

MINION CREATION RULES

What's a good adventure campaign without the comic relief of cannon fodder followers? Everyone needs some schmoe to take a bullet for them or to walk ahead of them when they don't have detect traps. Heck, even brave Sir Robin had a band of minstrels following him everywhere he went (and they came in handy when the Knights were stranded in the mountains that one winter!). So, without further ado, here are my simple and hopefully fun rules for running Minions in the Palladium® Megaverse.

Once again, All Hail Crown of Creative Mathematics, Guru of Game Systems, King of Knowing He's Late, Erick Wujcik, whose Agency Creation Rules inspired the system and format that follows.

Step 1: Creation Points

Rather than spending the time to create N.P.C.s through the normal process, the following system can be used to determine the quality and quantity of minions a character may have.

Various factors should be taken into account when determining the number of Minion Creation Points a character will start with. These include intelligence, mental affinity, beauty, experience, physical, psychic, and or magic presence, and financial and or technological wealth. Having exceptional levels of only a few of the above factors will still allow some followers, but the quality? Well, that's a different story...

A character receives five M.C.P.s for:

Each degree of the following Attributes: I.Q., M.A., P.S., P.P., P.E., and P.B. The degrees of bonus are attribute scores from 10 to 16, 17 to 20, and 21 or higher. EXAMPLE: Mike Straker, Smuggler extraordinaire, has an I.Q. of 13 (+5 points), an M.A. of 22 (+15 points), a P.S. of 13 (+5 points), a P.E. of 25 (+15 points), and a P.B. of 12 (+5 points), giving him 45 Attribute based M.C.P.s. (NOTE: M.E. is not included, as it is the base attribute for determining a character's ability to control summoned/demonic minions, an entirely different type.)

Every 5% bonus to save vs. Coma/Death

Every A.P.M. above 3 (above 2 for Palladium® Fantasy)

Every 10 Hit Points above the P.E.

Every 50 points of S.D.C. OR

Every 10 points of physical M.D.C.

Every 10 Skills*

Every Skill with a percentile above 60%*

Every Ancient W.P. over third level

Every Modern W. P. bonus point above 3/1 (not to include bonuses from the Sniper skill)

Every Spell, Psionic or Minor Super/Special Ability

Every 50 P.P.E. and/or I.S.P.

Every 100 Experience Points

For Professionals, every 10,000 Credits/Dollars of Annual Earning Potential.**

Every 5,000 Credits/Dollars of Cash***

Every 50,000 Credits/Dollars worth of weapons***

Every 250,000 Credits/Dollars worth of Robot/Combat Vehicle or Power Armor***

A character receives 10 M.C.P.s for:

Every Major Super/Special Ability or Spell of Legend

*Game Masters option as to whether or not sub-skills such as Sense of Balance or Recognize Enchantment are included in either of these categories.

**See Rifts Mercenaries page 34 for a comprehensive list.

***Group equipment M.C.P.s should be tabulated separately as it is the most often in flux. Also note that in the Palladium® Fantasy setting, halve the amount necessary (quarter for Earning Potential) and translate directly to Gold.

Step 2. Templates (Optional)

To save time, the following Templates have been put together using the rules described under Step 3. Features. Since minions have yet to become full fledged characters (and therefore reach first level), none of the O.C.C. bonuses will be applied to the skills; base level only. Each Template has the O.C.C. of origin, base cost listed for Palladium® Fantasy and Rifts®, and automatically comes with all O.C.C. skills at their base levels (no bonuses!), and may purchase an additional number skills up to the number of O.C.C. Related Skills. Note that the base cost does not include hand to hand skills, but may include a bonus for their purchase.

1. Servant/Squire. This minion takes care of the menial details of life on the move; watering horses (refueling vehicles), pitching tents (reserving rooms), cooking meals (ordering out), etc.

Palladium® Fantasy: Peasant:

Animal Husbandry, Cook, Athletics, Languages: two of choice, Wilderness Survival, WP: two of choice.

Base Cost: 40 points

Palladium® Fantasy: Squire:

Dance, Heraldry, Horsemanship:Knight, Land Navigation, Languages: two of choice, Literacy: one of choice, Military Etiquette, Mathematics: Basic, W.P. Shield, W.P.: three of choice.

Base Cost: 70 points, plus subtract 10 points from the cost of any selected Hand to Hand ability.

