

DUKE MORRISON AND THE MOUNTIES

Suggested number of players: 6; although you could play with as many as 10

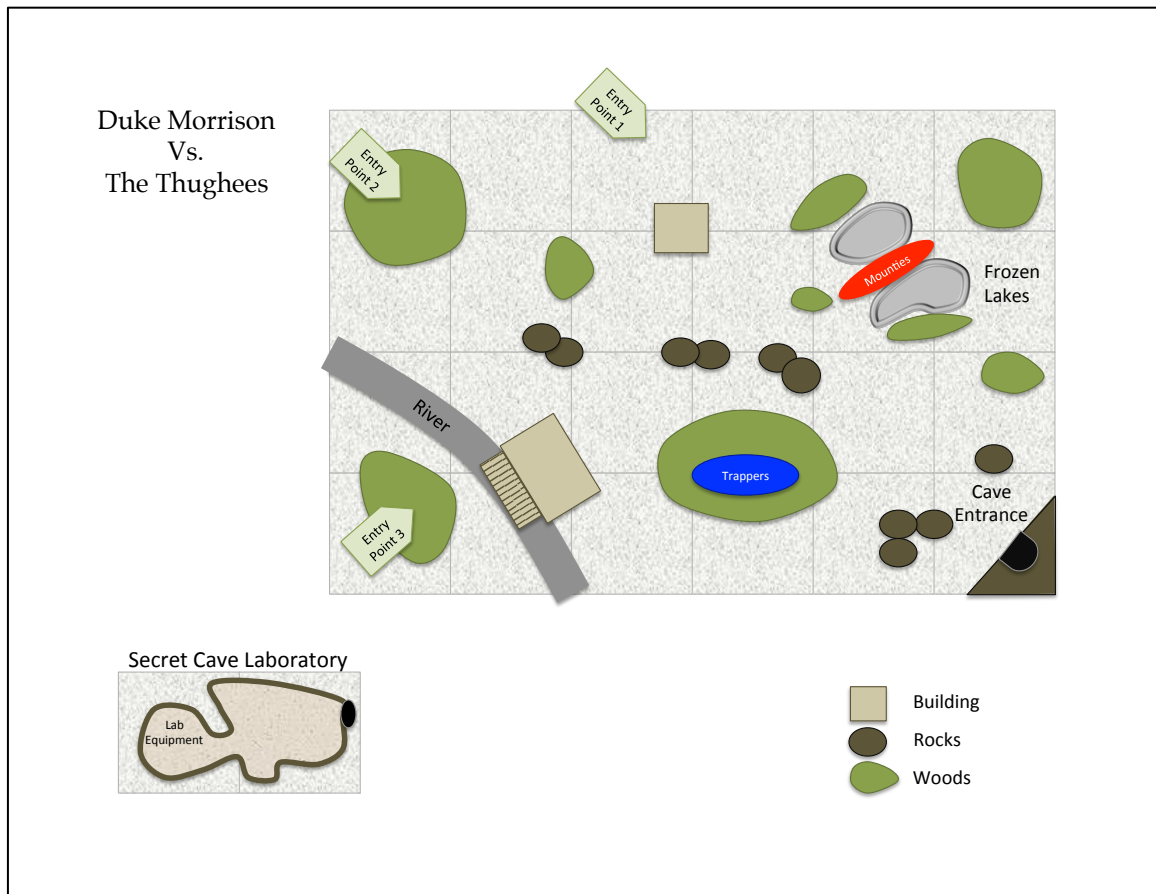
Number of turns: 15

Playing Surface: 4 feet x 6 feet

Background:

The Venusians have continued their efforts to prepare for an invasion of the Earth. Early in their preparations, they enlisted the use of local gangsters. They also set up on the idea of coercing Professor Nannini into giving them many of his fantastic inventions to use during their attacks. As Professor Nannini is less than interested in helping the Venusians, the Venusians have kidnapped his daughter, tied her to a buzz saw, and are threatening to cut her in half if Professor Nannini fails to cooperate.

