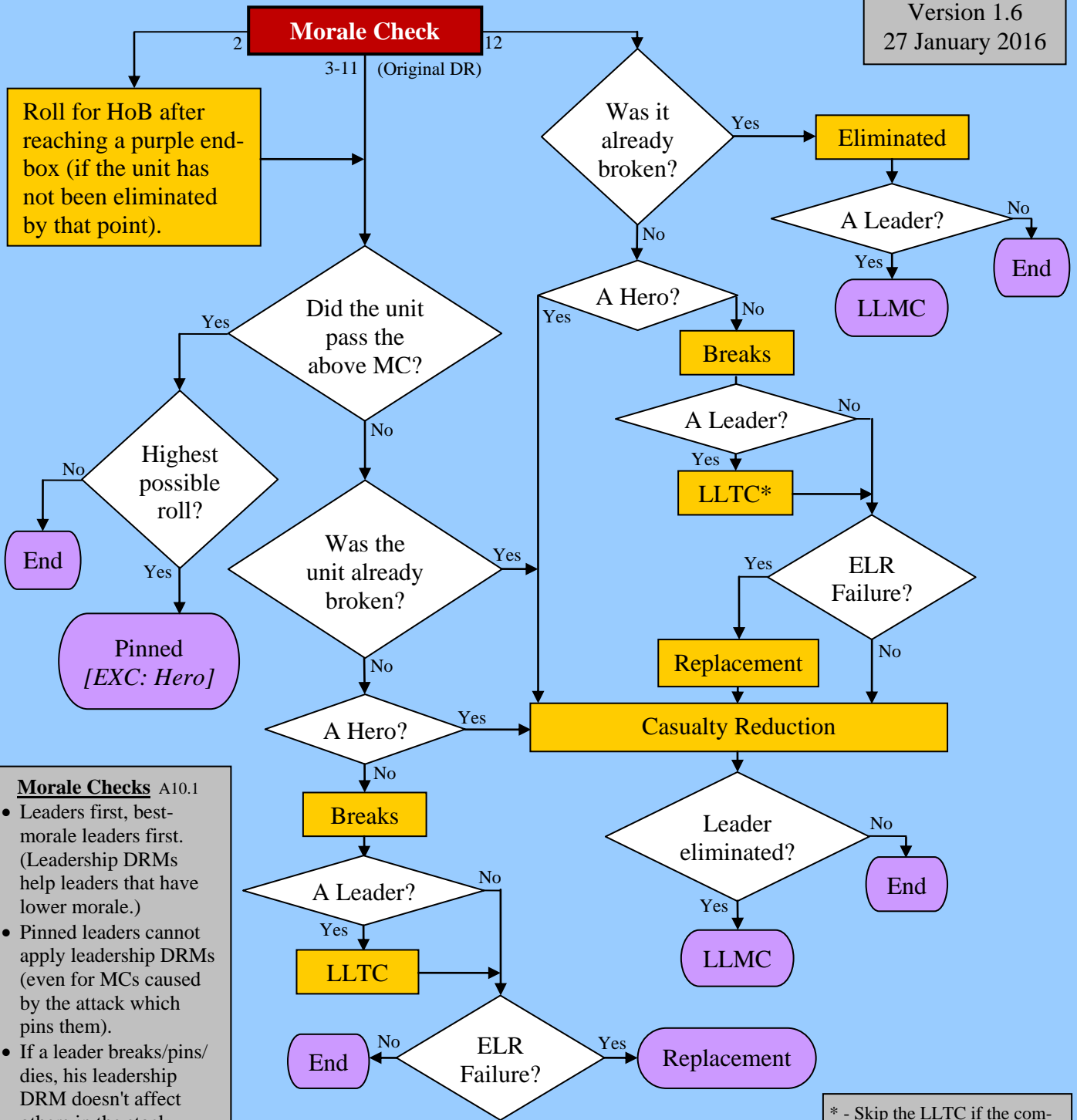


# Morale Check A10.1, A15-A19

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## Morale Checks A10.1

- Leaders first, best-morale leaders first. (Leadership DRMs help leaders that have lower morale.)
- Pinned leaders cannot apply leadership DRMs (even for MCs caused by the attack which pins them).
- If a leader breaks/pins/dies, his leadership DRM doesn't affect others in the stack [EXC: LLTC/LLMC].

## HoB A15

Immune: Unarmed units, Cavalry units, PRC, Heroes, Crews, Human Wave units, Berserk units, climbers, swimmers, waders, boaters, units that attempt Self-Rally, and units on parachutes.

## Replacement A19.13

- Unit is replaced by a lower class. MMC: E→1→2→G/C.
- FP/Range/Morale/Leadership DRM may not increase.
- When a unit has an underlined Morale, then if it is a squad, it is replaced with 2 broken HS; and if it is a HS, it is Disrupted (unless Fanatic, A10.8).
- If no Replacement is possible, the unit is Disrupted. [EXC: After a failed Commissar rally attempt, any squad is Casualty Reduced; other MMC/SMC are eliminated].