Rifts®: Vagabond:

Language: one of choice at 90%, Cook, Pilot: Automobile.

Base Cost: 15 points.

2. Hired Thug. Nothing is more useful in a potentially violent situation than a few extra tough guys on your side. These guys may or may not be smart, but they are definitely ready for a fight.

Palladium® Fantasy: Soldier:

Climb/Scale Walls, Forced March, Body Building & Weightlifting, Language: one of choice, Military Etiquette, W.P. Shield, W.P.: two of choice.

Base Cost:45 points, plus subtract 10 points from the cost of any selected Hand to Hand ability.

Rifts®: Grunt:

Radio: Basic, Pilot: Hovercraft, Pilot Tanks & APC, Robot Combat: Basic, Read Sensory Equipment, Weapon Systems, Body Building, Climbing, Running, W.P. Energy Pistol, W.P. Energy Rifle, W.P.: one of Choice.

Base Cost: 65 points, plus subtract 10 points from the cost of any selected Hand to Hand ability.

3. Scout. Always good for wilderness adventures, these guys (or girls) will be handy for getting food and tracking baddies.

Palladium® Fantasy: Ranger:

Animal Husbandry, Land Navigation, Language: two of choice, Identify Plants & Fruits, Skin & Prepare Animal Hides, Track & Trap Animals, Track Humanoids, Wilderness Survival, W.P.: two of choice.

Base Cost: 55 points

Rifts®: Wilderness Scout:

Cook, Climbing, Athletics, Language: three of choice, Land Navigation, Horsemanship: General, Identify Plants, Hunting, Fishing, Prowl, Track Animals, Wilderness Survival, W.P. Knife, W.P.: three of choice.

Base Cost: 95 points.

4. Mercenary Warrior. A bit more skilled than the hired thug, these minions go where the money is, and may call for loyalty checks more often.

Palladium® Fantasy: Mercenary Warrior:

Climb/Scale Walls, Athletics, Language: two of choice, Wilderness Survival, W.P. Shield, W.P. Sword, W.P.: two of choice.

Base Cost: 50 points, plus subtract 15 points from the cost of any selected Hand to Hand ability.

Rifts®: Headhunter:

Radio Basic, Radio Scrambler, Detect Ambush, Detect Concealment, Tracking, Land Navigation, Weapon Systems, Read Sensory Equipment, Pilot Jet Pack, Pilot Tanks & APC, Pilot: two of choice, Lore: Demons & Monsters, Language: three of choice, W.P.: five of choice.

Base Cost: 115 points, RPA 60 points, plus subtract 15 points from the cost of any selected Hand to Hand ability.

NOTE: The G.M. may require the characters to pay them a salary.

5. Wizards Apprentice. Invariably, a group of players will sooner or later find themselves without a magic user. While there is no substitute for an actual character or NPC, this will be better than nothing. Included in the base cost is a first level P.P.E. base and any O.C.C. specific skills, such as Recognize Enchantment. See D. Special Abilities.

Palladium® Fantasy: Wizard:

Recognize Enchantment, Recognize Magic, Language: two of choice, Literacy: two of choice, Lore: Magic, Lore: one of choice, Mathematics: Basic, W.P.: one of choice.

Base Cost: 55 points,

Rifts®: Ley Line Walker:

Climbing, Land Navigation, Wilderness Survival, Pilot Hovercraft, Lore: Demons & Monsters, Mathematics: Basic, Language: two of choice.

Base Cost: 50 points.

6. Novice Psychic. Not as diverse as a Wizards Apprentice, a Psychic is in some ways more powerful. Included in the base cost is a first level I.S.P. base. See D. Special Abilities.

Palladium® Fantasy: Mind Mage:

Language: two of choice, Mathematics: Basic, W.P.: two of choice.

Base Cost: 30 points

Palladium® Fantasy: Psychic Sensitive:

Dowsing, Streetwise, Language: two of choice, Lore: two of choice, W.P.: two of choice.

Base Cost: 45 points

Palladium® Fantasy: Psi-Healer:

Cook, Biology, Holistic Medicine, Identify Plants & Fruits, Preserve Food, Language: two of choice, Mathematics: Basic, W.P.: two of choice.

Base Cost: 55 points

Rifts®: Mind Melter:

Language: two of choice, Pilot: two of choice.

