

Leader 1: Giant Gorilla 1		Rating: Adv	
Shoot: 14	Scuffle: 16	Save: 15	
Weapon: Melee	Range: 0	SRM 0	Reload N/A
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Giant Gorilla 1		Morale:	
Shoot:	Scuffle:	Speed: 8"	
Weapon:	Range:	SRM	Reload

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

## 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!

**Giant Gorilla 1**

Leader 1: Giant Gorilla 2		Rating: Adv	
Shoot: 13	Scuffle: 14	Save: 16	
Weapon: Melee	Range: 0	SRM 0	Reload N/A
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Giant Gorilla 2		Morale:	
Shoot:	Scuffle:	Speed: 8"	
Weapon:	Range:	SRM	Reload

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

## 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!

**Giant Gorilla 2**

Leader 1: Giant Gorilla 3		Rating: Adv	
Shoot: 13	Scuffle: 12	Save: 15	
Weapon: Melee	Range: 0	SRM 0	Reload N/A
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Giant Gorilla 3		Morale:	
Shoot:	Scuffle:	Speed: 8"	
Weapon:	Range:	SRM	Reload

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

## 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!

Giant Gorilla 3

Leader 1: Giant Gorilla 4		Rating: Adv	
Shoot: 15	Scuffle: 16	Save: 14	
Weapon: Melee	Range: 0	SRM 0	Reload N/A
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Giant Gorilla 4		Morale:	
Shoot:	Scuffle:	Speed: 8"	
Weapon:	Range:	SRM	Reload

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

## 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!

Giant Gorilla 4

Leader 1: Giant Gorilla 5		Rating: Adv	
Shoot: 15	Scuffle: 13	Save: 14	
Weapon: Melee	Range: 0	SRM 0	Reload N/A
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Giant Gorilla 5		Morale:	
Shoot:	Scuffle:	Speed: 8"	
Weapon:	Range:	SRM	Reload

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

## 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.

<b>Check morale when:</b>	<b>Modifiers to the die roll:</b>
•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!

Giant Gorilla 5

Leader 1: Giant Gorilla 6		Rating: Adv	
Shoot: 15	Scuffle: 16	Save: 15	
Weapon: Melee	Range: 0	SRM 0	Reload N/A
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Giant Gorilla 6		Morale:	
Shoot:	Scuffle:	Speed: 8"	
Weapon:	Range:	SRM	Reload

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

## 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.

<b>Check morale when:</b>	<b>Modifiers to the die roll:</b>
•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!

Giant Gorilla 6

Leader 1: Moloku		Rating: Ldr	
Shoot: 9	Scuffle: 10	Save: 10	
Weapon: B/A Rifle	Range: 18"/36"	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Native Unit 1		Morale:	
Shoot: 8	Scuffle: 9	Speed: 6"	
Weapon: B/A Rifle	Range: 18"/36"	SRM -8	Reload No

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

## 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!

Native Unit 1

Leader 1: Kantubu		Rating: Ldr	
Shoot: 12	Scuffle: 9	Save: 10	
Weapon: B/A Rifle	Range: 18"/36"	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Native Unit 2		Morale:	
Shoot: 8	Scuffle: 9	Speed: 6"	
Weapon: B/A Rifle	Range: 18"/36"	SRM -8	Reload No

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

## 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!

Native Unit 2

Leader 1: Cpt. Steiner		Rating: Ldr	
Shoot: 10	Scuffle: 10	Save: 13	
Weapon: Pistol	Range: 6"/12"	SRM -10	Reload No
Weapon:	Range:	SRM	Reload
Leader 2: Sgt. Mael		Rating: Vet	
Shoot: 9	Scuffle: 10	Save: 6	
Weapon: B/A Rifle	Range: 18"/36"	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
<b>Unit: Sea Batt. Co. 1</b>		Morale:	
Shoot: 9	Scuffle: 8	Speed: 6"	
Weapon: B/A Rifle	Range: 18"/36"	SRM -8	Reload No