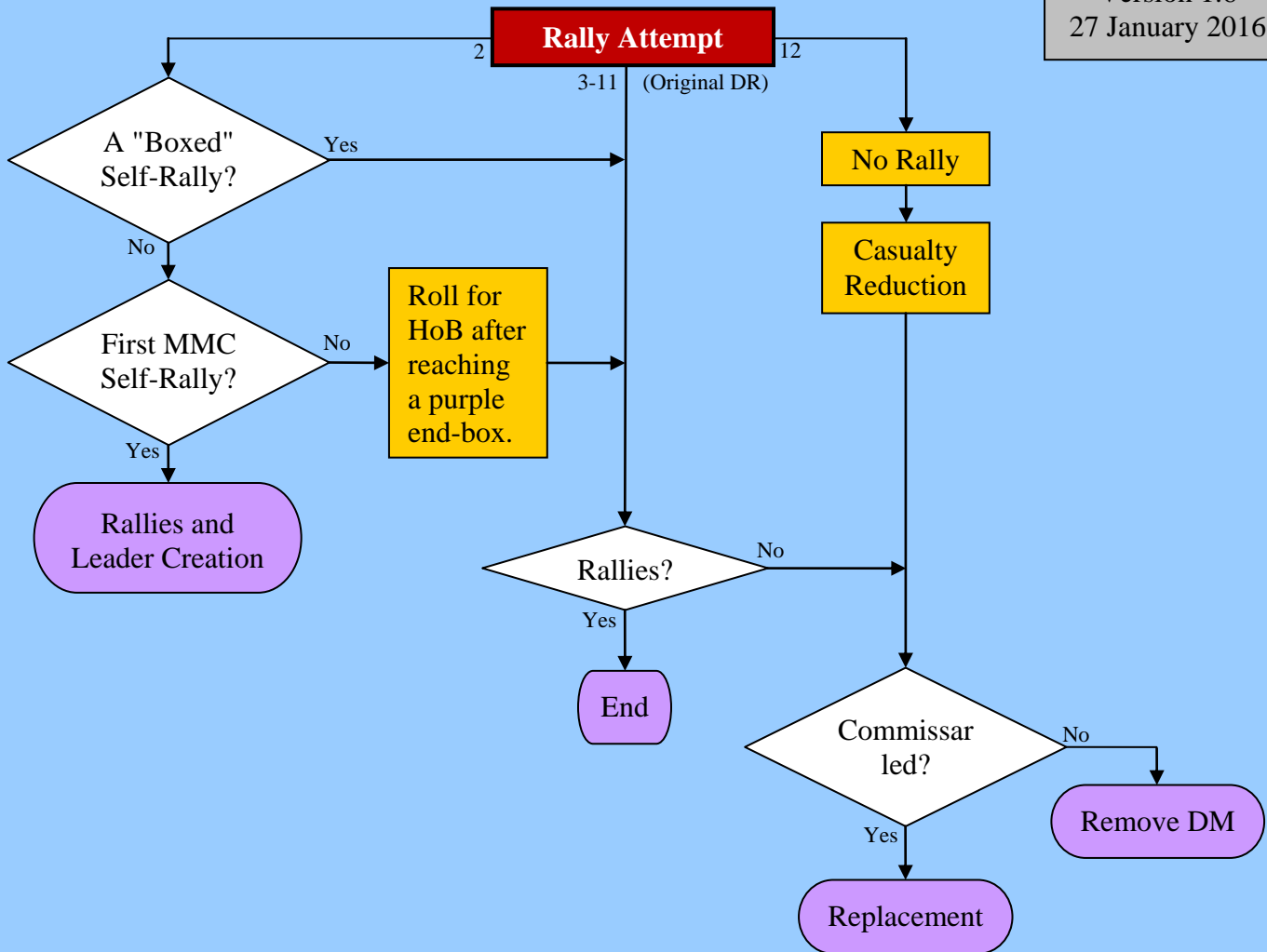
\* - Skip the LLTC if the coming Casualty Reduction will eliminate the leader: you will do the LLMC instead.

## Casualty Reduction A7.302

Squads → HS.  
HS/Crew → eliminated.  
Leader/Hero → wounded, wound severity check.  
Wounded Hero → dies.

# Rally A10.6

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## Rally Attempt DRM A10.6

- Self-Rally: +1
- DM: +4 (unless Commissar led)
- Rally Terrain: -1 (building, woods, Trench, Pillbox)
- Leadership DRM: +/- #

## Disrupted Units A19.12

- No Self-Rally.
- Likelier to surrender in the RtPh. Will not Low Crawl.
- Enemies can move into its Location (it will immediately surrender).
- Remains Disrupted until rallied or captured.

## Leader Creation A18.11

- Roll on the Leader Creation table.
- +1 drm for MMC being broken.

## Commissars A25.22

- Russian 9-0 and 10-0 leaders.
- Take IFT-dictated MCs 1st. Are immune to LLMC/LLTC, and cause LLMC/LLTC to all other leaders in their location.
- Increase Morale of non-Commissars in Location by 1; no other leadership DRMs may affect morale activities.
- Broken Commissars always attempt Self-Rally.
- Commissars never receive leadership DRMs, never undergo Unit Substitution, must attempt to rally broken units in their Location (DM does not apply to Commissar rally attempts [EXC: Self-Rally], and any MMC failing a rally attempt suffers Replacement [if unable to, then squads → HS, and anything else is eliminated]).
- If a Commissar goes berserk, all friendly Infantry in the Location do also.