Base Cost: 25 points.

7. Amateur Scholar. One of the most neglected Character Classes of every game system, having a Scholar in the group can give more flavor to the game. Remember, just because the player has read it in one of the books doesn't mean it's common knowledge to the characters.

Palladium® Fantasy: Scholar:

Mathematics: Basic, Language: two of choice, Literacy: Native language and one of choice, Lore: one of choice, W.P.: one of choice.

Base Cost: 35 points

Rifts®: Rogue Scholar:

Literacy, Language: two of choice, Mathematics: Basic, Computer Operation, Pilot: Automobile, W.P.: two of choice.

Base Cost: 40 points

Rifts®: Rogue Scientist:

Computer Operation, Land Navigation, Literacy, Mathematics: Advanced, Radio: Basic, Read Sensory Equipment,

Basic Electronics, Pilot: Automobile, W.P. Energy Rifle.

Base Cost: 45 points.

8. Minor Thief. Need a computer hacked? Need some quick cash? Got a fence, and nothing to sell? This is your guy. In exchange for a little adventure, some status and a chance to network and establish business contacts, these amateur highwaymen may be able to help with the less reputable side of the business.

Palladium® Fantasy: Thief:

Mathematics: Basic, Pick Locks, Pick Pockets, Language: two of choice, Locate Secret Compartments/Doors, Streetwise, W.P.: two of choice.

Base Cost: 50 points

Rifts®: City Rat;

Streetwise, Pilot: Motorcycle, Pilot: Automobile, Mathematics: Basic, Running, W.P.: one of choice.

Base Cost: 30 points

Rifts®: Safecracker:

Literacy: one of choice, Mathematics: Basic, Radio: Basic, Basic Electronics, Computer Operation, Mechanical Engineer, Pick Locks, Locksmith, Demolitions, Demolitions Disposal, Pilot: Hovercraft, W.P.: one of choice.

Base Cost: 60 points

Rifts®: Professional Thief:

Literacy: one of choice, Language: two of choice, Mathematics: Basic, Disguise, Radio: Basic, Surveillance Systems, T.V./Video, Computer Operation, Palming, Pick Locks, Pick Pockets, Acrobatics, Climbing, W.P.: two of choice.

Base Cost: 100 points.

9. Others. A minion may start with all of the O.C.C. skills of any given character class (subject to G.M. approval).

Step 3: Minion Features

A. Attributes. Rather than roll up all of the Minion's attributes, spend points on some of the following features. If the first options are selected, Attributes are assumed to be average or below, roll 2D6+3 for each.

1. PHYSICAL

a. Pipsqueak: Physical Skill & H to H bonuses only.

Cost: FREE.

b. Fit: Select two low or one high:

P.P. 17-18: +1 or 2 to Strike, Parry, and Dodge

P.S. 17-18: +2 or 3 to Damage

P.E. 17-18: +5 to 6% to save vs. Coma/death, +1 or 2 to save vs. Magic and Poison

Cost: 5 points.

c. Tough Guy: Select one low & one high:

P.P. 17-18: +1 or 2 to Strike, Parry, and Dodge

P.S. 17-18: +2 or 3 to Damage

P.E. 17-18: +5 to 6% to save vs. Coma/death, +1 or 2 to save vs. Magic and Poison

Cost: 10 points.

d. He-Man: Select one low & two high:

P.P. 17-20: +1 to 3 to Strike, Parry, and Dodge

P.S. 17-20: +2 to 5 to Damage

P.E. 17-20: +5 to 10% to save vs. Coma/death, +1 to 3 to save vs. Magic and Poison

Cost: 15 points each.

2. MENTAL

a. Dumb-as-a-Rock: No bonuses!

Cost: FREE.

b. Average: Select two low or one high:

I.Q. 17-18: +3 to 4% to all skills, +1 or 2 on Perception Rolls

M.E. 17-18: +1 or 2 to Save vs. Psionics/Insanity Minimum for Psionics

M.A. 17-18: Invoke Trust/Intimidate at 45 or 50%

Cost: 5 points.

c. Gifted: Select one low & one high:

I.Q. 17-18: +3 to 4% to all skills, +1 or 2 on Perception Rolls

M.E. 17-18: +1 or 2 to Save vs. Psionics/Insanity Minimum for Psionics

M.A. 17-18: Invoke Trust/Intimidate at 45 or 50%

Cost: 10 points.

c. Genius: Select one low & two high:

I.Q. 17-20: +3 to 6% to all skills, +1 to 3 on Perception Rolls

M.E. 17-20: +1 to 3 to Save vs. Psionics/Insanity

M.A. 17-20: Invoke Trust/Intimidate at 45 to 60%

Cost: 15 points.

