

## Orders and Morale

Command and morale are two of the four key points of warfare (a gold star if you remembered the other two were awareness and environment). In Emlia, command is handled by unit states - “ordered” and “disordered”. Morale is handled by a second set of states, that combines with other psychological effects.

### Orders and Initiative

Military units generally operate under orders. In this system, unit under orders will act as the player wishes, barring any limitations created by other rules. By default, a unit is considered to be under orders – unless the unit has been disorganized by some event (such as the death of all leaders) it may act as its controlling player wishes.

In addition to orders, most units will have Initiative Conditions and Actions. When the Initiative Condition for a unit is met, it will take the corresponding Initiative Action, regardless of what orders it has received. An Ignore Initiative Conditions action (using Leadership) can force a unit to ignore its initiative and act on orders instead. Some units have no initiative, and therefore require orders to function – such a unit will not act at all without orders. Morale states often impose new Initiative Conditions on units, and these will always take priority over existing Initiative Conditions, unless an ability says otherwise. Initiative conditions include impetuous actions, such as rushing into battle, or more cautious or even cowardly ones, such as being suppressed by enemy fire, or even all-out retreat.

A shaken or disordered unit will only be able to act on Initiative. Shaken units may make Leadership rolls to obey orders, but may not move closer to enemy positions. Disordered units do not have any restriction on movement, but will not be able to receive orders.

### Leadership Checks Summary

Ignore Initiative Conditions  
Ignore Morale Effect  
Ignore Terrifying Enemy  
Improve Morale  
Reorder (Ordered Commander Only)  
Take Command  
Join Units

#### *Ignore Initiative Conditions (Free Action)*

Check Modifiers: Morale of subject if negative; morale of source if negative.  
Subject: Target friendly unit subject to an initiative condition within 20cm  
Success: If one or more successes is rolled, the unit acts on orders instead of Initiative this round.  
Failure: No Effect  
Fumble: Unit becomes Disordered.

#### *Ignore Morale Effect (Free Action)*

Check Modifiers: Morale of subject if negative  
Subject: Target friendly unit subject to a morale condition within 20cm  
Success: If one or more successes are rolled, the unit acts as though its morale were Normal for this round.  
Failure: No Effect  
Fumble: Source becomes subject to the same morale condition.

#### *Ignore Terrifying Enemy (Free Action)*

Check Modifiers: Morale of subject if negative; Morale of source if negative  
Subject: Target friendly unit within 20cm  
Success: Each success reduces the effect of the next terrifying enemy on the unit by 1.  
Failure: No Effect  
Fumble: Each excess 1 increases the effect of the next terrifying enemy on the unit by 1.

#### *Improve Morale (Free Action)*

Check Modifiers: Morale of Source; Morale of Subject if negative  
Subject: Target Non-Self Friendly Unit

Success: Each success scored improves the morale of the subject by 1.

Failure: No Effect

Fumble: Reduce subject's morale by 1 for every excess 1 rolled.

#### *Join Units (Free Action)*

Skill Used: Leadership

Default: Yes

Subject: Target Unit

Check Modifiers: Morale of Source if negative, Morale of Subject if negative

Success: Source and Subject become a single mixed unit. Remainder of Source's activation is delayed until Subject's Timing if lower. If Subject has already activated, Source's activation immediately ends.

Failure: No Effect

Fumble: Both units become disordered.

### **Disorder**

A disordered unit is one that has been rendered unable to act on orders; it has been confused, its leader killed, or otherwise separated from the battle plan. Disordered units may not act on orders, only on initiative. A unit can become disordered in several ways:

- Loss of Leader: When the current leader of a unit is destroyed or removed from play, the unit immediately becomes Disordered.
- Loss of General: When the general of the army is destroyed or removed from play, all units in the army without a leader become Disordered.
- Special Ability or Effect: Some special abilities or effects can cause a unit to become Disordered, including certain skill checks when Fumbled.

