

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.