Duke Morrison and his buddies have learned that the Venusians and their allies (gangsters and disaffected trappers) have set up shop in a small Yukon sawmill. Working with Sergeant Preston, the local constable, Duke Morrison has mounted a rescue expedition.



Setting and Initial Deployment:

The Venusians have expanded their gang of local minions to include some trappers and lumberjacks who live and work around a small Yukon sawmill. See the map. The bad guys have Gianna Nannini tied to a log that is inching its way toward a huge buzz saw.

There is a cave near the corner of the table. The cave with the secret laboratory is through the cave entrance.

Professor Nannini is also in the mill. At least one group of trappers is in the woods, as indicated on the map. Sergeant Preston and the other Mounties are located between the two frozen lakes as they were attempting to move stealthily toward the mill when they were spotted by the bad guys and the game begins.

The other bad buys can be deployed anywhere on the map that the players would like; however, they cannot be within eighteen inches of the entry points or the Mounties. They can be deployed at the entrance or within the cave.

The good guys can have one unit enter the tables on turn one at entry point 3. This unit cannot include Duke Morrison; it must be another unit. The Mounties are deployed as indicated on the map. The other good guys enter on turn 1 from either entry point 1 or 2. Which units enter at which entry point is up to the players. If desired, they could all enter from the same point.

Forces: See the unit cards at the end of this file for the information regarding the attributes of the various forces involved in this scenario.

Good Guys:

- Player 1: Duke Morrison, Professor Nannini, Gianna Nannini
- Player 2: Sergeant Preston, Mounties
- Player 3: "Wrench" Web, "Boats" Morgan

Bad Guys:

- Player 1: Venusians
- Player 2: Trappers 1, Gangsters 1
- Player 3: Trappers 2, Gangsters 2

Victory Conditions:

Good Guys: The good guys must rescue Gianna Nannini from the buzz saw by the end of turn 10. If they do not do so, Gianna Nannini gets cut in half. In addition, the good guys must recapture the scientific equipment stored in the cave nearby. The good guys do not know the location of the scientific equipment when the game begins.

Bad Guys: The bad guys do not get any credit for cutting Gianna Nannini in half; however, they must ensure that she is not rescued by the good guys, as they want to keep using her to force information out of Professor Nannini. The bad guys must also retain control of the scientific equipment stored in the cave laboratory.

To be continued...



Glorious Adventures in Science
Loosely Involving Generally Historical Times

Duke
Morrison

Leader 1: Duke		Rating: Hero/Star	
Shoot: 15	Scuffle: 18	Save: 17	
Weapon: Pistol	Range: 6/12	SRM -10	Reload No
Weapon: Pistol	Range: 6/12	SRM -10	Reload No
Leader 2: CPL Jones		Rating: Ldr.	
Shoot: 10	Scuffle: 10	Save: 11	
Weapon: Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 3: Prof. Nannini		Rating: Ldr./Star	
Shoot: 11	Scuffle: 9	Save: 12	
Weapon: Pistol	Range: 6/12	SRM -10	Reload No
Weapon:	Range:	SRM	Reload
Leader 4: Gianna		Rating: Adv./Star	
Shoot: 16	Scuffle: 12	Save: 15	
Weapon: Pistol	Range: 6/12	SRM -10	Reload No
Weapon:	Range:	SRM	Reload

Morale and Tests of Manhood

To check morale, a unit rolls 1d20, divides by (2 for units or 5 for crews), rounding down, and then modifies the roll as indicated below. If the modified die roll is *less than* the number of figures remaining in the unit, the unit passes morale.

Check morale when:

- The unit loses a figure
- The unit wants to charge
- The unit receives a charge
- The army commander dies
- A vehicle takes any kind of hit

Modifiers to the die roll:

- 2 Army leader w/I 3"
- 1 unit leader is present
- 1 behind light cover
- 2 behind heavy cover
- 1 unit is charging
- 1 Crack morale
- +1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy
	19, 20	19, 20	17-20	17-20	Run off the table!

