

Vehicle: Jungle tractor		Morale:	
Shoot: 9	Scuffle: 8	# Crew: 4	
Save: 14	Speed: 12	Spin: 45	
Start: 15	Sustain: 17		
Weapon: Gatling (3)	Range: 18"/36"	SRM -9	Reload No
Weapon: Sm. Gun	Range: 18"/36"	SRM -2	Reload Yes
Weapon:	Range:	SRM	Reload
Leader 1: Fallow		Rating: Ldr	
Shoot: 9	Scuffle: 9	Save: 11	
Weapon: Pistol	Range: 6"/12"	SRM -10	Reload No
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
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"> <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!

**Jungle tractor**

Vehicle: Krieghosen 1		Morale:	
Shoot:	Scuffle:	# Crew: 1	
Save: 12	Speed: 6	Spin: 90	
Start: 14	Sustain: 18		
Weapon: Mini-gatling(2)	Range: 12"/24"	SRM -10	Reload No
Weapon: Roto-Saw	Range: 0	SRM 2	Reload No
Weapon:	Range:	SRM	Reload
Leader 1: Guderian		Rating: Ldr	
Shoot: 10	Scuffle: 12	Save: 12	
Weapon: None	Range: N/A	SRM N/A	Reload N/A
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload

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

**Krieghosen 1**

Vehicle: Krieghosen 2		Morale:	
Shoot:	Scuffle:	# Crew:	
Save: 12	Speed: 6	Spin: 90	
Start: 14	Sustain: 18		
Weapon: Mini-gatling(2)	Range: 12"/24"	SRM -10	Reload No
Weapon: Roto-Saw	Range: 0	SRM 2	Reload No
Weapon:	Range:	SRM	Reload
Leader 1: Ardman		Rating: Ldr	
Shoot: 10	Scuffle: 12	Save: 12	
Weapon: None	Range: N/A	SRM N/A	Reload N/A
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
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>
<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!

**Krieghosen 2**

Vehicle: Krieghosen 3		Morale:	
Shoot:	Scuffle:	# Crew: 1	
Save: 12	Speed: 6	Spin: 90	
Start: 14	Sustain: 18		
Weapon: Mini-gatling(2)	Range: 12"/24"	SRM -10	Reload No
Weapon: Roto-Saw	Range: 0	SRM 2	Reload No
Weapon:	Range:	SRM	Reload
Leader 1: Franz		Rating: Ldr	
Shoot: 10	Scuffle: 12	Save: 12	
Weapon: None	Range: N/A	SRM N/A	Reload N/A
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
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"> <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!

**Krieghosen 3**

Vehicle: Krieghosen 4		Morale:	
Shoot: 12	Scuffle: 6	# Crew: 90	
Save: 12	Speed: 6	Spin: 90	
Start: 14	Sustain: 18		
Weapon: Mini-gatling(2)	Range: 12"/24"	SRM -10	Reload No
Weapon: Roto-Saw	Range: 0	SRM 2	Reload No
Weapon:	Range:	SRM	Reload
Leader 1: Larder		Rating: Ldr	
Shoot: 10	Scuffle: 12	Save: 12	
Weapon: None	Range: N/A	SRM N/A	Reload N/A
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
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>
<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!

**Krieghosen 4**

Vehicle: Walker 1		Morale:	
Shoot: 9	Scuffle: 8	# Crew: 2	
Save: 15	Speed: 14	Spin: 90	
Start: 16	Sustain: 18		
Weapon: Gatling (3)	Range: 18"/36"	SRM -9	Reload No
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Leader 1: Helmut		Rating: Ldr	
Shoot: 9	Scuffle: 9	Save: 11	
Weapon: Pistol	Range: 6"/12"	SRM -10	Reload No
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload

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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!

**Walker 1**

Vehicle: Walker 2		Morale:	
Shoot: 9	Scuffle: 8	# Crew: 2	
Save: 15	Speed: 14	Spin: 90	
Start: 17	Sustain: 18		
Weapon: Gatling (3)	Range: 18"/36"	SRM -9	Reload No
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Leader 1: Adolph		Rating: Ldr	
Shoot: 9	Scuffle: 9	Save: 11	
Weapon: Pistol	Range: 6"/12	SRM -10	Reload No
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload

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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!

Walker 2

Vehicle:		Morale:	
Shoot:	Scuffle:	# Crew:	
Save:	Speed:	Spin:	
Start:	Sustain:		
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Leader 1:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload

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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!