B. Skills. Minions may have an additional number of skills equal to the O.C.C. Related skills of their template. Basic skills each cost 5 points per percentile base. Advanced skills (skills marked Advanced, ones with prerequisites, specific variations on a basic skill, etc.) cost 10 points each, plus any prerequisites must be bought as well. If a player can justify it, some skills may be specialized, allowing them to buy percentile bonuses up to the base skill bonus of a first level character of the minions class. In such cases, a cost of 1 point per 5% bonus is applied. Weapon Proficiencies are only available with the purchase of Hand to Hand Combat, unless they are available as part of a Template/ O.C.C. in training.

The following is a quick reference to physical skills in regards to Attribute and Combat bonuses.

Acrobatics

• +2 roll, +1 P.S., P.P. & P.E., +1D6 S.D.C.

Athletics

• +1 roll, parry & dodge, +1 P.S., +1D6 Spd., +2D4 S.D.C.

Body Building & Weightlifting

• +2 P.S., +10 S.D.C.

Boxing

• +1 attack, +2 parry & dodge, +1 roll, +2 P.S., +3D6 S.D.C.

Depressurization Training (Aliens Unlimited Galaxy Guide)

• +1 P.E., +10 S.D.C., takes half damage

Gymnastics

• +2 roll, +2 P.S. & P.E., +1 P.P., +2D6 S.D.C.

Ice Skating (Rifts® Canada)

• +1 P.E., 1D4 Spd., +1D6 S.D.C., +1 dodge on ice

• Pro Status (= 2 skills) select one:

- Figure Skating

- • +1 P.P. & P.E., +2 Spd., +1D6 S.D.C., Spd. x3

- Pro Hockey Skating

- • +1 P.S. & P.E., +1D4 Spd., +2D6 S.D.C., Spd. x4

- Speed Skating

- • +1 P.S. & P.E., +1D4 Spd., +1D6 S.D.C., Spd. x6

Running

• +1 P.E., +4D4 Spd., +1D6 S.D.C.

Snow Skiing (Rifts® Canada)

• Pro Status (= 2 skills) select one:

- Downhill Speed/Slalom

- • +1 P.P. & P.E., 70mph downhill
- Cross Country
- • +1 P.S., +2 P.E., +1D4 Spd., +1D6 S.D.C., Spd. +20%
- Snow Boarding/Jump Skiing
- • +1 P.P., +1D6 S.D.C.

Sports (Juicer Uprising)

•Deadball

- +1 innit, dodge & roll, +1D6 Spd., +2D4 S.D.C.

•Juicer Football

- +1 roll, P.S. & P.E., 1D4 Spd., +3D6 S.D.C.

•Murderthon

- +1 strike, dodge & roll, +2D6 Spd., +2D4 S.D.C.

Wrestling

- +1 roll, +2 P.S., +1 P.E., 4D6 S.D.C.

C. Hand to Hand Combat. Probably the number one reason characters seek out minions is for the muscle factor. Those pesky bad guys like to cheat and attack with the odds in their favor; minions can often times level the field. This is where the laws of experience get blurred. The following is a list of combat skill options which can give a minion the abilities of a mid-level character with regards to combat (provided you have the points to spend), despite their status as members of O.C.C.'s in training.

1. Non-Combatant. These minions would be less valuable than a buckler in a nuclear blast on the battle field. Better be sure to spend some points on skills or special abilities, because these guys are more apt to hurt themselves than the enemy. Two attacks/actions per melee, no combat bonuses except those from physical attributes. May take weapon proficiencies, but bonuses are halved.

Cost: FREE

2. Basic Combat. This minion has studied the basics of self defense, and will be at least moderately handy in a fight. Two attacks/actions per melee, +2 to parry, dodge and roll with punch, and can take Weapon Proficiencies with first level bonuses.

