Morale

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The morale of the soldier is the greatest single
factor in war. (Field marshal Sir Bernard Law Montgomery)
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This is only tested when one of the conditions mentioned below is reached, once morale has been tested once for a particular condition then it should not be tested again for that group.

Group morale

When any of the following conditions apply then morale should be tested:

- two or more casualties[1] (or 25% of group if more than eight members)
- 50% casualties (at -2)
- 75% Casualties (at -4)

Score 6 or more on 2d6 to carry on. If morale is failed the group will withdraw in good order, recovering any casualties and/or fighting their way back to their own line.

If morale has to be tested for more than one group then do so in the following order.

- all attacking groups first from biggest to smallest
- all defending groups second from biggest to smallest

Individual Morale

Test individual morale when any of the following conditions apply:

- coming under fire for first time
- attempting to enter enemy position
- first-time in hand to hand combat

Roll 2d6 for each[2] individual/stand or group (i.e. a group all inhabiting the same square). Modify the dice roll if any of the factors below apply.

Situation	**Modifier**
Officer leading by example [3]	+1
Under small arms fire from within [two squares] or indirect fire/grenades	-1
Each friendly casualty in sight (walking wounded or worse)	-1
Each enemy casualty in sight (walking wounded or worse)	+1
Visibly outnumbered (i.e. more enemy than friends in view)	-1
Melee threatened with edged weapon	-2
Officer taking morale	+2
NCO taking morale	+1

Total Score	**Resulting Individual Morale**
7 or over	No restrictions, carry on with whatever they wanted to do.

Total Score	Resulting Individual Morale
3 to 6	Move no closer to seen enemy. May stand where they are and fight. Will not enter a known fire-swept zone unless leaving an enemy trench while under attack from within the trench.
Less than 3	Duck back behind nearest cover. If no enemy in sight then count as 'move no closer'. If there is no cover, or nowhere to duck into within a tactical move distance, then stand and fight.
-1 or less	Surrender to nearest known enemy (even if not in sight initially).

Definitions for Morale

Fire Swept Zone

This is any area that has been fired upon by the enemy in the previous turn, either by direct fire (including being under a MG dangerous area) or by indirect fire or grenades. Generally it will be several squares in size and should represent a greater danger to the figures than the area they currently inhabit.

Casualties

For group morale purposes any losses from the stands in a platoon or company count towards the percentage losses.

In indivdiual morale only those casualties that are physically co-located with the troops in question and that can be seen count for determining the morale modifiers. All visible casualties count for this purpose regardless of whether or not they were recent or from the same unit as the enemy. Destroyed vehicles do not count, although wounded crew members do if they are visible.

1)
note that casualties are individual hits, not lost stands
2)
i.e. the same roll should be applied to all co-located stands, modifiers may differ
3)
i.e. in sight and doing the same as the others in the group, only the most senior in the group counts if more than one commissioned officer present

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