DUKE MORRISON AND THE THUGHEES

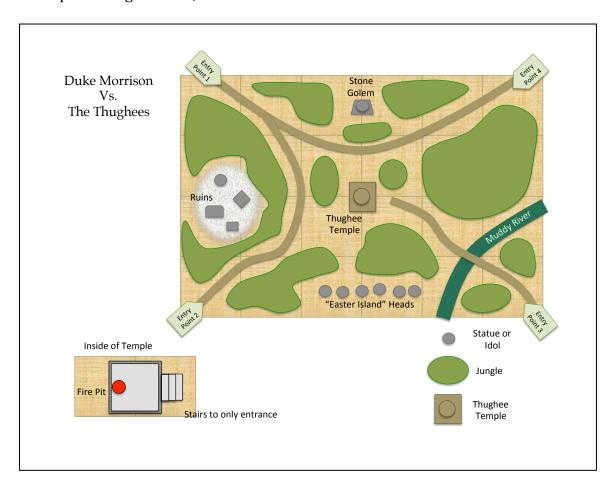
Suggested number of players: 6; although you could play with as many as 10

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
 - o 2 1 Thughee
 - \circ 3 1 Minion
 - \circ 4 2 Minions
 - \circ 5 3 Minions
 - o 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 good 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...



Duke Morrison

Leader 1: Duk	e	Rating: He	ro/Star
Shoot: 15	Scuffle: 18	Save: 17	
Weapon:	Range:	SRM	Reload
Pistol	6/12	-10	No
Weapon:	Range:	SRM	Reload
Pistol	6/12	-10	No
Leader 2: CPL J	ones	Rating: Ldr.	
Shoot: 10	Scuffle: 10	Save: 11	
Weapon:	Range:	SRM	Reload
Rifle	18/36	-8	No
Weapon:	Range:	SRM	Reload
Leader 3: Prof.	Nannini	Rating:Ldr.	/Star
Leader 3: Prof. Shoot: 11	Nannini Scuffle: 9	Rating:Ldr. Save:12	/Star
	1	_	/Star Reload
Shoot: 11	Scuffle: 9	Save:12	
Shoot: 11 Weapon:	Scuffle: 9 Range:	Save:12 SRM	Reload
Shoot: 11 Weapon: Pistol	Scuffle: 9 Range: 6/12	Save:12 SRM -10	Reload No
Shoot: 11 Weapon: Pistol	Scuffle: 9 Range: 6/12 Range:	Save:12 SRM -10	Reload No Reload
Shoot: 11 Weapon: Pistol Weapon:	Scuffle: 9 Range: 6/12 Range:	Save:12 SRM -10 SRM	Reload No Reload
Shoot: 11 Weapon: Pistol Weapon: Leader 4: Gian	Scuffle: 9 Range: 6/12 Range:	Save:12 SRM -10 SRM Rating:Adv	Reload No Reload
Shoot: 11 Weapon: Pistol Weapon: Leader 4: Gian Shoot:16	Scuffle: 9 Range: 6/12 Range: na Scuffle:12	Save:12 SRM -10 SRM Rating:Adv. Save:15	Reload No Reload /Star
Shoot: 11 Weapon: Pistol Weapon: Leader 4: Gian Shoot:16 Weapon:	Scuffle: 9 Range: 6/12 Range: na Scuffle:12 Range:	Save:12 SRM -10 SRM Rating:Adv. Save:15 SRM	Reload No 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

Mora	ale Fail	lure R	esults (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

Loosely Involving Generally Historical Times

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

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- -1 unit leader is present
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- -2 behind heavy cover
- -1 unit is charging
- -1 Crack morale
- +1 Green morale