When a unit is disordered, there are several ways to re-order them. The first is a Take Command action made within the unit, allowing a disordered member of the unit to re-order the unit and become the new leader.

The second way is for an ordered commander to move within 20cm (command range) of the disorganized unit, and perform a Reorder action to bring the unit back under control. Any ordered commander model (model with the Leadership skill) may perform this action, and it removes the Disordered state from the unit at end of turn.

Finally, various special unit abilities, scenario rules, or other conditions could cause a disorganized unit to become organized again.

#### *Take Command (Free Action)*

Difficulty Number: 5

Check Modifiers: Morale of source, if negative

Subject: Own Unit or Army

Success: If one or more successes are scored, the unit considers the source character the leader of the unit for all purposes, and the unit immediately becomes ordered. Subject unit is at Timing 0 for one round. If the subject is the army, the character becomes the new General of the army, but must forfeit his action (no units are reduced to timing 0).

Failure: No Effect

Fumble: Source suffers -1 Morale for every excess 1 rolled.

#### *Reorder (Free Action)*

Difficulty Number: 5

Check Modifiers: Morale of source if negative; Morale of subject if negative

Subject: Disordered unit

Success: If one or more successes are scored, target unit becomes ordered.

Failure: No Effect

Fumble: Subject suffers -1 Morale for every excess 1 rolled.

### **Morale**

While command is one key point, Morale is another. The will to fight is as important, or even more so, than the

ability to fight. Like they say, “it’s not the size of the dog in the fight, but the size of the fight in the dog”, and it applies just as well to armies. In Emlia, morale is represented by a stat that rises and falls over the course of the game, representing the shifting morale of a unit.

Morale ranges from -7 at the worst (utterly routed and unable to fight) to +7 at best (totally fanatical, and will eagerly rush to their deaths). Different morale levels impose different conditions on the unit’s actions, and alter morale modifiers in combat. A unit with high morale is less likely to have its spirits lowered by a terrifying enemy or a few casualties, and the slippery slope of bad morale tends to get out of control quickly.

### The Morale Table

A unit’s morale effects are dependent on the unit’s current Morale stat, as shown in the table below. Note that there are drawbacks to a fanatically high morale!

| Morale   | Morale Conditions                                                                                                                                                                                                                                                                                                                                                                                                                         |
|----------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 7        | Fanatical: Ignore morale effects caused by casualties, weather, and friendly units. Ignore all Leadership-based actions caused by a non-Fanatical commander.                                                                                                                                                                                                                                                                              |
| 4 to 6   | Eager: Ignore morale effects caused by weather and friendly units. -4 to all Leadership skill checks with this unit as a subject and a friendly source outside the unit.                                                                                                                                                                                                                                                                  |
| 1 to 3   | Normal: No Effect                                                                                                                                                                                                                                                                                                                                                                                                                         |
| 0        | Shaken: Unit may only act on Initiative and may not move closer to the enemy.                                                                                                                                                                                                                                                                                                                                                             |
| -1 to -3 | Falling Back: Unit must do one of the following:<br>- Move directly towards the nearest cover from the ranged attacker the dealt it the most damage in the last round<br>- Move directly towards a friendly unit.<br>Unit may not move closer to the enemy. If the unit cannot move towards the nearest cover without moving closer to the enemy, it will seek other cover. Unit will avoid moving through friendly units where possible. |
| -4 to -6 | Retreating: Unit must move its maximum move distance towards its own lines whenever possible. Unit may not move closer to the enemy; if it is not possible to accomplish both goals, unit moves as though <i>Falling Back</i> instead. It will avoid moving through friendly units when possible.                                                                                                                                         |
| -7       | Routed: Unit will move its maximum move distance towards its own lines. It will move through friendly units, move closer to the enemy, and even move through enemy units.                                                                                                                                                                                                                                                                 |

Note that these effects supersede Initiative Conditions. If for some reason a unit is affected by both a Morale Condition and an Initiative Condition, two actions will be required to eliminate both!