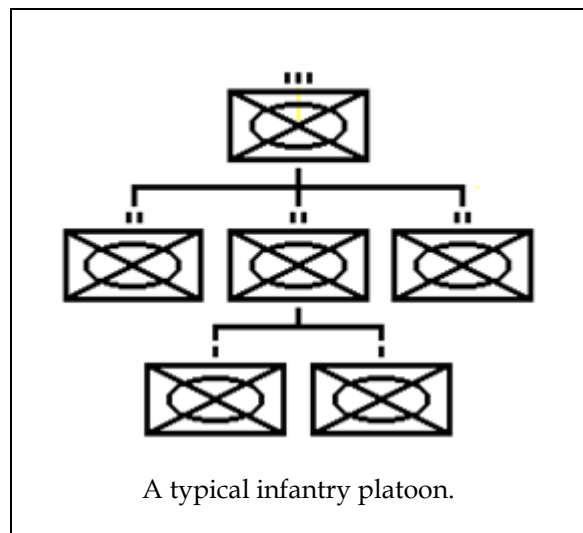
2. The morale level of an infantry unit or weapon crew is affected primarily by the losses it has taken. The morale level of a vehicle or strongpoint is affected primarily by damage it has taken.

3. Forces that make successful morale checks after taking losses or damage will continue to move and fight normally. Troops that fail to make successful morale checks will seek cover and concealment, avoid enemy fire and even retreat from the field.

4. Players should divide their forces into separate units for morale purposes.

Infantry unit morale

1. Infantry can be grouped into units such as fireteams, squads, or platoons. A typical human infantry platoon is composed of three squads. A squad is composed of two fireteams.



2. Large infantry units will maintain good morale, despite losses, much longer than small formations. However, when their morale does break more troops are likely to be affected.

3. One of the most efficient unit sizes for morale purposes is a squad of ten men. This is usually composed of two fireteams of five men. Three squads are often assembled into a platoon of thirty men.

4. The suggested unit size is only a guideline. Some forces use fireteams composed of four or six men, and some forces add an additional fireteam to their squads.

5. In its simplest form, an infantry unit has its morale level computed on the basis of the number of individuals in the unit. One point is assigned for each human, alien, cyborg, android, or robot. For example, a unit of ten men will have 10 points and a morale level of 10. An optional rule below allows players to give leaders a higher point value.

Warbot and wardrone morale

1. Warbots and wardrones have morale levels equal to the number of penetrating hits that they can take before they are eliminated. This number is set at the piece's size factor plus two points. For example, a wardrone that is size 1 would have three points and a morale level of 3. The maximum size for a warbot or wardrone is size 2, so the maximum morale level is 4.

2. A unit composed of warbots and wardrones has a morale level equal to the total of the morale levels of the individual pieces in the unit. For example, a unit composed of four warbots, each with a morale level of 3, will have twelve points and a morale level of 12.

3. Warbots and wardrones can be added to infantry units, grouped into separate units or treated individually. When warbots or wardrones are added to infantry units, the morale level of the infantry unit is figured in the

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normal manner and then the morale levels of the individual warbots or wardrones are added.

Vehicle and strongpoint morale

1. Each vehicle and strongpoint should be considered a separate unit for morale purposes.

2. Vehicles and strongpoints have their morale levels set on the basis of the amount of damage they can take.

a. Their morale level is computed on the basis of one point for each level of movement, targeting, and damage control the vehicle possesses. Since these systems each have three levels, each fully-operational system is worth three points.

b. In addition, one point is added for each weapon system, for a maximum of three points.

c. The maximum morale level of a vehicle or strongpoint is 12 points.

Morale Process

1. The chance of making a successful morale check for an infantry unit, vehicle or strongpoint is based on its current morale level.

a. At the beginning of a game a unit, vehicle or strongpoint is at full strength and does not have to make morale checks.

b. As a unit, vehicle or strongpoint loses points its current morale level decreases, and it must begin to make morale checks.

c. As an infantry unit loses points its current morale level decreases, and each individual member of the unit must begin to make morale checks. The individual soldier uses the starting and current morale levels of his/her unit to make a morale check.

d. The difference between the starting morale level and the current morale level creates

a ratio that determines the die roll needed for a successful morale check and the result of failure.

2. The **Morale Ratio** is determined by dividing the number of points remaining by the starting morale level. (All fractions are rounded down.)