Duke Morrison



Glorious Adventures in Science
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Sailors

Leader 1: "Boats"		Rating: Adv./Star	
Shoot: 14	Scuffle: 13	Save: 14	
Weapon: Pistol Pistol	Range: 6/12	SRM -10	Reload No
Weapon: Pistol	Range:	SRM	Reload
Leader 2: CPO Zabo		Rating: Vet.	
Shoot: 7	Scuffle: 7	Save: 6	
Weapon: Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 3: Seaman K		Rating: Vet.	
Shoot: 7	Scuffle: 7	Save: 7	
Weapon: Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 4: Seaman L		Rating: Vet.	
Shoot: 7	Scuffle: 7	Save: 7	
Weapon: Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload

Morale and Tests of Manhood

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Check morale when:

- The unit loses a figure
- The unit wants to charge
- The unit receives a charge
- The army commander dies
- A vehicle takes any kind of hit

Modifiers to the die roll:

- 2 Army leader w/I 3"
- 1 unit leader is present
- 1 behind light cover
- 2 behind heavy cover
- 1 unit is charging
- 1 Crack morale
- +1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy
	19, 20	19, 20	17-20	17-20	Run off the table!

Sailors



Soldiers

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Leader 1: "Wrench"		Rating: Adv./Star	
Shoot: 14	Scuffle: 13	Save: 14	
Weapon: SMG(2)	Range: 6/12	SRM -10	Reload No
Weapon:	Range:	SRM	Reload
Leader 2: CPL Finn		Rating: Vet.	
Shoot: 8	Scuffle: 7	Save: 6	
Weapon: Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 3: Pvt. W		Rating: Vet.	
Shoot: 7	Scuffle: 7	Save: 7	
Weapon: Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 4: Pvt. U		Rating: Vet.	
Shoot: 7	Scuffle: 7	Save: 7	
Weapon: Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload

Morale and Tests of Manhood

To check morale, a unit rolls 1d20, divides by (2 for units or 5 for crews), rounding down, and then modifies the roll as indicated below. If the modified die roll is *less than* the number of figures remaining in the unit, the unit passes morale.

<u>Check morale when:</u>	<u>Modifiers to the die roll:</u>
•The unit loses a figure	-2 Army leader w/I 3"
•The unit wants to charge	-1 unit leader is present
•The unit receives a charge	-1 behind light cover
•The army commander dies	-2 behind heavy cover
•A vehicle takes any kind of hit	-1 unit is charging
	-1 Crack morale
	+1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy
	19, 20	19, 20	17-20	17-20	Run off the table!

Soldiers



Preston

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Leader 1: Sgt. Preston		Rating: Adv.	
Shoot: 14	Scuffle: 13	Save: 16	
Weapon: SMG(2) Pistol	Range: 6/12	SRM -10	Reload No
Weapon:	Range:	SRM	Reload
Leader 2: Yukon King		Rating: Adv.	
Shoot: 0	Scuffle: 16	Save: 16	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Leader 3: Mountie		Rating: Ldr.	
Shoot: 10	Scuffle: 11	Save: 11	
Weapon: Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 4:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload

Morale and Tests of Manhood

To check morale, a unit rolls 1d20, divides by (2 for units or 5 for crews), rounding down, and then modifies the roll as indicated below. If the modified die roll is *less than* the number of figures remaining in the unit, the unit passes morale.

<u>Check morale when:</u>	<u>Modifiers to the die roll:</u>
•The unit loses a figure	-2 Army leader w/I 3"
•The unit wants to charge	-1 unit leader is present
•The unit receives a charge	-1 behind light cover
•The army commander dies	-2 behind heavy cover
•A vehicle takes any kind of hit	-1 unit is charging
	-1 Crack morale
	+1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy
	19, 20	19, 20	17-20	17-20	Run off the table!