Mor	ale Fai	lure R	esults (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

Sailors



Soldiers

	-		
Leader 1: "Wr	ench"	Rating: Adv	v./Star
Shoot: 14	Scuffle: 13	Save: 14	
Weapon:	Range:	SRM	Reload
SMG(2)	6/12	-10	No
Weapon:	Range:	SRM	Reload
Leader 2: CPL F	inn	Rating: Vet	
Shoot: 8	Scuffle: 7	Save: 6	
Weapon:	Range:	SRM	Reload
Rifle	18/36	-8	No
Weapon:	Range:	SRM	Reload
Leader 3: Pvt. V	N	Rating:Vet	•
Leader 3: Pvt. \ Shoot: 7	N Scuffle: 7	Rating:Vet Save:7	
	1	_	Reload
Shoot: 7	Scuffle: 7	Save:7	
Shoot: 7 Weapon:	Scuffle: 7 Range:	Save:7 SRM	Reload
Shoot: 7 Weapon: Rifle	Scuffle: 7 Range: 18/36	Save:7 SRM -8	Reload No
Shoot: 7 Weapon: Rifle	Scuffle: 7 Range: 18/36 Range:	Save:7 SRM -8	Reload No
Shoot: 7 Weapon: Rifle Weapon:	Scuffle: 7 Range: 18/36 Range:	Save:7 SRM -8 SRM	Reload No
Shoot: 7 Weapon: Rifle Weapon: Leader 4: Pvt. I	Scuffle: 7 Range: 18/36 Range:	Save:7 SRM -8 SRM Rating:Vet.	Reload No
Shoot: 7 Weapon: Rifle Weapon: Leader 4: Pvt. I Shoot: 7	Scuffle: 7 Range: 18/36 Range: J Scuffle:7	Save:7 SRM -8 SRM Rating:Vet. Save:7	Reload No Reload
Shoot: 7 Weapon: Rifle Weapon: Leader 4: Pvt. I Shoot: 7 Weapon:	Scuffle: 7 Range: 18/36 Range: J Scuffle: 7 Range:	Save:7 SRM -8 SRM Rating:Vet. Save:7 SRM	Reload No 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:

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- ·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

	Mora	ale Fail	lure R	esults (1d20 for	each soldier in unit)
I	Hero	Adv.	Ldr.	Vet.	Extra	Result
I	1-8	1-6	1-4	1, 2		No effect
I	9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
I	11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
I	13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
I	15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
I	17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
I	19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy
I		19, 20	19, 20	17-20	17-20	Run off the table!

Loosely Involving Generally Historical Times

Toad Face

Leader 1: Toad	l Face	Rating: He	ro
Shoot: 18	Scuffle: 15	Save: 16	
Weapon: SMG(2)	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload

SMG(2)	Range.	SKIVI	Neloda
Weapon:	Range:	SRM	Reload
Leader 2: Thug	1	Rating: Ldr	
Shoot: 10	Scuffle: 12	Save: 12	
Weapon:	Range:	SRM	Reload
Knife	6/12	N/A	Yes
Weapon:	Range:	SRM	Reload
Leader 3: Thug	2	Rating: Ldr	
Shoot: 13	Scuffle: 12	Save:8	
Weapon:	Range:	SRM	Reload
Knife	6/12	N/A	Yes
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:

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

17, 18

19, 20

15, 16

17, 18

19, 20

13, 14

15-18

19, 20

Modifiers to the die roll:

- -2 Army leader w/I 3"
- -1 unit leader is present
- -1 behind light cover
- -2 behind heavy cover

Back 6" away

from enemy Run 12" away

from enemy

Run off the table!

- -1 unit is charging
- -1 Crack morale
- +1 Green morale

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)

