

G.A.S.L.I.G.H.T.[®]

Glorious Adventures in Science
Loosely Involving Generally Historical Times

Unit:		Morale:	
Shoot:	Scuffle:	Speed:	
Weapon	Range /	SRM	Reload
Leader 1:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range: /	SRM	Reload
Weapon:	Range: /	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range: /	SRM	Reload
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"	+2d6	

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!

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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

Unarmored conveyances do not Save
Unarmored vehicles have half Save

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Vehicle:		Morale:	
Shoot:	Soar: 	Sky:	
Slow: 	Speed:	Surge 	
Save:	Swoop: 	Spin:	
Balloon:	# Crew:	Sustain:	
Gondola:	Scuffle:	Start:	
Weapon:	Range: /	SRM	Reload
Weapon:	Range: /	SRM	Reload
Weapon:	Range: /	SRM	Reload
Leader:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range: /	SRM	Reload
Leader or Crew:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range: /	SRM	Reload

Firing: +3" range for each elevation difference
-2 to die roll if either ship is stationary

Moving: +2" for each level Swooped
-2" for each level Soared

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Figure 1:	Hit Pts.:	Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range: Damage:	SRM	Reload
Figure 2:	Hit Pts.:	Rating:	
Shoot:	Scuffle	Save:	
Weapon:	Range: Damage:	SRM	Reload
Figure 3:	Hit Pts.:	Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range: Damage:	SRM	Reload
Figure 4:	Hit Pts.:	Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range: Damage:	SRM	Reload

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ADVENTURES AND EXPEDITIONS BY G.A.S.L.I.G.H.T.[®]

Name			
Attribute	Value	Specialization	
Shoot			
Scuffle			
Science			
Scholar			
Social			
Senses			
Save			
Advantages		Disadvantages	
Weapon	Range	SRM	Reload
Wound Status			
Unhurt	(Lightly Wounded)	Wounded	Seriously Wounded
Mortally Wounded	Dead	Optional Hit Points	