

# The MekHQ Morale System

The MekHQ Morale system reflects not only the mental state of opposing forces but also their ability to resist effectively. Morale levels range from "routed" (very low) to "overwhelming" (very high), with several steps in between.

## Morale Checks

At the start of each month while on contract, you roll 2d6 to see if the enemy's morale changes.

- If the roll is less than 5, their morale improves one step towards "overwhelming."
- If the roll is greater than 10, their morale drops one step towards "routed."

## Modifiers

Morale checks can be influenced by different factors:

### Skill Modifiers

The skill levels of both your forces and the enemy impact the morale check. This represents the discipline of your enemies and how well your team performs in battle.

- For the morale check, subtract the skill modifier of your allied forces.
- Add the skill modifier of the enemy forces.

Skill Level	Modifier
Ultra-Green	2
Green	1
Regular	0
Veteran	1
Elite	2
Heroic	3
Legendary	4

### Performance Modifier

The number of victories and defeats from the previous month affects the morale check. Here's how it works:

- Victories: Each normal victory gives 1 victory point, and an overwhelming victory adds 2 points.
- Defeats: Each normal defeat adds 1 defeat point, while an overwhelming defeat gives 2 defeat points.
- Pyrrhic victories and draws don't contribute to either total.

### Applying the Modifier

- If victory points double the defeat points, you get a +2 modifier to the morale check.

- If victory points are just higher than defeat points (but not doubled), you get a +1 modifier.
- If defeat points double the victory points, a -2 modifier is applied.
- If defeat points are simply higher than victory points (but not doubled), a -1 modifier is applied.

## Miscellaneous Modifiers

- Event Modifiers: Certain random events can add modifiers to the morale check.
- Faction Modifiers: Different factions apply their own modifiers, as outlined in the table below.

<b>Faction</b>	<b>Modifier</b>
Pirate	- 2
Rebel, Minor, Mercenary	- 1
Clan	+ 2

## Formula

The formula for morale checks is as follows:

$2d6 + \text{enemy skill modifier} - \text{ally skill modifier} + \text{performance modifier} + \text{miscellaneous \& faction modifiers}$

## Reinforcement

Each month, a d4 is rolled. On a roll of 4, enemy forces receive additional reinforcements, boosting their morale level by 1. This roll is skipped if the enemy has already been routed.

## Scenario Generation

Every week, StratCon rolls a d100 to decide if a scenario is generated. One roll is made for each required force.

The likelihood of a scenario happening depends on the odds for the specific track being rolled on. This chance is also influenced by a morale modifier and an additional modifier if any data centers are present. If the d100 roll is equal to or below this combined total, a scenario is triggered.

<b>Morale</b>	<b>Scenario Chance</b>
Routed	None
Critical	None, or -10 when players deploy forces to a track
Weakened	-5
Normal	0
Advancing	5
Dominating	10, or 20 when players deploy forces to a track
Overwhelming	25, or 50 when players deploy forces to a track

## Routing

When an enemy is routed, their forces are severely damaged and unable to offer effective resistance. Routed enemies will not generate new scenarios. In this case, the player faces no further opposition while

their allies deal with any remaining resistance. For any contract other than Garrison Duty, Cadre Duty, Security Duty, or Riot Duty, all remaining objectives are considered completed, and the contract's conclusion date is moved to the following day.

For garrison contracts, the contract does not end early, but the enemy forces are in full retreat. After one month, a d4 roll is made. On a roll of 4, a new enemy faction will begin their own attack. For any other roll, the period of peace continues.