

Optional Morale Rules

Optional Morale Table

% Casualties	Fanatic	Highly Motivated	Well Motivated	Average (as per QRS)	Poorly Motivated	Demoralised
10						-1
20					-1	-2
25			-1	-1		
30		-1			-2	-3
40	-1		-2			
50				-2	-3	-4 Will surrender to any enemy within 10 inches
60	-2	-2				
75			-3	-3		
80		-3				
90	-3					

Fluctuating Morale Modifiers (only if using this version of the rule)

- ME Fall back Result reduces Morale Grade by one level (eg Average becomes Poorly Motivated)
- ME Panic Result reduces Morale Grade by two levels (eg Average becomes Demoralised)
- Friendly ME within 12 inches and LOS on either Fall Back or Panic reduces Morale Grade by one level on a D10 roll of 6 or higher. Roll 1D10 per ME (up to a maximum of 3) suffering a fall back or panic result. If any of these result in a failure Morale Grade is reduced by one level.
- Optional (if using Paddy's Medals Rule) All MEs with a current Medal Holder (not Purple Hearts) can ignore the first Morale Grade Reduction it incurs during the game but will lose all benefits associated with the medal for the rest of the game at the controlling player's option
- Morale grades can be improved one level per turn up to the level at which the ME started the game by using a Rally Action. This requires an ME Commander (and/or an ME medal holder), a more senior officer in the chain of command (battalion, regimental) That stand must first be in good order. The unit is treated as if it were operating on a Hold Action but stands may not fire at any enemy unit at a range band that does not have at least a +1 fire modifier for the relevant target type. This requires at least a +3 roll on the manoeuvre table to be successful including the morale modifiers for the current Morale Level
- Prior to the Manoeuvre check a medal holder in his own ME or in the chain of command and within command radius may automatically improve the Morale grade by one level up to that it started the game at

Optional Morale Rules

Morale Rules (This rule replaces my previous morale rules)

In addition to the existing Discipline Rating MEs are assigned a morale grade as given below.

Assuming you use Command Decision you can convert their morale grades as follows

Morale 11 = Fanatic

Morale 10 = Highly Motivated

Morale 9 = Well Motivated

Morale 8 = Average

Morale 7 = Poorly Motivated

Morale 6 or less = Demoralized

It is suggested that troops ratings are recorded like this Discipline Rating/Morale Grade. Most units in WW2 will be average or well motivated. Some may have higher or lower morale than this. See the Morale Grades section for suggested examples. It should be noted that Morale will often be dependent on the wider operational situation surrounding the scenario (for example if this is generally bad morale will fall. Also troops who are Highly Motivated or Fanatical will generally be very rare as will be Demoralized troops. Scenario Designers using this rule should carefully consider circumstances and units where such extremes might be applied.

Use the optional morale table above to determine when the deduction for percentage of casualties occurs exactly as in the rulebook. The only difference is that the Morale Grade changes when the modifier occurs.

There are two options for using this rule.

- 1 The Simple option. The selected morale grade remains the same throughout the game. This requires no additional markers
- 2 Fluctuating morale. This increases realism but is a little more complicated and will require some additional markers. Under this option the morale grade is reduced as an effect of morale failure but officers and medal holders (if also using Paddy's Medal rules) can rally off reduced morale up to the original level given in the scenario.

Morale Grades

Fanatic This should be very rare indeed and should probably apply only to troops that start the game as Highly Motivated and are in a desperate position or are genuinely fanatical types for some other reason or have an extremely high esprit de corps and a tradition of victory (possibly recon battalions of highly motivated divisions, best special forces etc) This type will never surrender as under the demoralized result below and, one time in the game can ignore friends Falling back or panicking (see below)

Highly motivated These should be rare (eg Hitler Jugund, Waffen SS Panzer Korps Divisions in Southern Russia Late winter 1942/3 - end of summer 1943), many if not all Japanese types, other elite units with a high esprit de corps such as Paratroopers/Commandos. Special Forces types

Well Motivated Troops with better morale than average but who are not of sufficiently high esprit de corps for the Highly Motivated Rating. This might well apply to many Panzer types and other troops with higher than average morale eg Guards Armoured division in Normandy.

Average. No change from the modifiers on the existing QRS. Typical troops of the period.

Optional Morale Rules

Poorly motivated, These troops are somewhat below par for some reason. For example they might be the war weary UK Desert veterans in Normandy such as 7th Armoured or they may simply be less well motivated (eg Italian African Service Infantry Division 1941 - 2, German Security Division, , German Volksgrenadier Division)

Demoralised Quite rare These are troops with really bad morale (eg French Type B Reserve Division 1940, , Italian African Service Infantry Division 1940 - 1)

Obviously a scenario designer could adjust the starting morale grade up or down one or very occasionally two levels up or down depending on the wider operational situation, supplies, performance in previous actions etc)

Optional Falling Morale

This may well result in some additional complication as it would require some additional markers but can be more realistic in that it represents fluctuating morale during combat.

An ME that suffers a Fall Back result suffers a one step reduction in their morale grade (ie Average would go to Poorly Motivated) If the ME suffers a Panic result it will suffer a two step reduction.

Further if any company from own side that falls back or panics within 25 inches and within LOS causes all other companies to reduce their morale level by one grade on a D10 roll of 6 or greater.

As an option, if using the medal rules an ME with a medal holder (US Purple Hearts do not count for this) will not suffer the morale reduction the first time this occurs but will instead lose the benefits associated with the medal for the rest of the game)

It will be possible to rally off reduced motivation but only up to the level existing at the start of the game. To do this you will have to issue a Rally Action which requires a command stand that is in Good Order and is within the chain of command (eg an ME commander, battalion commander etc). If using the Medal rules a Medal Holder can be counted as a Command Stand for this purpose and can automatically rally off one morale grade before the Manoeuvre Table test. When rallying the ME is treated as under a Hold action but, in addition, may not fire except in self defence (enemy may be fired at only if they are within close range which, for the purpose of this rule would be any range band where the fire modifier against that target type is a +1 or better. A result of 3 or more on the rally table is required and casualty percentages in the morale grade you are currently on count)

Only one morale level can be regained each turn through the Manoeuvre Table roll.