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

## 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!

Sea Batt. Co. 1

Leader 1: Cpt. Lerner		Rating: Ldr	
Shoot: 12	Scuffle: 8	Save: 11	
Weapon: Pistol	Range: 6"/12"	SRM -10	Reload No
Weapon:	Range:	SRM	Reload
Leader 2: Sgt. Hamm		Rating: Vet	
Shoot: 10	Scuffle: 10	Save: 9	
Weapon: B/A Rifle	Range: 18"/36"	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
<b>Unit: Sea Batt. Co 2</b>		Morale:	
Shoot: 9	Scuffle: 8	Speed: 6"	
Weapon: B/A Rifle	Range: 18"/36"	SRM -8	Reload No

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

## 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!

Sea Batt. Co 2

Leader 1: Praxus		Rating: Ldr	
Shoot: 12	Scuffle: 12	Save: 9	
Weapon: Sword	Range: N/A	SRM N/A	Reload N/A
Weapon:	Range:	SRM	Reload
Leader 2: Kapiro		Rating: Vet.	
Shoot: 9	Scuffle: 10	Save: 7	
Weapon: Sword	Range: N/A	SRM N/A	Reload N/A
Weapon:	Range:	SRM	Reload
<b>Unit: Roman Cohort 1</b>		Morale:	
Shoot: 9	Scuffle: 10	Speed: 6"	
Weapon: Sword	Range: N/A	SRM N/A	Reload N/A

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

**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.

<b>Check morale when:</b>	<b>Modifiers to the die roll:</b>
<ul style="list-style-type: none"> <li>•The unit loses a figure</li> <li>•The unit wants to charge</li> <li>•The unit receives a charge</li> <li>•The army commander dies</li> <li>•A vehicle takes any kind of hit</li> </ul>	<ul style="list-style-type: none"> <li>-2 Army leader w/I 3"</li> <li>-1 unit leader is present</li> <li>-1 behind light cover</li> <li>-2 behind heavy cover</li> <li>-1 unit is charging</li> <li>-1 Crack morale</li> <li>+1 Green morale</li> </ul>

**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!

**Roman Cohort**  
**1**

Leader 1: Mortus		Rating: Ldr	
Shoot: 10	Scuffle: 10	Save: 9	
Weapon: Sword	Range: N/A	SRM N/A	Reload N/A
Weapon:	Range:	SRM	Reload
Leader 2: Sentine		Rating: Vet.	
Shoot: 9	Scuffle: 11	Save: 7	
Weapon: Sword	Range: N/A	SRM N/A	Reload N/A
Weapon:	Range:	SRM	Reload
<b>Unit: Roman Cohort 2</b>		Morale:	
Shoot: 9	Scuffle: 10	Speed: 6"	
Weapon: Sword	Range: N/A	SRM N/A	Reload N/A

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

**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.

<b>Check morale when:</b>	<b>Modifiers to the die roll:</b>
<ul style="list-style-type: none"> <li>•The unit loses a figure</li> <li>•The unit wants to charge</li> <li>•The unit receives a charge</li> <li>•The army commander dies</li> <li>•A vehicle takes any kind of hit</li> </ul>	<ul style="list-style-type: none"> <li>-2 Army leader w/I 3"</li> <li>-1 unit leader is present</li> <li>-1 behind light cover</li> <li>-2 behind heavy cover</li> <li>-1 unit is charging</li> <li>-1 Crack morale</li> <li>+1 Green morale</li> </ul>

**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!

**Roman Cohort**  
**2**

Leader 1: Temus		Rating: Ldr	
Shoot: 9	Scuffle: 10	Save: 11	
Weapon: Sword	Range: N/A	SRM N/A	Reload N/A
Weapon:	Range:	SRM	Reload
Leader 2: Femur		Rating: Vet.	
Shoot: 9	Scuffle: 10	Save: 10	
Weapon: Sword	Range: N/A	SRM N/A	Reload N/A
Weapon:	Range:	SRM	Reload
<b>Unit: Roman Cohort 3</b>		Morale:	
Shoot: 9	Scuffle: 10	Speed: 6"	
Weapon: Sword	Range: N/A	SRM N/A	Reload N/A

