

INTRODUCTION

Morale Calculator

Morale is a percentile value from -100 to 100 that measures the willingness of an army to fight for a cause or war. This system will heavily interact with the economy, character, and battle systems to be enacted properly

All armies or groups will start at a base of 0% morale. For simplicity's sake, PC groups and armies under 200 will also be locked to a 50% default with exceptions on a case-by-case basis depending on moderator choice.

BATTLES

The impact of morale on battles will be small but notable, and for the sake of this redesign, I will assume we will be using Aleefth's system under the d20s.

The way Morale's impact on battle rolls is calculated goes as following:

The Morale of both sides is subtracted from one another, and the difference is divided by 20, the result is then rounded to the nearest positive whole number (Including 0) and given to the side with higher morale. Meaning that the highest impact Morale can directly have on

battle rolls is +10. If both sides have negative morale neither receives modifiers.

If a commander offering a morale bonus above 20% dies mid-battle, then the morale impact on the roll decreases by 1 regardless of the impact of the commander on the morale total. Morale cannot offer a negative modifier

There Is also a by-battle modifier applied to morale according to outnumbering, which will only apply if a side has a visible numbers advantage, ie: a difference of 2:1, where the larger side will be granted a 5% bonus and then another 5% for each time they double the opponent (ie: 3:1, 4:1) they outnumber the opposing side

Battle Involvement

At the start of every battle, when the user makes note of their involved PCs, they must include the level of involvement of their PC. While this does not have to explicitly mention their level of involvement, it should be clear which level they would choose.

Levels of involvement with associated bonuses:

Lead from the rear: the character in question will lead his forces away from the action. This nullifies any experience-based morale modifiers (but not notoriety based modifiers), as well as adding a -5% modifier in exchange for a small bonus to the battle roll (+1? Dependant on commander skill?) and that they will not be included in death rolls unless they are on the losing side. The character can also not engage in duels, and can only be engaged in duels if they are on the losing side.

Normal Involvement: the character in question will not be involved in the battle any more than the common field leader. This grants a morale bonus of 5% and there are no limitations or other benefits of this choice.

Lead from the Front: the character in question will lead their men from the front ranks. With this involvement, receive a 15% bonus to morale, a bonus to the battle (+1? Dependant on commander skill?), but also an increase to their chances of death*, as well as a lower chance to get away in retreats

*By a small amount (numbers to be decided)

SMALLFOLK UNREST

Smallfolk unrest will have a significant effect on the base morale of troops. While the default is 0%, the morale of troops on raising will be sizeably affected by the smallfolk unrest (or it's equivalent system).

For the case of this explanation, I will assume that smallfolk unrest will run on a scale of 0 to 10, with 10 being riotous and 0 being happy. For each 1 tier of unrest above 1, the starting morale of troops will decrease by 10% to a maximum of -90% at 10. If the unrest is at 0 then the raised troops start with a morale bonus of 5%. Changes in Unrest, while the soldiers are raised, does not impact soldier morale until they are either

disbanded, or they stay in a single location for longer than a half-year (excusing sieges for defenders) after which the morale defaults back to the base plus the unrest modifier.

GETTING MORALE

Status (only applies to battles and if the leader is leading from the front) - Kings receive a 15% bonus, Princes (ie siblings and children to a king as well as any pretenders) 5%, Valyrian characters (specifically from Valyrian houses) also receive 10% modifiers due to smallfolk deification :). You cannot have Prince and King modifiers at the same time.

Previous battles - Battles apply a morale bonus of 5% for the army per 1000 men killed in the opposing force, losing 5% per 1000 men lost in the battle. Leaders along with the conditions of ending up losing fewer men comparative to army size (1:2 where leader gaining morale is 1= 10% and etc.) and the margin of victory (number of rolls(?)) gain permanent morale modifiers

DESERTION AND MORALE

CHECKS

Desertion

Desertion will have a more morale-dependant system, where the chances of desertion are based on the morale of the force, as well as payment.

Desertion checks will be rolled once a month (?) by a d100 percentile roll.

Rolls resulting in desertion	Morale rating	Percentage of force deserting
1-99	-90% — -100%	95%
1-95	-89% — -80%	90%
1-90	-79% — -70%	85%
1-85	-69% — -60%	80%
1-80	-59% — -50%	75%
1-75	-49% — -40%	70%
1-70	-39% — -30%	65%
1-65	-29% — -20%	60%
1-60	-19% — -10%	55%
1-55	-9% — 0%	50%
1-50	1% - 10%	45%
1-45	11% - 20%	40%
1-40	21% - 30%	35%
1-35	31% - 40%	30%
1-30	41% - 50%	25%

1-25	51% - 60%	20%
1-20	61% - 70%	15%
1-15	71% - 80%	10%
1-10	81% - 90%	5%
1-5	91% - 100%	1%

Note: Desertion checks will be rolled when soldiers are not being paid, are losing a siege, or morale falls below -60%

Note: Morale rating means the certain desertion role which results in whether or not desertion happens and then is put to the numbers. Poorly made graph I know.

This is also rudimentary so development suggestions are necessary