Table 23 – Moral Check (Modified)

Roll	-4	-3	-2	-1	0	+1	+2	+3	+4	Notes: If no
1	-2	-2	-1	-1	-1	-1	-1	-1	-1	damage suffered,
2	-2	-1	-1	0	0	0	0	0	0	add +2 to roll. If
3	-1	-1	0	0	0	0	0	+1	+1	ship suffers damage during a
4	-1	0	0	0	+1	+1	+1	+1	+1	Kikusui attack,
5	0	+1	+1	+1	+1	+1	+1	+1	+2	subtract 2 from
6	+1	+1	+1	+1	+2	+2	+2	+2	+2	roll.

- A. Rolls greater than 6 are treated as 6. Rolls less than 1 are treated as 1.
- B. Move the morale marker the number of spaces indicated by the result. A negative number is moved to the left and a positive number is moved to the right.