

Starting Contracts = # of players



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
0																				
1	Recon	Recon		Fighter	Fighter															
2																				
3																				
4																				
5																				
6																				
7																				
8																				
9																				
10																				
11																				
12																				
13																				
14																				
15																				
16																				
17																				
18																				
19																				
20																				

Die roll less than '1' are treated as '1';
die rolls greater than '6' are treated as '+1'.

Inflation Table

● to ●	No inflation
● or ●	25% inflation; <i>advance 1 space</i>
●●	50% inflation; <i>advance 2 spaces</i>

Inflation Track



20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
				MORALE START															
●: 5	●: 5	●: 5	●: 6	●: 6	●: 6	●: 7	●: 7	●: 7	●: 7	●: 8	●: 8	●: 8	●: 9	●: 9	●: 9	●: 10	●: 11	●: 11	●: 11
●●: 6	●●: 6	●●: 6	●●: 7	●●: 7	●●: 7	●●: 8	●●: 8	●●: 8	●●: 9	●●: 9	●●: 10	●●: 10	●●: 11	●●: 11	●●: 12	●●: 12	●●: 12	●●: 13	●●: 13
●●●: 7	●●●: 7	●●●: 7	●●●: 8	●●●: 8	●●●: 9	●●●: 9	●●●: 9	●●●: 10	●●●: 10	●●●: 11	●●●: 11	●●●: 11	●●●: 12	●●●: 12	●●●: 13	●●●: 13	●●●: 13	●●●: 14	●●●: 14
●●●●: 8	●●●●: 8	●●●●: 8	●●●●: 9	●●●●: 10	●●●●: 10	●●●●: 10	●●●●: 11	●●●●: 11	●●●●: 12	●●●●: 12	●●●●: 12	●●●●: 12	●●●●: 13	●●●●: 13	●●●●: 14	●●●●: 14	●●●●: 14	●●●●: 15	●●●●: 15
●●●●●: 9	●●●●●: 9	●●●●●: 9	●●●●●: 10	●●●●●: 11	●●●●●: 11	●●●●●: 11	●●●●●: 11	●●●●●: 12	●●●●●: 12	●●●●●: 12	●●●●●: 13	●●●●●: 13	●●●●●: 14	●●●●●: 14	●●●●●: 14	●●●●●: 15	●●●●●: 15	●●●●●: 15	●●●●●: 16
●●●●●●: 10	●●●●●●: 11	●●●●●●: 11	●●●●●●: 11	●●●●●●: 12	●●●●●●: 12	●●●●●●: 12	●●●●●●: 12	●●●●●●: 13	●●●●●●: 13	●●●●●●: 13	●●●●●●: 14	●●●●●●: 14	●●●●●●: 14	●●●●●●: 15	●●●●●●: 15	●●●●●●: 16	●●●●●●: 16	●●●●●●: 16	●●●●●●: 17
+: 11	+: 12	+: 12	+: 12	+: 13	+: 13	+: 13	+: 14	+: 14	+: 14	+: 14	+: 15	+: 15	+: 15	+: 16	+: 16	+: 16	+: 17	+: 17	+: 17