11, 12

13-16

17-20

9, 10

11-16

17-20

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

Soldiers

Toad Face



Highlander

s A

	-		
Leader 1: Mac	Dugal	Rating: Adv	/ .
Shoot: 12	Scuffle: 13	Save: 10	
Weapon:	Range:	SRM	Reload
Pistol	6/12	-10	No
Weapon:	Range:	SRM	Reload
Leader 2: Mac	Gregor	Rating: Vet	
Shoot: 7	Scuffle: 6	Save: 7	
Weapon:	Range:	SRM	Reload
SMG(2)	6/12	-10	No
Weapon:	Range:	SRM	Reload
Leader 3: MacI	Donald	Rating:Vet	
Leader 3: Macl	Donald Scuffle: 8	Rating:Vet Save:10	
			Reload
Shoot: 9	Scuffle: 8	Save:10	
Shoot: 9 Weapon:	Scuffle: 8 Range:	Save:10 SRM	Reload
Shoot: 9 Weapon: Rifle	Scuffle: 8 Range: 18/36	Save:10 SRM -8	Reload No
Shoot: 9 Weapon: Rifle	Scuffle: 8 Range: 18/36 Range:	Save:10 SRM -8	Reload No
Shoot: 9 Weapon: Rifle Weapon:	Scuffle: 8 Range: 18/36 Range:	Save:10 SRM -8 SRM	Reload No
Shoot: 9 Weapon: Rifle Weapon: Leader 4: Frasi	Scuffle: 8 Range: 18/36 Range:	Save:10 SRM -8 SRM Rating:Vet.	Reload No
Shoot: 9 Weapon: Rifle Weapon: Leader 4: Frasi Shoot:8	Scuffle: 8 Range: 18/36 Range: er Scuffle:7	Save:10 SRM -8 SRM Rating:Vet. Save:7	Reload No Reload
Shoot: 9 Weapon: Rifle Weapon: Leader 4: Frasi Shoot:8 Weapon:	Scuffle: 8 Range: 18/36 Range: er Scuffle:7 Range:	Save:10 SRM -8 SRM Rating:Vet. Save:7 SRM	Reload No Reload

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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:

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- •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

Mora	ale Fail	lure R	esults (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!

Loosely Involving Generally Historical Times

Highlander

s B

Leader 1: Stew	Rating: Ldr.		
Shoot: 13	Scuffle: 10	Save: 11	
Weapon:	Range:	SRM	Reload
Pistol Rifle	18/36	-8	No
Weapon:	Range:	SRM	Reload
Leader 2: Aber	crombie	Rating: Ldr	
Shoot: 13	Scuffle: 10	Save: 12	
Weapon:	Range:	SRM	Reload
Rifle	18/36	-8	No
Weapon:	Range:	SRM	Reload
Landou 2. Desid		6	
Leader 3: Brod	ie	Rating: Vet	
Shoot: 11	Scuffle: 8	Save:5	
	_		Reload
Shoot: 11	Scuffle: 8	Save:5	
Shoot: 11 Weapon:	Scuffle: 8 Range:	Save:5 SRM	Reload
Shoot: 11 Weapon: Rifle	Scuffle: 8 Range: 18/36	Save:5 SRM -8	Reload No
Shoot: 11 Weapon: Rifle	Scuffle: 8 Range: 18/36 Range:	Save:5 SRM -8	Reload No
Shoot: 11 Weapon: Rifle Weapon:	Scuffle: 8 Range: 18/36 Range:	Save:5 SRM -8 SRM	Reload No
Shoot: 11 Weapon: Rifle Weapon: Leader 4:Carm	Scuffle: 8 Range: 18/36 Range:	Save:5 SRM -8 SRM Rating:Vet.	Reload No
Shoot: 11 Weapon: Rifle Weapon: Leader 4:Carm Shoot:10	Scuffle: 8 Range: 18/36 Range: ichael Scuffle:9	Save:5 SRM -8 SRM Rating:Vet. Save:6	Reload No Reload
Shoot: 11 Weapon: Rifle Weapon: Leader 4:Carm Shoot:10 Weapon:	Scuffle: 8 Range: 18/36 Range: ichael Scuffle:9 Range:	Save:5 SRM -8 SRM Rating:Vet. Save:6 SRM	Reload No 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

