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Morale Modifiers - Table 3

Defending Units

Modifier	Condition
+1	Each friendly unit adjacent to defending unit
+1	**Behind** Level I fortification
+2	**Behind** Level 2 fortification
+2	Unit in forrest
-1	Unit Disrupted last turn
-2	Unit Retreated last turn
-3	Unit Routed last turn
-1	Unit crossed river last turn
-1	Unit changed Movement Modes last turn
-2	Player's baggage train was attacked within last 2 turns
-1	Unit ''Sighted' last turn

Attacking Units

Modifier	Condition
+1	Each friendly unit adjacent to attacking unit
+1	Each supporting archer unit (Mercenary weapons handled separately)
+2	Each Mounted unit that attacked Defending unit last turn
+2	Unit in forrest
-1	Unit Disrupted last turn
-2	Unit Retreated last turn
-3	Unit Routed last turn
-1	Unit crossed river last turn
-1	Unit changed Movement Modes last turn
-1	Unit ''Sighted'' last turn

Morale Effects Table - Table 6

Procedure:
Phasing player to sum the morale factors of friendly units involved in the combat, including any modifiers for leaders, terrain and fortifications as shown in Table 3.
Phasing player to subtract the sum of the morale factors of opponent units involved in the combat, including any modifiers for leaders, terrain and fortifications as shown in Table 3.
Apply results listed below.

Sum	Result
>+7	Opponent's unit Routs
+6, +7	Opponent's unit Retreats
+4, +5	Shift CRT 2 columns in Phasing Player's favour
+2, +3	Shift CRT 1 column in Phasing Player's favour
+1, 0, -1	No Effect
-2, -3	Shift CRT 1 column in opponents favour
-4, -5	Shift CRT 2 columns in Opponent's favour
-6, -7	Phasing Player's unit Retreats
<-7	Phasing Player's unit Routs

Army Morale Table - Table 1

Morale Result	Effect
>+25	Player 2 must move all forces towards his start point. No combat by''0'' range units permitted and all units must break contact.
+24 to +15	Player 2 can not attack with ''0'' range units this turn
+14 to -14	No effect
-15 to -25	Player 1 can not attack with''0''range units this turn
< -25	Player 1 must move all forces towards his start point. No combat by''0''range units permitted and all units must break contact.