

DUKE MORRISON AND THE THUGHEES

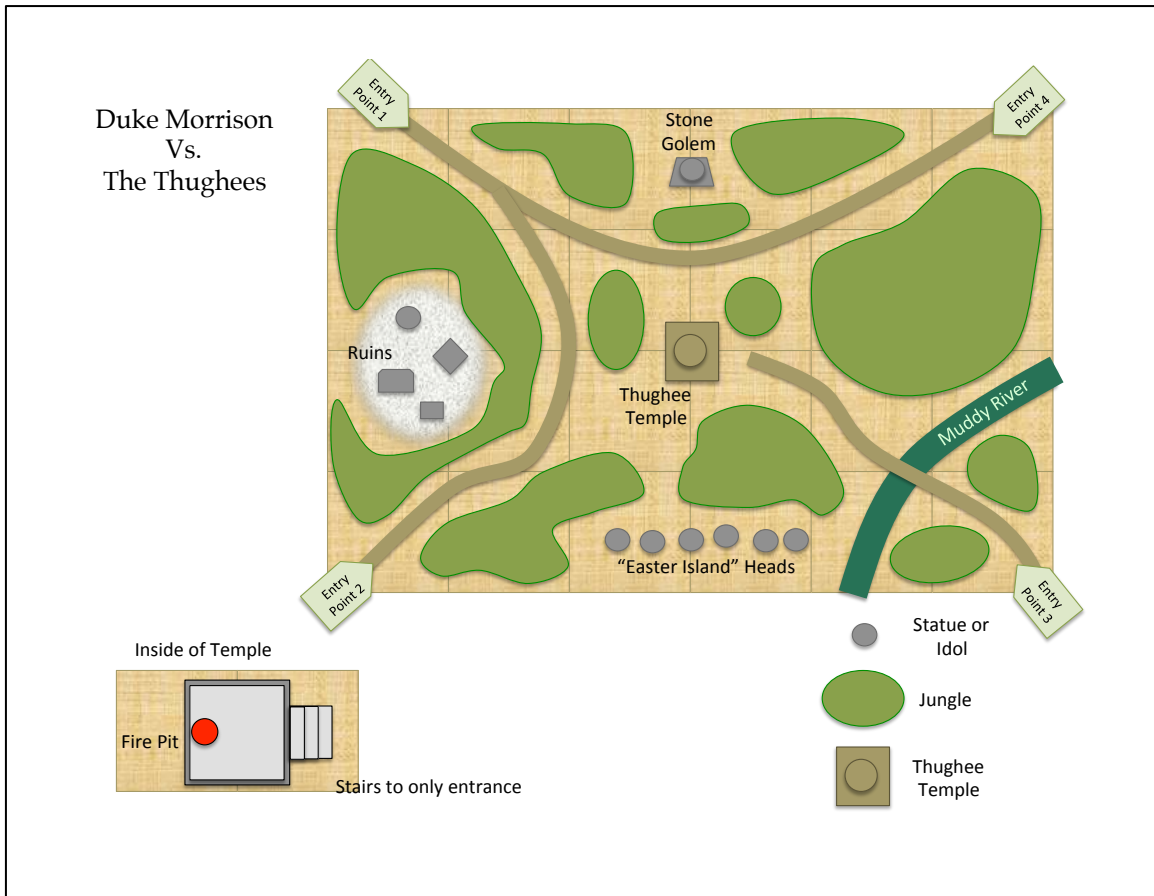
Suggested number of players: 6; although you could play with as many as 10

Number of turns: 10

Playing Surface: 4 feet x 6 feet

Background:

While in search of a terrific Tikka Masala, Gianna Nannini, brilliant scientist and daughter of Prof. Serafini Nannini, was captured by Thughees. Through the British consulate in Bangalore, Duke Morrison, handsome man among men and all around swell guy, has learned the approximate whereabouts of Gianna and that she is going to be sacrificed to Khali. Duke, "Boats," "Wrench," and others, with the help of a squad of Highlanders, decide to rescue her.



Setting and Initial Deployment:

The good guys have learned that Gianna is going to be sacrificed "near" the temple. That could mean in the temple itself, near the stone idol, in front of one of the Easter Island-like heads, or in the ruins of the old temple. Being unsure of the exact location, the good guys arrive from four directions in order to preclude the

Thughees from escaping with Gianna. They will enter at each of one of the entry points indicated on the map.

The bad guys begin the game with a small number of forces on the table. They begin with “Toad Face,” the leader of the Thughees (see the movie *Gunga Din*), 5 Thughees, and 6 Minions. The Thughees are hard-core killers. They like to strangle or knife their enemies. The Minions are conscripted killers, and are perfectly happy to use rifles. Gianna is in the table when the game starts. The bad guys can move her during the game, but they cannot kill her or take her off the table.

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: Highlanders A, Highlanders B
- Player 3: “Wrench” Web, “Boats” Morgan

Bad Guys:

- Player 1: Toad Face, Thughees, Minions (initially just those on the Toad Face card)
- Player 2: Thughees, Minions (initially 2 Thughees and three Minions)
- Player 3: Thughees, Minions (initially 2 Thughees and three Minions)
- Whenever a shot is fired (or other loud noises are made) by the good guys, place a noise marker on the table. These can be placed anywhere on the table except on the side of the river near entry point 3. The game deck should have a card for Minions and one for Thughees. There should also be one for Toad Face. When the Toad Face card is drawn, roll 1d6 for each noise marker. This will determine the number of additional Thughees or Minions to place on the table.
 - 1 – 1 Thughee
 - 2 – 1 Thughee
 - 3 – 1 Minion
 - 4 – 2 Minions
 - 5 – 3 Minions
 - 6 – None

These figures can be placed within 12-inches of the noise marker, no closer than 6 inches of any good guys. The bad guys place these new figures. The good guys should quickly learn that shooting can be counter productive, so the trick for the bad guys is to do things to goad them into making noise.