Morale ratio	Die roll needed	Result of failure
1.0	Automatic success	No failure possible
.90 to .99	1 to 9	Cautious
.80 to .89	1 to 8	Cautious
.70 to .79	1 to 7	Cautious
.60 to .69	1 to 6	Shaken
.50 to .59	1 to 5	Shaken
.40 to .49	1 to 4	Shaken
.30 to .39	1 to 3	Broken
.20 to .29	1 to 2	Broken
.10 to .19	1	Broken
.01 to .09	Automatic failure	Eliminated

Example 1: a heavy battledrone has lost two levels of movement and all of its damage control capability. The starting morale level was 12. The current morale level is 7. Since 7 divided by 12 is .58, the battledrone must roll a 1 to 5 to make a successful morale check. There is a 50% chance that the battledrone will make a successful morale check. If it fails, it will become Shaken.

Example 2: a unit of eight men has suffered two casualties. The starting morale level was 8. The current morale level is 6. Since 6 divided by 8 is .75, each member of the unit must roll a 1 to 7 to make a successful morale check. There is a 70% chance that each member of the unit will make a successful morale check. If he fails, the soldier will become Cautious.

3. A ten-sided die is rolled. If the number rolled falls within the range indicated, the morale check is successful.

Morale tables

1. The morale tables at the end of this chapter

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provide a quicker and easier way to determine the die roll needed for a morale check and the results of morale checks.

2. The **Morale Determinations Table** repeats the basic information on morale ratios, die rolls and results.

3. The **Morale Result Table** is provided to streamline morale determinations. All a player has to do is cross-reference the morale level of the unit, vehicle or strongpoint with the number of points it has remaining. The number given on the table is the die roll needed for a successful morale check. The player must roll that number or lower. Due to space restrictions the table only covers morale levels ranging from 1 to 20.

Successful morale checks

1. A soldier, vehicle, warbot, wardrone or strongpoint that makes a successful morale check will move and fight normally.

2. A vehicle, warbot, wardrone or strongpoint that makes a successful morale check does not need to check morale again until it has suffered further damage.

3. A soldier that makes a successful morale check does not need to check morale again until his/her unit has suffered further losses.

Unsuccessful morale checks

1. A soldier, vehicle, warbot, wardrone or strongpoint that fails to make a successful morale check will have restrictions imposed on its movement and fire as explained under **Morale Results** below.

2. A soldier, vehicle, warbot, wardrone or strongpoint that fails to make a successful morale check must check morale every turn until it makes a successful morale check.

3. When a morale check for an individual infantry trooper is unsuccessful, the other troops

in his/her unit are not affected.

Morale Results

1. Cautious -

a. Pieces will advance cautiously, utilizing concealment as much as possible. Pieces will seek the nearest cover if they are in the open and have taken direct fire from opposing pieces.

b. Pieces will utilize suppressive fire will against known enemy locations and suspected locations when crossing open areas.

c. If fired on while advancing, pieces will change their course to move toward the nearest concealment.

d. Pieces that are not exposed to enemy direct fire will move normally. (If they are not being fired on, and have not been fired on, they are assumed to be free to move normally.)

2. Shaken -

a. Pieces in concealed positions will remain there and will not advance into open areas.

b. If pieces are caught in the open they will seek the nearest concealment. They will not advance in the face of known enemy fire to reach concealment, but will fall back instead.

3. Broken -

a. Pieces will abandon their positions, falling back from enemy fire and advancing enemy pieces. Pieces will attempt to utilize concealment as much as possible, but will cross open areas in order to retreat.

b. Each piece must fall back its entire movement distance. A piece will not fire while withdrawing. If pieces continue to withdraw they will eventually leave the board. They do not have to leave the board on the same edge that they entered.

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c. A vehicle crew will abandon its vehicle if it is immobile. Otherwise, the crew will withdraw in the vehicle.

d. Pieces that leave the board may not return in a later turn even if their morale recovers.

e. Strongpoints are immobile and cannot fall back. When a strongpoint suffers a morale failure it goes into "system shutdown" and cannot perform any action during that turn.

4. Eliminated -

a. The unit, vehicle or strongpoint is completely destroyed and is incapable of any further action.

b. Individual soldiers are usually removed from the board as they are hit, but some players may prefer to leave them on the tabletop or replace them with casualty figures to mark areas of intense fighting.

c. Vehicles and strongpoints should be left on the board because their wreckage creates obstructions and provides concealment for other pieces. Eliminated vehicles and strongpoints should be marked in some way to show that they are knocked out. They may have their turrets turned askew or they may be marked with black cotton balls to represent smoke.

d. Infantry and vehicles that leave the board may not return in a later turn even if their morale recovers. They are counted as losses against the owning player, but are not considered to be destroyed. If the players are conducting a campaign, undestroyed troops and vehicles may return in later battles.

e. If the players are fighting a series of battles or a campaign they should determine the amount of time it takes replacement vehicles and troops to reach the front. Refer to the Campaign rules for guidelines.