Preston



Trappers 1

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Leader 1: The Mule		Rating: Adv.	
Shoot: 12	Scuffle: 11	Save: 11	
Weapon: Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 2: Grizzly		Rating: Vet.	
Shoot: 9	Scuffle: 13	Save: 13	
Weapon: Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 3: "Mac"		Rating: Vet.	
Shoot: 6	Scuffle: 8	Save: 8	
Weapon: Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 4: Wolf Breath		Rating: Vet.	
Shoot: 12	Scuffle: 10	Save: 9	
Weapon: Pistol	Range: 6/12	SRM -10	Reload No
Weapon:	Range:	SRM	Reload

Morale and Tests of Manhood

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<u>Check morale when:</u>	<u>Modifiers to the die roll:</u>
•The unit loses a figure	-2 Army leader w/I 3"
•The unit wants to charge	-1 unit leader is present
•The unit receives a charge	-1 behind light cover
•The army commander dies	-2 behind heavy cover
•A vehicle takes any kind of hit	-1 unit is charging
	-1 Crack morale
	+1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy
	19, 20	19, 20	17-20	17-20	Run off the table!

Trappers 1



Trappers 2

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Leader 1: Coyote		Rating: Ldr.	
Shoot: 11	Scuffle: 7	Save: 11	
Weapon: Rifle Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 2: Trapper Tom		Rating: Ldr.	
Shoot: 10	Scuffle: 13	Save: 13	
Weapon: Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 3: Pierre		Rating: Ldr.	
Shoot: 11	Scuffle: 9	Save: 7	
Weapon: Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 4: Rattler		Rating: Vet.	
Shoot: 8	Scuffle: 10	Save: 9	
Weapon: Pistol	Range: 6/12	SRM -10	Reload No
Weapon:	Range:	SRM	Reload

Morale and Tests of Manhood

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<u>Check morale when:</u>	<u>Modifiers to the die roll:</u>
•The unit loses a figure	-2 Army leader w/I 3"
•The unit wants to charge	-1 unit leader is present
•The unit receives a charge	-1 behind light cover
•The army commander dies	-2 behind heavy cover
•A vehicle takes any kind of hit	-1 unit is charging
	-1 Crack morale
	+1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy
	19, 20	19, 20	17-20	17-20	Run off the table!

Trappers 2

G.A.S.L.I.G.H.T.[®]

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Mounties

Leader 1: CPL Bourne		Rating: Ldr.	
Shoot: 11	Scuffle: 10	Save: 11	
Weapon: Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 2: Mountie		Rating: Ldr.	
Shoot: 10	Scuffle: 11	Save: 11	
Weapon: Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 3: Mountie		Rating: Vet.	
Shoot: 8	Scuffle: 6	Save: 9	
Weapon: Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 4: Mountie		Rating: Vet.	
Shoot: 6	Scuffle: 6	Save: 7	
Weapon: Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload

Morale and Tests of Manhood

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Check morale when:

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- The unit receives a charge
- The army commander dies
- A vehicle takes any kind of hit

Modifiers to the die roll:

- 2 Army leader w/I 3"
- 1 unit leader is present
- 1 behind light cover
- 2 behind heavy cover
- 1 unit is charging
- 1 Crack morale
- +1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
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	19, 20	19, 20	17-20	17-20	Run off the table!

