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 2, their morale improves two steps towards "routed."
- If the roll is less than 5, their morale improves one step towards "routed."
- If the roll is greater than 9, their morale drops one step towards "overwhelming."
- If the roll is greater than 12, their morale drops two steps towards "overwhelming."

Modifiers

Morale checks can be influenced by different factors:

Confidence Modifi

The relative skill difference between the enemy forces and yours affects their perception of victory. First calculate the skill rating of the enemy forces using the chart below. Then subtract from that the rating of your allied forces. If the contract uses Independent command rights and you have CamOps Reputation enabled, use your campaign's experience rating, instead.

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

If the contract takes place prior to The Great Refusal (April 12th 3060) and only one of the involved factions is Clan, that faction gets a +1 modifier to their confidence.

To determine the Confidence modifier subtract the allied skill rating from the enemy skill rating.

Reliability

To determine how reliable the enemy force is we consult the following table. Note that Clan factions increase their effective quality by 1 (to a maximum of A*).

Quality	Modifier
F	-1
D	50/50 chance of -1 or +0
C	+0
B	50/50 chance of +0 or +1
A	+1
A*	50/50 chance of +1 or +2

If the enemy faction is Rebel, Minor, Mercenary, or Pirate this modifier is decreased by 1. If the enemy faction is Clan, this modifier is increased by 1.

Performance

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, the performance modifier equals -2.
- If victory points are just higher than defeat points (but not doubled), the performance modifier equals -1.
- If defeat points double the victory points, the performance modifier equals +2.
- If defeat points are simply higher than victory points (but not doubled), the performance modifier equals +1.

Balance of Power (StratCon Only)

The number of enemy forces in the AO significantly affects their morale.

Start by counting all enemy forces across the AO (including all Sectors). This is the value of the enemy forces.

Next, count all player combat forces. If the player has multiple concurrent contracts, divide combat forces by the number of active contracts (rounding up).

If the contract's command rights are House, increase this value by 25% (rounding normally). If the contract's command rights are Integrated, increase this value by 50%.

- If the player forces triple (or better) enemy forces, the balance of power modifier equals -6.
- If the player forces double (but not triple) enemy forces, the balance of power modifier equals -4.
- If the player forces exceed (but not double) enemy forces, the balance of power modifier equals -2.
- If the enemy forces exceed (but not double) player forces, the balance of power modifier equals +2.
- If the enemy forces double (but not triple) player forces, the balance of power modifier equals +4.
- If the enemy forces triple (or better) player forces, the balance of power modifier equals +6.

- Event Modifiers: Certain random events can add modifiers to the morale check.

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.

Morale	Scenario Chance
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.