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

**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.

<b>Check morale when:</b>	<b>Modifiers to the die roll:</b>
<ul style="list-style-type: none"> <li>•The unit loses a figure</li> <li>•The unit wants to charge</li> <li>•The unit receives a charge</li> <li>•The army commander dies</li> <li>•A vehicle takes any kind of hit</li> </ul>	<ul style="list-style-type: none"> <li>-2 Army leader w/I 3"</li> <li>-1 unit leader is present</li> <li>-1 behind light cover</li> <li>-2 behind heavy cover</li> <li>-1 unit is charging</li> <li>-1 Crack morale</li> <li>+1 Green morale</li> </ul>

**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!

**Roman Cohort  
3**

Leader 1: DuLivre		Rating: Adv.	
Shoot: 15	Scuffle: 12	Save: 14	
Weapon: B/A Rifle	Range: 18"/36	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
<b>Unit: DuLivre</b>		Morale:	
Shoot:	Scuffle:	Speed: 6"	
Weapon:	Range:	SRM	Reload

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

**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.

<b>Check morale when:</b>	<b>Modifiers to the die roll:</b>
<ul style="list-style-type: none"> <li>•The unit loses a figure</li> <li>•The unit wants to charge</li> <li>•The unit receives a charge</li> <li>•The army commander dies</li> <li>•A vehicle takes any kind of hit</li> </ul>	<ul style="list-style-type: none"> <li>-2 Army leader w/I 3"</li> <li>-1 unit leader is present</li> <li>-1 behind light cover</li> <li>-2 behind heavy cover</li> <li>-1 unit is charging</li> <li>-1 Crack morale</li> <li>+1 Green morale</li> </ul>

**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!

**DuLivre**

Leader 1: Cpt. Leroy		Rating: Ldr	
Shoot: 13	Scuffle: 9	Save: 11	
Weapon:	Range:	SRM	Reload
Pistol	6"12"	-10	No
Weapon:	Range:	SRM	Reload
Leader 2: Sgt Johnson		Rating: Vet.	
Shoot: 9	Scuffle: 9	Save: 10	
Weapon:	Range:	SRM	Reload
B/A Rifle	18"/36"	-8	No
Weapon:	Range:	SRM	Reload
<b>Unit: Exped. Troops</b>		Morale:	
Shoot: 8	Scuffle: 8	Speed: 6"	
Weapon:	Range:	SRM	Reload
B/A Rifle	18"/36"	-8	No

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

### 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.

<p><b>Check morale when:</b></p> <ul style="list-style-type: none"> <li>•The unit loses a figure</li> <li>•The unit wants to charge</li> <li>•The unit receives a charge</li> <li>•The army commander dies</li> <li>•A vehicle takes any kind of hit</li> </ul>	<p><b>Modifiers to the die roll:</b></p> <ul style="list-style-type: none"> <li>-2 Army leader w/I 3"</li> <li>-1 unit leader is present</li> <li>-1 behind light cover</li> <li>-2 behind heavy cover</li> <li>-1 unit is charging</li> <li>-1 Crack morale</li> <li>+1 Green morale</li> </ul>
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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!

Exped. Troops

Leader 1: Harland-White		Rating: Adv.	
Shoot: 13	Scuffle: 11	Save: 14	
Weapon:	Range:	SRM	Reload
Pistol	6"/12"	-10	No
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
<b>Unit: Harland-White</b>		Morale:	
Shoot:	Scuffle:	Speed: 6"	
Weapon:	Range:	SRM	Reload

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

### 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.

<p><b>Check morale when:</b></p> <ul style="list-style-type: none"> <li>•The unit loses a figure</li> <li>•The unit wants to charge</li> <li>•The unit receives a charge</li> <li>•The army commander dies</li> <li>•A vehicle takes any kind of hit</li> </ul>	<p><b>Modifiers to the die roll:</b></p> <ul style="list-style-type: none"> <li>-2 Army leader w/I 3"</li> <li>-1 unit leader is present</li> <li>-1 behind light cover</li> <li>-2 behind heavy cover</li> <li>-1 unit is charging</li> <li>-1 Crack morale</li> <li>+1 Green morale</li> </ul>
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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!

Harland-White

Leader 1: Victoria Hawkes		Rating: Hero	
Shoot: 15	Scuffle: 14	Save: 17	
Weapon: B/A Rifle	Range: 18"/36"	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Victoria Hawkes		Morale:	
Shoot:	Scuffle:	Speed: 6"	
Weapon:	Range:	SRM	Reload

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

## 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.

<b>Check morale when:</b>	<b>Modifiers to the die roll:</b>
•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!