Battlegroup status sheets

1. A blank battlegroup status sheet has been provided for the convenience of the players. It may be photocopied by the players as needed.

2. A battlegroup status sheet is used to keep track of the damage and losses suffered by a player's forces. It is also a convenient way to keep track of the starting and remaining morale points levels.

3. The sheet also provides spaces for the players to record basic details on their vehicles, strongpoints and infantry units.

4. The sheet has spaces for armor class; movement rate; current movement (used if the rate has been reduced by damage); damage control; targeting; targeting bonus; weapon systems; size; morale level; and current morale level (used if losses or damage have been suffered).

5. The players can track the current status of their forces: recording infantry losses; recording current levels of vehicle movement, damage control and targeting; noting which weapon systems are knocked out; and tracking remaining points for morale purposes.

6. The players may also want to use small markers or chits to mark their status sheets or to place beside their vehicles and troops on the tabletop.

Marking infantry morale checks

1. Whenever an infantry unit suffers a loss during a turn, place a morale check marker by each soldier in the unit (officer, noncom and trooper) to signify that he must check morale before he performs any other action.

a. Each soldier will have to make an individual morale check when he gets the initiative.

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b. This represents the fact that, although overall morale is based on the unit, each individual must pass his own personal test. Some soldiers will pass and some will fail.

2. If one or more of the soldiers of the unit have already moved and/or fired during the turn they cannot check morale until the next turn when they have the initiative again.

3. A soldier that begins a turn with a damage marker must check morale before the end of that turn, even if he does not move or fire. In other words, the soldier cannot avoid a morale check by refusing to take any action.

NOTE: Players will find that as their units take heavier losses they will become less effective, first because of the restrictions imposed by the morale results, and secondly because they will have to “waste” the initiative of some pieces by being forced to make morale checks. Remember that in the sequence of play a player may not pass if he has troops or vehicles that have to check morale this turn.

4. When a soldier with a damage marker gets the initiative he must check morale before he performs any other action (including spotting or interceptive fire). Refer to the rules below for more information on the effect of morale on interceptive fire.

5. No more than one morale check marker may be placed on a soldier at one time, but more than one morale check marker can be placed on a soldier during the course of one turn.

Example: a trooper may have a marker placed by him early in a turn when a comrade is killed. The trooper gets the initiative and makes a successful morale check later in the turn and removes the morale check marker. When another comrade is killed at the end of the turn the trooper has another marker placed, which will force him to check morale when he gets the initiative during the next turn.

6. No soldier can make more than one morale check per turn.

7. Surrendering

a. A trooper that cannot retreat will surrender if he fails a morale check to an enemy within 6 inches of him. The trooper will move directly toward the nearest enemy troops and will be removed from play when he reaches them. The current morale level of the trooper's unit will be reduced in the same manner as if he were a casualty.

b. A trooper cannot be shot by friendly troops to prevent him from surrendering. (That would not prevent the unit from having its current morale level reduced.)

c. If a morale officer shoots a friendly trooper to prevent his surrender, the current morale level of the trooper's unit is reduced, but no morale check markers are placed and all members of the trooper's unit immediately remove any existing morale check markers. (Refer to the optional rules for Leaders below for more information on Morale Officers.)

Marking vehicle morale checks (including warbots and wardrones)

1. When a vehicle takes damage during a turn, place a damage marker by the vehicle to signify that it must check morale before it performs any other action when it gets the initiative.

2. If the vehicle has already moved and/or fired during the turn it cannot check morale until the next turn when it gets the initiative.

3. If a vehicle takes damage while it has the initiative, a damage marker is placed by the vehicle, but it cannot check morale until the next turn when it gets the initiative again. (As a result, the damage does not actually affect its morale this turn.)

4. When a vehicle with a damage marker gets the initiative it must check morale before it performs any other action (including spotting or

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interceptive fire). Refer to the rules below for more information on the effect of morale on interceptive fire.

5. A vehicle that begins a turn with a damage marker must check morale before the end of that turn, even if it does not move or fire. In other words, it cannot avoid a morale check by refusing to take any action.