Highlanders B



Sergeants Three

noosely involving C	y		
Leader 1: Cutt	er	Rating: Adv	/ .
Shoot: 15	Scuffle: 16	Save: 17	
Weapon:	Range:	SRM	Reload
Pistol	6/12	-10	No
Weapon:	Range:	SRM	Reload
Leader 2: Mac	Chensey	Rating: Adv	/ .
Shoot: 16	Scuffle: 17	Save: 15	
Weapon:	Range:	SRM	Reload
Pistol	6/12	-10	No
Weapon:	Range:	SRM	Reload
Leader 3: Balle	ntine	Rating:Vet	
Leader 3: Balle Shoot: 15	ntine Scuffle: 15	Rating:Vet Save:15	
		_	Reload
Shoot: 15	Scuffle: 15	Save:15	
Shoot: 15 Weapon:	Scuffle: 15 Range:	Save:15 SRM	Reload
Shoot: 15 Weapon: Pistol	Scuffle: 15 Range: 6/12	Save:15 SRM -10	Reload No
Shoot: 15 Weapon: Pistol	Scuffle: 15 Range: 6/12 Range:	Save:15 SRM -10	Reload No Reload
Shoot: 15 Weapon: Pistol Weapon:	Scuffle: 15 Range: 6/12 Range:	Save:15 SRM -10 SRM	Reload No Reload
Shoot: 15 Weapon: Pistol Weapon: Leader 4: Gung	Scuffle: 15 Range: 6/12 Range:	Save:15 SRM -10 SRM Rating:Adv	Reload No Reload
Shoot: 15 Weapon: Pistol Weapon: Leader 4: Gung Shoot:8	Scuffle: 15 Range: 6/12 Range: ga Din Scuffle:12	Save:15 SRM -10 SRM Rating:Adv Save:14	Reload No Reload
Shoot: 15 Weapon: Pistol Weapon: Leader 4: Gung Shoot:8	Scuffle: 15 Range: 6/12 Range: ga Din Scuffle:12	Save:15 SRM -10 SRM Rating:Adv Save:14	Reload No Reload

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- -1 unit leader is present
- -1 behind light cover
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- -1 unit is charging
- -1 Crack morale
- +1 Green morale

	Mora	ale Fail	lure R	esults (1d20 for	each soldier in unit)
I	Hero	Adv.	Ldr.	Vet.	Extra	Result
I	1-8	1-6	1-4	1, 2		No effect
I	9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
I	11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
I	13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
I	15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
I	17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
I	19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy
I		19, 20	19, 20	17-20	17-20	Run off the table!

Loosely Involving Generally Historical Times

Leader 1:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Pistol			
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Leader 3:		Rating:	
Leader 3: Shoot:	Scuffle:	Rating: Save:	
	Scuffle: Range:	_	Reload
Shoot:		Save:	
Shoot:		Save:	Reload Reload
Shoot: Weapon:	Range:	Save: SRM	
Shoot: Weapon:	Range:	Save: SRM	
Shoot: Weapon: Weapon:	Range:	Save: SRM SRM	
Shoot: Weapon: Weapon: Leader 4:	Range:	Save: SRM SRM Rating:	
Shoot: Weapon: Weapon: Leader 4: Shoot:	Range: Range: Scuffle:	Save: SRM SRM Rating: Save:	Reload
Shoot: Weapon: Weapon: Leader 4: Shoot:	Range: Range: Scuffle:	Save: SRM SRM Rating: Save:	Reload

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- -1 Crack morale +1 Green morale

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
10 14		0.10	7.0		Run 12" in

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

random direction Freeze (no action 11, 12 15, 16 13, 14 9, 10 7,8 this card) Back 6" away 17, 18 15, 16 13, 14 11, 12 9, 10 from enemy Run 12" away 13-16 19, 20 17, 18 15-18 11-16 from enemy 17-20 19, 20 19, 20 17-20 Run off the table!

Sergeants Three



Thughees 1

	-		
Leader 1: Thug	ghee	Rating: Ldr	-
Shoot: 7	Scuffle: 12	Save: 8	
Weapon:	Range:	SRM	Reload
Knife	6/12	N/A	Yes
Weapon:	Range:	SRM	Reload
Leader 2: Mini	on	Rating: Vet	
Shoot: 6	Scuffle: 7	Save: 6	
Weapon:	Range:	SRM	Reload
Rifle	18/36	-8	No
Weapon:	Range:	SRM	Reload
Leader 3:		Rating:	
Leader 3: Shoot:	Scuffle:	Rating: Save:	
	Scuffle: Range:	_	Reload
Shoot:		Save:	Reload
Shoot:		Save:	Reload Reload
Shoot: Weapon:	Range:	Save: SRM	
Shoot: Weapon:	Range:	Save: SRM	
Shoot: Weapon: Weapon:	Range:	Save: SRM SRM	
Shoot: Weapon: Weapon: Leader 4:	Range:	Save: SRM SRM Rating:	
Shoot: Weapon: Weapon: Leader 4: Shoot:	Range: Range: Scuffle:	Save: SRM SRM Rating: Save:	Reload
Shoot: Weapon: Weapon: Leader 4: Shoot:	Range: Range: Scuffle:	Save: SRM SRM Rating: Save:	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

	Mora	ale Fail	lure R	esults (1d20 for	each soldier in unit)
I	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
I		19, 20	19, 20	17-20	17-20	Run off the table!

