

Leader 1: The Doctor		Rating: Star	
Shoot: 8	Scuffle: 11	Save: 16	
Weapon: None	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Leader 2: K-9		Rating: Adv.	
Shoot: 10	Scuffle: 6	Save: 15	
Weapon: Ray Wpn.	Range: 6"/12"	SRM 3	Reload Yes
Weapon: Stun Ray	Range: 6"/12"	SRM N/A	Reload No
<b>Unit: The Doctor</b>		Morale:	
Shoot:	Scuffle:	Speed:	
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!

The Doctor

Leader 1: Romana I		Rating: Adv.	
Shoot: 7	Scuffle: 7	Save: 14	
Weapon: None	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Leader 2: Mike Yates		Rating: Vet.	
Shoot: 8	Scuffle: 7	Save: 12	
Weapon: Pistol	Range: 6"/12"	SRM -10	Reload No
Weapon:	Range:	SRM	Reload
<b>Unit: Roman I + Unit</b>		Morale: Vet	
Shoot: 7	Scuffle: 7	Speed: 6"	
Weapon: 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.

<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!

Roman I + Unit

# G.A.S.L.I.G.H.T.<sup>®</sup>

Glorious Adventures in Science  
Loosely Involving Generally Historical Times

Leader 1: Liz Shaw		Rating: Adv	
Shoot: 8	Scuffle: 8	Save: 12	
Weapon: None	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Leader 2: Sgt. Osgood		Rating: Ldr.	
Shoot: 7	Scuffle: 9	Save: 10	
Weapon: Pistol	Range: 6"/12"	SRM -10	Reload No
Weapon: Rifle	Range: 18"/36"	SRM -8	Reload No
<b>Unit: Liz Shaw + UNIT</b>		Morale: Vet	
Shoot: 7	Scuffle: 7	Speed: 6"	
Weapon: Rifle	Range: 18"/36"	SRM -8	Reload No

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

Liz Shaw + UNIT

# G.A.S.L.I.G.H.T.<sup>®</sup>

Glorious Adventures in Science  
Loosely Involving Generally Historical Times

Leader 1: Lt. Lethbridge-Stewart		Rating: Adv./Star	
Shoot: 8	Scuffle: 8	Save: 16	
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
<b>Unit: Lethbridge-Stewart</b>		Morale: Vet	
Shoot: 7	Scuffle: 7	Speed: 6"	
Weapon: Rifle	Range: 18"/36"	SRM -8	Reload No

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

Lethbridge-Stewart

Leader 1: Sgt. Benton		Rating: Adv	
Shoot: 8	Scuffle: 9	Save: 15	
Weapon: Rifle	Range: 18"/36"	SRM -8	Reload No
Weapon: Pistol	Range: 6"/12"	SRM -10	Reload No
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
<b>Unit: Sgt. Benton + UNIT</b>		Morale: Vet	
Shoot: 7	Scuffle: 7	Speed: 6"	
Weapon: Rifle	Range: 18"/36"	SRM -8	Reload No

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

Sgt. Benton +  
UNIT

Leader 1: Stevens		Rating: Vet	
Shoot: 7	Scuffle: 7	Save: 12	
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
<b>Unit: Security Gds 1</b>		Morale: Vet	
Shoot: 6	Scuffle: 7	Speed: 6"	
Weapon: Rifle	Range: 18"/36"	SRM -8	Reload No

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

Security Gds 1

Leader 1: Elgin		Rating: Vet	
Shoot: 6	Scuffle: 6	Save: 10	
Weapon: None	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Security Gds 2		Morale: Vet	
Shoot: 6	Scuffle: 6	Speed: 6"	
Weapon: 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.

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

Security Gds 2

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
Unit:		Morale:	
Shoot:	Scuffle:	Speed:	
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><u>Check morale when:</u></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><u>Modifiers to the die roll:</u></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!

Leader 1: Sontaran Prime		Rating: Adv	
Shoot: 9	Scuffle: 9	Save: 18	
Weapon: Ray	Range: 12"/24"	SRM 0	Reload No
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Sontarans 1		Morale: Elite	
Shoot: 9	Scuffle: 9	Speed: 5"	
Weapon: Ray	Range: 12"/24"	SRM 0	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!

Sontarans 1

Leader 1: Sontaran Secundus		Rating: Adv	
Shoot: 9	Scuffle: 9	Save: 18	
Weapon: Ray	Range: 12"/24"	SRM 0	Reload No
Weapon:	Range:	SRM	Reload
Leader 2:		Rating:	
Shoot:	Scuffle:	Save:	
Weapon:	Range:	SRM	Reload
Weapon:	Range:	SRM	Reload
Unit: Sontarans 2		Morale: Elite	
Shoot: 9	Scuffle: 9	Speed: 5"	
Weapon: Ray	Range: 12"/24"	SRM 0	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!

Sontarans 2

Leader 1: Dalek A		Rating: Vet	
Shoot: 9	Scuffle: 4	Save: 20	
Weapon: Plunger Ray	Range: 12"/24"	SRM 5	Reload No
Weapon:	Range:	SRM	Reload
Leader 2: Dalek B		Rating: Vet	
Shoot: 9	Scuffle: 4	Save: 20	
Weapon: Plunger Ray	Range: 12"/24"	SRM 5	Reload No
Weapon:	Range:	SRM	Reload
<b>Unit: Daleks 1</b>		Morale:	
Shoot:	Scuffle:	Speed:	
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!

Daleks 1

Leader 1: Dalek C		Rating: Vet	
Shoot: 9	Scuffle: 4	Save: 20	
Weapon: Plunger Ray	Range: 12"/24"	SRM 5	Reload No
Weapon:	Range:	SRM	Reload
Leader 2: Dalek D		Rating: Vet	
Shoot: 9	Scuffle: 4	Save: 20	
Weapon: Plunger Ray	Range: 12"/24"	SRM 5	Reload No
Weapon:	Range:	SRM	Reload
<b>Unit: Daleks 2</b>		Morale:	
Shoot:	Scuffle:	Speed:	
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!

Daleks 2