Morale and interceptive fire

1. When a piece with a damage marker attempts to perform interceptive fire it must first check morale. A damage marker indicates that a piece must check morale when it has the initiative.

a. If the morale check is successful, the damage marker is removed and the piece may perform interceptive fire without adding a negative factor in its hit/miss determination.

b. If the morale check is unsuccessful and the morale result is Cautious, the piece may perform interceptive fire, but the damage marker remains and the piece will add a -1 factor in its hit/miss determination.

c. If the morale check is unsuccessful and the morale result is Shaken, the piece may perform interceptive fire, but the damage marker remains and the piece will add a -3 factor in its hit/miss determination.

d. If the morale check is unsuccessful and the morale result is Broken or Eliminated, the piece may not perform interceptive fire.

e. Immediately after firing its interceptive fire, a piece that is Cautious or Shaken must take cover or retreat as required by the morale rules.

f. Immediately after failing its morale check, a piece that is Broken must take cover or retreat as required by the morale rules.

g. Immediately after failing its morale check, a piece that is Eliminated must be removed from play as required by the morale rules.

2. For more information refer to Rule 13. Interceptive and Suppressive Fire, and Rule 14. Hit/Miss Determination.

Vehicle and strongpoint explosive destruction

1. When a vehicle or strongpoint suffers explosive destruction any remaining crew members are considered to have been subjected to a hit by high explosive (attack factor 6) and must check for penetration.

2. Survivors are moved out of the destroyed vehicle or strongpoint.

3. The surviving crew members will be marked to signify that they must check morale before they perform any other action.

Vehicle crew survival and morale

1. When a vehicle crew abandons its damaged vehicle as a result of a failed morale check it is necessary for the owning player to determine how many crew members are left.

2. As long as a vehicle is active it is assumed that at least one crew member is left, but it is unrealistic to assume that an entire crew will emerge unscathed when their vehicle has taken extensive damage. It is more likely that crew members were being eliminated as the vehicle was taking damage.

3. If the players desire they may use a mathematical process to determine the number of surviving crew members in a damaged vehicle. Divide the number of remaining damage levels by the original number of levels the vehicle had. Multiply the result times the original number of crew members to get the number of crew members remaining. Round remainders of 0.5 and greater upwards to the nearest whole number.

Example: if a vehicle with 3 crew members has lost 7 of its 12 damage levels, it has only 5

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damage levels left. Divide 5 by 12 and multiply the result (0.42) by 3. The result is 1.26, which should be rounded down to 1. One crew member remains. Two are already eliminated.

4. The surviving crew members will be marked to signify that they must check morale before they perform any other action.

Battlegroup retreats due to losses

1. When a battlegroup has suffered the loss of 50% or more of its endurance points, the battlegroup has reached its breaking point and must retreat from the field. The retreat will start at the beginning of the next turn after the battlegroup reaches this level of losses.

2. All units of a retreating battlegroup must leave the field as soon as possible.

3. Individual pieces will conform to the restrictions imposed by their current morale status. For example, cautious pieces may fire while retreating, broken units may not fire.

4. Normally, if one battlegroup begins to retreat because it has reached its breaking point, the enemy battlegroup will not retreat and will hold the field. If opposing battlegroups reach their breaking points in the same turn neither one will hold the field.

Leaders (Optional rule)

1. Officers and noncommissioned officers play a significant role in leading and motivating their troops. At the same time the loss of key leaders can have a demoralizing effect on a unit. This can be reflected in the morale rules by giving officers and noncommissioned officers greater weight in morale determinations.

2. Under the basic morale rules, each soldier in a unit equals one point for morale purposes. This optional rule gives greater weight to officers and noncommissioned officers by assigning them higher point factors than average troopers. In

essence, an officer or noncommissioned officer is equal to several men for morale purposes.

Rank	Point factor
Trooper	1
Corporal or Warder	2
Sergeant	3
Lieutenant	4
Captain	5
Major	6
Colonel	7
General	8
Marshal	9

3. The point factors are arranged so that the higher the rank of the leader, the greater the impact on morale checks.

4. The factors raise the morale level of a unit which has officers and noncommissioned officers assigned to it, and make leaders significantly more important in morale determinations.

Example: a ten man squad composed of two fireteams has the following morale points at full strength:

- 1 Sergeant = 3 points
- 4 Troopers = 4 points
- 1 Corporal = 2 points
- 4 Troopers = 4 points
- Total points: 13

The two leaders represent 5 points out of 13, over 38% of the morale level.

