MORALE

MORALE DICE POOL -At outset of battle, each side establishes a morale dice pool of dice to use for morale/activation tests. Dice are portioned as follow:

Starting Conditions	Dice Allotted
Per unit in force	**1 die**
Per elite/veteran commander	**2 dice**
Per seasoned/green commander	**1 die**
Per standard	**1 die**

The Morale/Activation Test-Each time a morale test is triggered, the player of the testing side must determine whether to throw 1 or 2 dice(2 if player in effective range of a Leader) . Morale is tested against the unit's Activation Value number-roll a d6 and compare to the Activation Value. If at least one roll is equal to or greater than value, the test is passed. If die or dice thrown are less than the Activation Value, the test has failed. ***Each time a leadership test is failed, all dice used in the test are removed from the player's dice pool. Also, each time a unit is destroyed a die is removed from the player's dice pool.*** When that side's dice pool is reduced to zero, its morale collapses and the whole force routes from the battle.

TESTS
Morale tests are triggered in two different circumstances.

Receiving Casualties-When a unit takes casualties from enemy fire or close assault, it must take a Morale/Activation test immediately after the attack to see if it holds fast or falls back. Roll 1 or 2 dice (2 if player in effective range of a Leader) On success for at least one die, unit holds in place. On failure unit falls back directly away from enemy 4 inches for each casualty it received. Also, dice used in Morale/Activation tests are lost.

NOTE: If the unit has experienced *50%* or more casualties since the start of the battle OR it has suffered *4 or more casualties in a single attack*, it can only throw ONE morale die, regardless of whether a leader is in range.

Unit Has Fallen Back. A unit that has fallen back in the previous turn does not attempt activation normally in the subsequent turn. Instead, it rolls an Activation/Morale test using one or two dice (2 if the player is in effective range of a leader) from the Morale dice pool . If it fails to pass on at least one die during this test, the unit is considered combat ineffective and is removed from play. If it passes on at least one die, the unit is considered to have activated normally and will experience no further penalties.

Alternately, a leader can elect to allow a unit that has fallen back to route, thus risking no further Morale die on that unit. The routed unit is immediately considered combat ineffective and removed from play.

Effective Leadership Range-A unit is considered to be in effective range of a leader if it is within the command span of that leader. The command span sfor leaders of different quality are listed below:

Quality	Command Range
Green	**4"**
Seasoned	**6"**
Veteran	**8"**
Elite	**10"**

MORALE DICE AND SPECIAL GAME CONDITIONS

Game Objectives and Morale Dice-The morale dice pool of each side can also be used in simulating various victory conditions and objectives on the battlefield.

For instance, one or both sides can identify scenario objectives that, if captured, destroyed, ect. will result in the gain or loss of Morale dice.

Listed below are some possible game conditions using Morale Dice:

Game Condition	Result
Captures an objective	**Gain 1 Morale Die**
Loses secondary objective	**Lose 1 Morale Die**
Loses primary objective	**Lose 3 Morale Dice**
Fails to meet a condition by turn x	**Lose 1 Morale Die**
Loses its senior commander	**Lose 2 Morale Dice**
Escorts noncombatants off the board	**Gain 1 Morale Die**
Destroys an enemy unit in melee	**Gain 1 Morale Die**

CASUALTIES

Each time a unit receives a casualty, that model is removed from play by marking it appropriately. Receiving casualties always results in taking a Morale/Activation test immediately.

The nature of a casualty's wounds must be determined, either in game or at the end. The nature of the model's wounds is determined by throwing a d6 per and comparing to table below:

Roll	Wounds
1-2	**Lightly wounded. Return to combat.**
3-4	**Seriously wounded. Cannot fight.**
5-6	**Out of Action. Lost.**

If the test is made in the field with a treat wounded action, add a +1 penalty for rough conditions.

If a medic is present in the unit or within 8" for the test, give a -1 bonus to the roll. Up to two medics can give their bonuses.

Regardless of modifiers, a 1 is always Lightly wounded and 6 is always OOA.

Lightly wounded troops can return to action immediately. Seriously wounded must receive further treatment before they can return to service. If they must fight, they have a +/-2 penalty to movement and quality. OOA are removed from play.

Casualties and Campaigns
During the campaign game, the winning side always gets to reclaim its casualties to determine their outcome. The losing side only reclaims casualties from units that left or routed off the board. Units that were destroyed in combat or routed within 12" of an enemy with no friendly units closer(considered surrendered) are considered captured and no longer are available.

Reclaimed casualties may be diagnosed using the above Casualty table, and the presence of medics improves prognosis in manner mentioned above. Models that are lightly wounded return to active duty immediately, models that are seriously wounded must be treated for another turn, and models that are OOA are removed from play.