Thughees 3

Loosely Involving Generally Historical Times

Leader 1: Thug	Rating: Ldr.		
Shoot: 7	Scuffle: 12	Save: 8	
Weapon:	Range:	SRM	Reload
Knife Knife	12-Jun	N/A	Yes
Weapon:	Range:	SRM	Reload
Leader 2: Minio	on	Rating: Vet	t.
Shoot: 6	Scuffle: 7	Save: 6	
Weapon:	Range:	SRM	Reload
Rifle	18/36	-8	No
Weapon:	Range:	SRM	Reload
	Rating: Adv.		
Leader 3: Creat	ture	Rating: Adv	٧.
Shoot: 0	Scuffle: 14	Save:16	V.
			Reload
Shoot: 0	Scuffle: 14	Save:16	
Shoot: 0 Weapon:	Scuffle: 14 Range:	Save:16 SRM	Reload
Shoot: 0 Weapon: Claws(3)	Scuffle: 14 Range: 0	Save:16 SRM -2	Reload No
Shoot: 0 Weapon: Claws(3)	Scuffle: 14 Range: 0	Save:16 SRM -2	Reload No
Shoot: 0 Weapon: Claws(3) Weapon:	Scuffle: 14 Range: 0	Save:16 SRM -2 SRM	Reload No
Shoot: 0 Weapon: Claws(3) Weapon: Leader 4:	Scuffle: 14 Range: 0 Range:	Save:16 SRM -2 SRM Rating:	Reload No
Shoot: 0 Weapon: Claws(3) Weapon: Leader 4: Shoot:	Scuffle: 14 Range: 0 Range: Scuffle:	Save:16 SRM -2 SRM Rating: Save:	Reload No Reload
Shoot: 0 Weapon: Claws(3) Weapon: Leader 4: Shoot:	Scuffle: 14 Range: 0 Range: Scuffle:	Save:16 SRM -2 SRM Rating: Save:	Reload No 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

Mor	ale Fai	lure R	esults (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



Thughees 2

Leader 1: Thug	ghee	Rating: Ldr.	
Shoot: 7	Scuffle: 12	Save: 8	
Weapon:	Range:	SRM	Reload
Knife	6/12	N/A	Yes
Weapon:	Range:	SRM	Reload
Leader 2: Mini	on	Rating: Vet	
Shoot: 6	Scuffle: 7	Save: 6	
Weapon:	Range:	SRM	Reload
Rifle	18/36	-8	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
	1	I	
			Reload

Morale and Tests of Manhood

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- -1 unit leader is present
- -1 behind light cover
- -2 behind heavy cover
- -1 unit is charging
- -1 Crack morale
- +1 Green morale

	Mora	ale Fail	lure R	esults (1d20 for	each soldier in unit)
I	Hero	Adv.	Ldr.	Vet.	Extra	Result
I	1-8	1-6	1-4	1, 2		No effect
I	9, 10	7, 8	5, 6	3, 4	1, 2	Fire at random enemy
I	11, 12	9, 10	7, 8	5, 6	3, 4	Charge toward nearest enemy
I	13, 14	11, 12	9, 10	7, 8	5, 6	Run 12" in random direction
I	15, 16	13, 14	11, 12	9, 10	7, 8	Freeze (no action this card)
I	17, 18	15, 16	13, 14	11, 12	9, 10	Back 6" away from enemy
I	19, 20	17, 18	15-18	13-16	11-16	Run 12" away from enemy
I		19, 20	19, 20	17-20	17-20	Run off the table!

Loosely Involving Generally Historical Times

Leader 1:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Knife			
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Leader 3:		Rating:	
Leader 3: Shoot:	Scuffle:	Rating: Save:	
	Scuffle: Range:		Reload
Shoot:		Save:	Reload Reload
Shoot: Weapon:	Range:	Save: SRM	
Shoot: Weapon: Weapon:	Range:	Save: SRM SRM	
Shoot: Weapon: Weapon: Leader 4:	Range:	Save: SRM SRM Rating:	

Morale and Tests of Manhood

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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 2