S	S	t	S	S
Fireteam A: one sergeant and four troopers.				
S	S	t	S	S
Fireteam B: one corporal and four troopers.				

After losing one trooper, each member of the squad checks morale at 12 points. Referencing the morale tables, 12 out of 13 points requires a die roll of 9 for success. There is a 90% chance that each squad member would make a successful morale check. Any squad

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member who fails a morale check becomes Cautious.

After losing the corporal and three troopers, each member of the squad checks morale at 8 points. Referencing the morale tables, 8 out of 13 points requires a die roll of 6 for success. There is a 60% chance that each squad member would make a successful morale check. Any squad member who fails a morale check becomes Shaken.

5. With leaders worth more points in morale checks, their presence in battle has a great impact on their unit.

a. When losses are taken the presence of leaders keeps the overall morale level of a unit higher, and postpones the impact of the more severe effects of unsuccessful morale checks.

b. However, when leaders are eliminated, the morale level of a unit falls more quickly and the impact is felt much sooner.

6. Leaders are also important because they are usually equipped with longer-ranged communicators than other troops. This allows them to coordinate troops spread over a wider area. In addition, if they are allowed more communications attempts per turn they have a greater ability to pass information to other friendly forces. (Refer to Rule 22. Communications, for additional information.)

7. Morale Officers

a. Morale officers include commissars, political officers and disciplinary overseers. Their task is to maintain morale by enforcing discipline through punishment and force.

b. A morale officer will have a point factor 1 point higher than his rank. For example, a Lieutenant who is a morale officer will have a point factor of 5.

c. A morale officer can shoot a soldier at the same rank or lower to prevent him from

surrendering. For example, a Lieutenant who is a morale officer can shoot another Lieutenant or a soldier of lower rank; he cannot shoot a Captain or officer of higher rank.

d. Refer to rules on surrendering above for more information on the use and impact of morale officers.

Bailed vehicle crew members (Optional rule)

1. When a vehicle crew bails out of a damaged vehicle due to a failed morale check, the surviving crew members now represent the total remaining morale points of that vehicle. The abandoned vehicle is considered to be a lifeless hulk. The surviving crew members will be marked to signify that they must check morale before they perform any other action.

2. The new level of points remaining should be matched to equal the ranks of the surviving crew members.

Example: if two crew members survive and one is a corporal and the other is a trooper there are only three morale points left. [See optional rules for Leaders above.]

3. The surviving crew continues to make morale checks based on the original vehicle morale level.

Example: if vehicle in the example above originally had 11 morale points, the surviving corporal now represents 2/11, and the trooper 1/11, for a total of 3/11. The crew members will probably fail their morale checks and retreat off the board.

Morale classes (Optional rule)

1. The morale of a unit in battle is also affected by the overall level of experience and the quality of the unit. There are three morale classes: elite, regular and levy.

Elite troops are the cream of a nation's forces. They are the best trained and equipped

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and are usually regulars who have been selected from the ranks because of outstanding ability or heroism. Elite troops will never comprise more than 10% of a nation's forces because their creation has the negative effect of reducing the quality of other forces by removing their most talented and best motivated personnel.

Regular troops are the standard line forces of a nation. They are usually well-trained and motivated, but their level of equipment depends on the wealth and priorities of the nation equipping them.

Levy troops are the worst troops that can be fielded. They are poorly trained or untrained, and poorly equipped. They are rarely willing soldiers and have often been pressed into service. Even troops who have been in the ranks for years have little actual military skill. Levy troops often form the mass armies of despots on backward planets.

2. To represent the different morale classes, an additional factor is added to a unit's die roll when it makes a morale check.

Morale class	Factor
Elite	+1
Regular	0
Levy	-1

3. These factors will not have a major impact on morale results, but they will tend to give elite troops a little more staying power and will make levy troops more fragile.

Experience (Optional rule)

1. The above morale class factors assume that the troops are seasoned, veteran troops. If the troops are green or inexperienced, add an additional +1 to the die roll.

2. Players who are fighting a series of battles or a campaign may consider an inexperienced unit to be seasoned after it has fought in two battles.

Psychological effects (Optional rule)

1. Troops that are not equipped with sealed spacesuits, closed armor, respirators, face masks or filtration systems to deal with nuclear, biological and chemical (NBC) weapons may panic when faced with these weapons.

2. Troops who are not equipped to face NBC weapons must make morale checks and add a -2 factor when attacked with an NBC weapon.