Cost: 10 points

3. Expert Combat. These guys are tough. They've trained to fight and are eager to do so. Three attacks per melee, +2 to strike and roll, +3 to parry and dodge, and all Weapon Proficiencies start with second level bonuses. Third level bonuses can be bought for all Ancient W.P.'s known for just 5 additional points, and/or fourth level bonuses can be bought for all Modern W.P.'s known for 10 additional points.

Cost: 15 points

4. Martial Artist. These guys are going to get paid, either by you or someone else. They have grown up around fighting and it's what they do. With very little more experience they could be considered professionals. Three attacks per melee (+1 for 5 additional points), +3 to strike and roll, +4 to parry and dodge, and +2 to pull punch. All Weapon Proficiencies start at third level, or fourth level for an additional 5 points, or fifth level (the maximum) for an additional 10 points.

Cost: 25 points

D. Special Abilities. Most character classes have special abilities that serve to narrow the focus of their class. The following is a rudimentary system for applying Minion Point costs to Special Abilities.

1. Racial Abilities. Many of the available player races have special abilities and or limitations. Racial skills, i.e. any ability with a percentile, will cost 5 to 10 points. Physical and mental abilities, such as nightvision, a higher capacity for damage or P.P.E., or higher base attributes will cost 5 points for each degree of superiority to humans. Many of these bonuses may balance out with disabilities, which get a 5 point bonus for each degree of inferiority. EXAMPLE: An orc minion, having nightvision, superior P.S. and a bite attack would only cost 5 points for racial abilities, because they roll 1D6 less for I.Q. and M.E., balancing out two of the bonuses.

2. Magic. Minion point costs may be applied as follows; For a Basic Understanding of Simple Spells, the cost is 5 points, Average Spells cost 10 points, Moderate Spells cost 15 points and Difficult Spells cost 20 points. For a Permanent Knowledge of a spell to begin with, simply double the initial cost (Game Masters may wish to halve the accumulative bonuses from practicing Basic Understanding spells as well). O.C.C. specific abilities cost as follows:

Sensitivity to magic/P.P.E.: 5 points per specific ability, i.e. Sense ley line is 5 points, sense ley line nexus is another 5 points, etc. More tangible abilities, such as ley line phasing and ley line rejuvenation cost 10 points each, while the more powerful sensitive abilities such as ley line transmission and Ley Line observation ball cost 15 points.

Game Masters may rule that more complex abilities will be beyond a minion, however if allowed, these abilities should cost at least 20 points apiece, and in the cases of abilities that mimic spells, such as the Mystic Knight's Impervious to Energy, treat them as permanent knowledge spells and apply a permanence cost of 15 points (in the case of the Mystic Knight, this ability would cost 45 points).

3. Psionics. Here are some guidelines. Minion's of a psychic character class may have as many abilities as a first level character.

Sensitive abilities each cost 5 points,

Healing abilities each cost 10 points,

Physical abilities each cost 15 points,

Super and Mind Bleeder abilities cost 20 points each.

O.C.C. specific abilities cost 15 to 25 points, depending on their complexity; G.M.'s discretion. Non-psychic O.C.C.s should follow the guidelines on page 12 of Rifts® to determine the number of abilities available, but Major Psychics must pay an extra 50% of their Template cost, or lose half of their O.C.C. skills, and an additional cost of 10 points must be paid for the base I.S.P.

E. Starting Equipment. Whether or not a minion brings their equipment with them, and the value of their equipment is determined by point expenditure as well.

1. None. Tossed out by their mentors, survivors of a tragedy, escaped prisoners/slaves, etc., these guys are lucky to have the clothes on their backs (and may not even be that lucky!). Any equipment you expect them to have, you'll have to provide for them.

Cost: FREE

2. Minimal or poor equipment. Either half of the starting equipment for the template/equivalent O.C.C., or all of it but of poor quality. Both options exclude high dollar items, such as vehicles and power armor.

Cost: 5 points

3. Basic Equipment. Everything from the template/equivalent O.C.C.'s starting equipment comes with this minion, excluding high dollar items, such as vehicles and power armor.

Cost: 10 points

4. Vehicles & additional. Additional equipment, vehicles, power armor, robots, etc. may be purchased, providing the character has the points to spend.

Cost: 5 points for every 50,000 Credits worth of weapons, and 5 points for every 250,000 Credits worth of Robot/Combat Vehicle or Power Armor.