Victory Conditions:

Good Guys: The good guys win if they can rescue Gianna Nannini and take her off the table.

Bad Guys: The bad guys win if the good guys fail to accomplish their mission. They cannot kill Gianna Nannini; they want to sacrifice her properly.

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.

<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!

Duke Morrison



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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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<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!

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

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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!

Soldiers



Toad Face

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Leader 1: Toad Face		Rating: Hero	
Shoot: 18	Scuffle: 15	Save: 16	
Weapon: SMG(2)	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Leader 2: Thug 1		Rating: Ldr.	
Shoot: 10	Scuffle: 12	Save: 12	
Weapon: Knife	Range: 6/12	SRM N/A	Reload Yes
Weapon:	Range:	SRM	Reload
Leader 3: Thug 2		Rating: Ldr.	
Shoot: 13	Scuffle: 12	Save: 8	
Weapon: Knife	Range: 6/12	SRM N/A	Reload Yes
Weapon:	Range:	SRM	Reload
Leader 4:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
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!

Toad Face



Glorious Adventures in Science
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Highlander
s A

Leader 1: MacDugal		Rating: Adv.	
Shoot: 12	Scuffle: 13	Save: 10	
Weapon: Pistol	Range: 6/12	SRM -10	Reload No
Weapon:	Range:	SRM	Reload
Leader 2: MacGregor		Rating: Vet.	
Shoot: 7	Scuffle: 6	Save: 7	
Weapon: SMG(2)	Range: 6/12	SRM -10	Reload No
Weapon:	Range:	SRM	Reload
Leader 3: MacDonald		Rating: Vet.	
Shoot: 9	Scuffle: 8	Save: 10	
Weapon: Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 4: Frasier		Rating: Vet.	
Shoot: 8	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.

- 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!

Highlanders A



Glorious Adventures in Science
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Highlander
s B

Leader 1: Stewart		Rating: Ldr.	
Shoot: 13	Scuffle: 10	Save: 11	
Weapon: Pistol Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 2: Abercrombie		Rating: Ldr.	
Shoot: 13	Scuffle: 10	Save: 12	
Weapon: Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 3: Brodie		Rating: Vet.	
Shoot: 11	Scuffle: 8	Save: 5	
Weapon: Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 4: Carmichael		Rating: Vet.	
Shoot: 10	Scuffle: 9	Save: 6	
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.

- 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!

Highlanders B



Glorious Adventures in Science
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Sergeants Three

Leader 1: Cutter		Rating: Adv.	
Shoot: 15	Scuffle: 16	Save: 17	
Weapon: Pistol	Range: 6/12	SRM -10	Reload No
Weapon:	Range:	SRM	Reload
Leader 2: MacChensey		Rating: Adv.	
Shoot: 16	Scuffle: 17	Save: 15	
Weapon: Pistol	Range: 6/12	SRM -10	Reload No
Weapon:	Range:	SRM	Reload
Leader 3: Ballentine		Rating: Vet.	
Shoot: 15	Scuffle: 15	Save: 15	
Weapon: Pistol	Range: 6/12	SRM -10	Reload No
Weapon:	Range:	SRM	Reload
Leader 4: Gunga Din		Rating: Adv.	
Shoot: 8	Scuffle: 12	Save: 14	
Weapon:	Range:	SRM	Reload
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!

Sergeants Three



Glorious Adventures in Science
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Leader 1:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon: Pistol	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Leader 3:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Leader 4:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
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!



Thughees 1

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Leader 1: Thughee		Rating: Ldr.	
Shoot: 7	Scuffle: 12	Save: 8	
Weapon: Knife	Range: 6/12	SRM: N/A	Reload: Yes
Weapon:	Range:	SRM:	Reload:
Leader 2: Minion		Rating: Vet.	
Shoot: 6	Scuffle: 7	Save: 6	
Weapon: Rifle	Range: 18/36	SRM: -8	Reload: No
Weapon:	Range:	SRM:	Reload:
Leader 3:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM:	Reload:
Weapon:	Range:	SRM:	Reload:
Leader 4:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM:	Reload:
Weapon:	Range:	SRM:	Reload:

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Check morale when:

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- 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!

Thughees 1



Thughees 3

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Leader 1: Thughee		Rating: Ldr.	
Shoot: 7	Scuffle: 12	Save: 8	
Weapon: Knife Knife	Range: 12-Jun	SRM: N/A	Reload: Yes
Weapon:	Range:	SRM:	Reload:
Leader 2: Minion		Rating: Vet.	
Shoot: 6	Scuffle: 7	Save: 6	
Weapon: Rifle	Range: 18/36	SRM: -8	Reload: No
Weapon:	Range:	SRM:	Reload:
Leader 3: Creature		Rating: Adv.	
Shoot: 0	Scuffle: 14	Save: 16	
Weapon: Claws(3)	Range: 0	SRM: -2	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

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- 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!

Thughees 3

Leader 1: Thughee		Rating: Ldr.	
Shoot: 7	Scuffle: 12	Save: 8	
Weapon: Knife	Range: 6/12	SRM N/A	Reload Yes
Weapon:	Range:	SRM	Reload
Leader 2: Minion		Rating: Vet.	
Shoot: 6	Scuffle: 7	Save: 6	
Weapon: Rifle	Range: 18/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 3:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Leader 4:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload

Leader 1:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon: Knife	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Leader 3:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
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>
<ul style="list-style-type: none"> •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 	<ul style="list-style-type: none"> -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
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Thughees 2