3. The first-line troops of the major stellar nations, particularly those equipped with battle armor, full armor and pressure suits, may be considered to be equipped to deal with NBC weapons.

4. Troops equipped with unsealed uniforms and armor may be considered to be unequipped to deal with NBC weapons.



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MORALE DETERMINATIONS TABLE

Morale ratio	Die roll needed for success	Result of failure
1.0	Automatic success	No failure possible
.90 to .99	1 to 9	Cautious
.80 to .89	1 to 8	Cautious
.70 to .79	1 to 7	Cautious
.60 to .69	1 to 6	Shaken
.50 to .59	1 to 5	Shaken
.40 to .49	1 to 4	Shaken
.30 to .39	1 to 3	Broken
.20 to .29	1 to 2	Broken
.10 to .19	1	Broken
.01 to .09	Automatic failure	Eliminated
0	No roll possible	Unit or vehicle has been destroyed

RESULTS

Successful morale check

Pieces will move and fire normally. Morale does not have to be checked again until the infantry unit, vehicle or strongpoint has suffered further damage or losses.

Cautious

Pieces will advance cautiously, utilizing concealment as much as possible. Pieces will seek the nearest cover if they are in the open and have taken direct fire from opposing pieces. Suppressive fire will be utilized against known enemy locations and suspected locations when crossing open areas. If fired upon while advancing, pieces will change their course to move toward the nearest concealment. Pieces that are not exposed to enemy fire will move normally.

Shaken

Pieces in concealed positions will remain there and will not advance into open areas. If pieces are caught in the open they will seek the nearest concealment. They will not advance in the face of known enemy fire to reach concealment, but will fall back instead.

Broken

Pieces will abandon their positions, falling back from enemy fire and advancing enemy pieces. Pieces will attempt to utilize concealment as much as possible, but will cross open areas in order to retreat. Each piece must fall back its entire movement distance. A piece will not fire while withdrawing. If pieces continue to withdraw they will eventually leave the board. They do not have to leave the board on the same edge that they entered. A vehicle crew will abandon its vehicle if it is immobile. Otherwise, the crew will withdraw in the vehicle. Pieces that leave the board may not return in a later turn even if their morale recovers. Strongpoints are immobile and cannot fall back. When a strongpoint suffers a morale failure it goes into "system shutdown" and cannot perform any action during that turn.

Eliminated

The infantry unit, vehicle or strongpoint is incapable of any further action.

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MORALE RESULTS TABLE

MORALE LEVEL	POINTS REMAINING																			
↓	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	S	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	5	S	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
3	3	6	S	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
4	2	5	7	S	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
5	2	4	6	8	S	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
6	1	3	5	6	8	S	-	-	-	-	-	-	-	-	-	-	-	-	-	-
7	1	2	4	5	7	8	S	-	-	-	-	-	-	-	-	-	-	-	-	-
8	1	2	3	5	6	7	8	S	-	-	-	-	-	-	-	-	-	-	-	-
9	1	2	3	4	5	6	7	8	S	-	-	-	-	-	-	-	-	-	-	-
10	1	2	3	4	5	6	7	8	9	S	-	-	-	-	-	-	-	-	-	-
11	F	1	2	3	4	5	6	7	8	9	S	-	-	-	-	-	-	-	-	-
12	F	1	2	3	4	5	5	6	7	8	9	S	-	-	-	-	-	-	-	-
13	F	1	2	3	3	4	5	6	6	7	8	9	S	-	-	-	-	-	-	-
14	F	1	2	2	3	4	5	5	6	7	7	8	9	S	-	-	-	-	-	-
15	F	1	2	2	3	4	4	5	6	6	7	8	8	9	S	-	-	-	-	-
16	F	1	1	2	3	3	4	5	5	6	6	7	8	8	9	S	-	-	-	-
17	F	1	1	2	2	3	4	4	5	5	6	7	7	8	8	9	S	-	-	-
18	F	1	1	2	2	3	3	4	5	5	6	6	7	7	8	8	9	S	-	-
19	F	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	S	-
20	F	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	S
↑	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

PROCEDURE:

1. Cross reference the Morale Level of the unit with the current Points Remaining of the unit.
2. The resultant number gives the die roll needed on a ten-sided die. The player must roll that number or lower for the unit to retain good morale.
3. An "F" result means the unit automatically fails its morale check.
4. An "S" result means the unit automatically makes its morale check successfully.
5. Results of failure:

	Red - Eliminated
	Orange - Broken
	Yellow - Shaken
	Green - Cautious