F. Personality/Disposition. As with all sentient beings, a minion's personality can affect their ability to perform their duties. If your minion is a coward, it will be difficult to convince them to take the point on march. If your minion is gung-ho, he/she may get you into more trouble than they are worth. What follows is a random disposition table with a list of loyalty/morale modifiers, as well as MCP costs.

01-10 Mean or bitter, suspicious and vindictive: -2 on all minions Morale

Cost: FREE

11-15 Shy, timid, tends to be a loner: No penalty/bonus

Cost: FREE

16-23 Gung-ho, guts and glory type; likes combat and challenges: +1 on all minions
Morale

- Cost: 5 points
- 24-29 Worry wart, nervous and cautious: -1 on Morale
Cost: FREE
- 30-35 Hot-head, quick-tempered, emotional, but basically nice: No penalty/bonus
Cost: FREE
- 36-43 Schemer, gambler who likes to take chances: No penalty/bonus
Cost: FREE
- 44-48 Blabber-mouth, nice guy but talks to much: No penalty/bonus
Cost: FREE
- 49-54 Wild-man, cocky but overconfident, takes unnecessary risks: No penalty/bonus
Cost: FREE
- 55-61 Nice guy, friendly, courteous and hospitable: +1 on all minion's Morale
Cost: 5 points
- 62-67 Arrogant, feels superior; may underestimate others: -1 on all minion's Morale
Cost: FREE
- 68-75 Tough-guy, lone wolf; cocky and self-reliant: No penalty/bonus
Cost: FREE
- 76-81 Braggart, may be a nice guy, but likes to brag: No penalty/bonus
Cost: FREE
- 82-86 Paternal, overprotective of others, tends to be overbearing: No penalty/bonus
Cost: FREE
- 87-91 Easy going, laid back; trust almost anyone at first: +1 on all minions Morale
Cost: 5 points
- 92-95 Complainer, constantly aggravated about something: -2 on all minions Morale
Cost: FREE
- 96-00 Paranoid, trust no one: -3 on Morale
Cost: ADD 5 points

G. Loyalty. The following is a list of conditions of loyalty. Any and all Morale checks will be subject to loyalty modifiers. Minions with a low sense of loyalty are likely to fail morale checks regularly and consequently be more trouble than help.

1. Disloyal. These guys are unlikely to be very cooperative unless given a very good reason. Unless the character has some sort of hold on them, such as a hostage or control over debts, these guys will always do the least possible to meet your requirements of them, and will actively look for ways to harm/hinder your efforts. -2 on all rolls.

Cost: a bonus of 10 points

2. Disillusioned. For one reason or another, either some personal flaw that the character has exposed, or perhaps a betrayal of the minion or someone important to them, this one has lost faith in authority/the character's leadership. In general not a problem, but if asked to do something without an explanation or an obvious justification, the minion may question orders or even refuse to act as requested. -1 on rolls that go against disposition or established logic/beliefs.

Cost: a bonus of 5 points

3. Lackadaisical. Enthusiasm is not in this minions repertoire. There isn't much that can get him or her excited. On the down side, their reaction time is a bit slow (-2 to initiative), but on the other hand, being mellow has it's advantages (+2 to save vs. Horror Factor).

Cost: FREE

4. Loyal. The minion see's good reason to follow the character's instructions to the letter, and will follow them with reasonable efficiency.

Cost: 5 points

5. Enthusiastic. These guys are itching to prove their loyalty. Jumping into the fray with a snarl, they will defend the characters honor at the drop of a hat. + 1 on morale checks.

Cost: 10 points

6. Zealot. Absolute devotion doesn't begin to describe this minion's attitude. The character is revered as a hero and possibly a god, and the minion would gleefully use their unworthy body as a shield for their master. + 2 on morale checks.

Cost: 15 points

Morale

Morale is a measurement of a minion's loyalty to the player character. Checks are made with a D20, taking into account all applicable modifiers. The base Morale of a character's minions is determined by the character's attributes. Count all attributes over 20 as 19 (leaving a margin for error), add them all together and divide by 8. EXAMPLE: Morgan Jones, a Vagabond, has the following attributes: IQ: 15, ME:10, MA:13, PS:13, PP:11, PE:10, PB:15, and Spd.:9; $15 + 10 + 13 + 13 + 11 + 10 + 15 + 9 = 96 \div 8 =$ a base morale of 12.

Morale checks should be made in.....