Mounties

G.A.S.L.I.G.H.T.[®]

Glorious Adventures in Science
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Venusians

Leader 1: Meep		Rating: Adv.	
Shoot: 13	Scuffle: 12	Save: 12	
Weapon: Rifle Ray Gun	Range: 20/40	SRM 2	Reload No
Weapon:	Range:	SRM	Reload
Leader 2: Venusian A		Rating: Vet.	
Shoot: 8	Scuffle: 7	Save: 8	
Weapon: Ray Gun	Range: 20/40	SRM 2	Reload No
Weapon:	Range:	SRM	Reload
Leader 3: Venusian B		Rating: Vet.	
Shoot: 8	Scuffle: 7	Save: 8	
Weapon: Ray Gun	Range: 20/40	SRM 2	Reload No
Weapon:	Range:	SRM	Reload
Leader 4: Venusian C		Rating: Vet.	
Shoot: 8	Scuffle: 7	Save: 8	
Weapon: Ray Gun	Range: 20/40	SRM 2	Reload No
Weapon:	Range:	SRM	Reload

Morale and Tests of Manhood

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Modifiers to the die roll:

- 2 Army leader w/I 3"
- 1 unit leader is present
- 1 behind light cover
- 2 behind heavy cover
- 1 unit is charging
- 1 Crack morale
- +1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy
	19, 20	19, 20	17-20	17-20	Run off the table!

Venusians

Leader 1: Slasher		Rating: Ldr.	
Shoot: 12	Scuffle: 9	Save: 12	
Weapon: Pistol	Range: 6/12	SRM -10	Reload No
Weapon:	Range:	SRM	Reload
Leader 2: Bruiser		Rating: Ldr.	
Shoot: 8	Scuffle: 11	Save: 12	
Weapon: SMG(2)	Range: 6/12	SRM -10	Reload No
Weapon:	Range:	SRM	Reload
Leader 3: Shiv		Rating:Ldr.	
Shoot: 8	Scuffle: 9	Save:13	
Weapon: Shotgun	Range: 6/12	SRM N/A	Reload No
Weapon:	Range:	SRM	Reload
Leader 4: Happy		Rating:Vet.	
Shoot:7	Scuffle:7	Save:8	
Weapon: Pistol	Range: 6/12	SRM -10	Reload No
Weapon:	Range:	SRM	Reload

Morale and Tests of Manhood

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Check morale when:

- The unit loses a figure
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- The unit receives a charge
- The army commander dies
- A vehicle takes any kind of hit

Modifiers to the die roll:

- 2 Army leader w/I 3"
- 1 unit leader is present
- 1 behind light cover
- 2 behind heavy cover
- 1 unit is charging
- 1 Crack morale
- +1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy
	19, 20	19, 20	17-20	17-20	Run off the table!

Gangsters 1

Leader 1: Chicago		Rating: Ldr.	
Shoot: 13	Scuffle: 10	Save: 7	
Weapon: Pistol Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 2: Bag Man		Rating: Ldr.	
Shoot: 11	Scuffle: 12	Save: 11	
Weapon: Shotgun	Range: 6/12	SRM -10	Reload No
Weapon:	Range:	SRM	Reload
Leader 3: Sunshine		Rating: Ldr.	
Shoot: 13	Scuffle: 13	Save:7	
Weapon: Pistol	Range: 6/12	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 4:Lucky		Rating:Vet.	
Shoot:7	Scuffle:7	Save:8	
Weapon: Pistol	Range: 6/12	SRM -10	Reload No
Weapon:	Range:	SRM	Reload

Morale and Tests of Manhood

To check morale, a unit rolls 1d20, divides by (2 for units or 5 for crews), rounding down, and then modifies the roll as indicated below. If the modified die roll is *less than* the number of figures remaining in the unit, the unit passes morale.

Check morale when:

- The unit loses a figure
- The unit wants to charge
- The unit receives a charge
- The army commander dies
- A vehicle takes any kind of hit

Modifiers to the die roll:

- 2 Army leader w/I 3"
- 1 unit leader is present
- 1 behind light cover
- 2 behind heavy cover
- 1 unit is charging
- 1 Crack morale
- +1 Green morale

Morale Failure Results (1d20 for each soldier in unit)

Hero	Adv.	Ldr.	Vet.	Extra	Result
1-8	1-6	1-4	1, 2		No effect
9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy
	19, 20	19, 20	17-20	17-20	Run off the table!

Gangsters 2