

MORALE RESULTS TABLE

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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

MORALE

POINTS REMAINING

LEVEL

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:

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