Victoria  
Hawkes

Leader 1: Maximus		Rating: Adv.	
Shoot: 15	Scuffle: 15	Save: 15	
Weapon: Sword	Range: N/A	SRM N/A	Reload N/A
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Maximus		Morale:	
Shoot:	Scuffle:	Speed: 6"	
Weapon:	Range:	SRM	Reload

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

## 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.

<b>Check morale when:</b>	<b>Modifiers to the die roll:</b>
•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!

Maximus

Leader 1: Native Chief		Rating: Adv	
Shoot: 13	Scuffle: 13	Save: 14	
Weapon: B/A Rifle	Range: 18"/36"	SRM -8	Reload No
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Native Chief		Morale:	
Shoot:	Scuffle:	Speed: 6"	
Weapon:	Range:	SRM	Reload

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

### 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.

<p><b>Check morale when:</b></p> <ul style="list-style-type: none"> <li>•The unit loses a figure</li> <li>•The unit wants to charge</li> <li>•The unit receives a charge</li> <li>•The army commander dies</li> <li>•A vehicle takes any kind of hit</li> </ul>	<p><b>Modifiers to the die roll:</b></p> <ul style="list-style-type: none"> <li>-2 Army leader w/I 3"</li> <li>-1 unit leader is present</li> <li>-1 behind light cover</li> <li>-2 behind heavy cover</li> <li>-1 unit is charging</li> <li>-1 Crack morale</li> <li>+1 Green morale</li> </ul>
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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!

Native Chief

Leader 1: Priestess		Rating: Adv.	
Shoot: 14	Scuffle: 16	Save: 15	
Weapon: Staff	Range: N/A	SRM N/A	Reload N/A
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Priestess		Morale:	
Shoot:	Scuffle:	Speed: 6"	
Weapon:	Range:	SRM	Reload

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

### 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.

<p><b>Check morale when:</b></p> <ul style="list-style-type: none"> <li>•The unit loses a figure</li> <li>•The unit wants to charge</li> <li>•The unit receives a charge</li> <li>•The army commander dies</li> <li>•A vehicle takes any kind of hit</li> </ul>	<p><b>Modifiers to the die roll:</b></p> <ul style="list-style-type: none"> <li>-2 Army leader w/I 3"</li> <li>-1 unit leader is present</li> <li>-1 behind light cover</li> <li>-2 behind heavy cover</li> <li>-1 unit is charging</li> <li>-1 Crack morale</li> <li>+1 Green morale</li> </ul>
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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!

Priestess



Leader 1: S. Bat. Commmandar		Rating: Hero	
Shoot: 15	Scuffle: 17	Save: 14	
Weapon: Pistol	Range: 6"/12"	SRM -10	Reload No
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: S. Bat. Commmandar		Morale:	
Shoot:	Scuffle:	Speed: 6"	
Weapon:	Range:	SRM	Reload

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

### 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.

<b>Check morale when:</b>	<b>Modifiers to the die roll:</b>
•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!

S. Bat. Commmandar



Leader 1: Gunner		Rating: Vet	
Shoot: 9	Scuffle: 9	Save: 10	
Weapon: Pistol	Range: 6"/12"	SRM -10	Reload 6"/12
Weapon:	Range:	SRM	Reload
Leader 2: Loader		Rating: Vet.	
Shoot: 9	Scuffle: 8	Save: 7	
Weapon: Nothing	Range: N/A	SRM N/A	Reload N/A
Weapon:	Range:	SRM	Reload
Unit: Maxim Team		Morale:	
Shoot:	Scuffle:	Speed: 6"	
Weapon: Maxim MG (4)	Range: 24"/48"	SRM -7	Reload No

Movement	Base	Charge	½ Movement through woods, water, rough, etc. -2" over fence, elevation, door, etc.
Infantry	6"	+1d6	
Cavalry	12"	+1d6	

### 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.

<b>Check morale when:</b>	<b>Modifiers to the die roll:</b>
•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!

Maxim Team