

Morale Throw d20.								Result	
Situation							Result		
Group	Actual Situation	Elite	Reg	Levy	Disorg	Standard	Fail By		
Missile trigger	Missile losses of 5 in one turn	6	7	10	-1		1	Remain halted 1 move	
	Fired on from flank	2	3	6	-1		3	Retire ½ move, Halt ½ move	
	Fired on from rear	4	5	9	-1		5	Retire Full move	
	Fired on first time	1	5	9	-1				
Command +50%	Loss of both officers (missile)	8	9	13	-1		1	Halt. Must throw orig target to move again	
	Reduced to below half	5	9	14	-1		3	Retire Full move. Then Halt. Must throw orig target to move again	
	General Killed	7	11	15	-1		5	Retire in disorder, Requires rallying	
	Army Standard taken	9	15	19	-1		7	Flee	
Control	Rallying	3	6	10	na	+1		fail =fail	
	evade	4	8	8	-4				
	avoid follow up after evading or fleeing enemy	6	12	18	-4				
response to friends retreating	unit on flank retires	5	11	15	-2	+1	1	conform	
							7	Retire 1 move in disorder, Requires rallying	
After combat	overwhelming numbers	5	11	17	-4	+2	1	Stand but attackers get free hack	
	unit standard captured	9	15	19	-2		3	flee and attackers get free hack	
	Loss of both officers (melee)	8	9	13	-1				
	Army Standard taken (melee)	9	15	19	-1				
flank	flank attacked	7	11	15	-4	+2	1	Stand but attackers get free hack	
							-3	Break and flee and attackers get free hack	
rear	rear attacked	12	16	20	-4	+2	1	Break and flee and attackers get free hack	
Elephant (Missile)	Missile troops wish to fire close range on elephants	5	9	14	-2		1	Fall back to medium range	
							3	Fall back to long range	
Elephant (Combat)	Infantry charged by Elephants	6	10	15	-2	+2	1	Break and flee, elephant get free hack. (need rallying)	

Group	Actual Situation	Elite	Reg	Levy	Disorg	Standard	Fail By	
Defend	Infantry charged by Infantry with longer weapons	3	7	9	-2	+2	1	Receive attack but disorganized
	Cavalry charged by Cavalry with longer weapons	3	7	9	-2	+2	3	Receive attack but fight at half strength
	Light or medium cavalry charged by super heavy cavalry	6	9	12	-2	+2	5	Break and retire, attackers get free hack
	Infantry with short weapons charged by cavalry	5	9	14	-2	+2	7	Break and flee, attackers get free hack. (need rallying
	Infantry with pole weapons charged by cavalry	3	6	8	-2	+2		
	Infantry charged by chariots	1	5	9	-2	+2		
Attack	Infantry charging Infantry with longer weapons	7	11	13	-2	+2	1	Unit halts 3cm from enemy but will not charge
	Cavalry charging Cavalry with longer weapons	7	11	13	-2	+2	3	Unit halts in original position and refuses to move
	Light or medium cavalry charging super heavy cavalry	7	13	15	-2	+2	5	Unit advances but veers away to full move at the point it is within 3cm of the enemy
	Infantry charging cavalry	5	11	14	-2	+2		
	Cavalry charging Infantry with short weapons.	2	5	7	-2	+2		
	Cavalry charging Infantry with pole weapons.	4	11	16	-2	+2		
	Chariots charging Infantry with short weapons.		9	9	na			
	Chariots charging Infantry with pole weapons.		16	16	na			
	Infantry charging elephants	5	11	14	-2	+2		
	Elephants charging infantry		3		na			
Combat Wear	Infantry pushed back twice in successive rounds	5	11	15	-2	+2	-1	Retire ½ move and reform
	Infantry losing more after 2 rounds against cavalry	5	11	15	-2	+2	-3	Retire full move and reform
	After 4 rounds of melee	4	11	15	-2	+2	-5	Retire full move in disorder – requires rallying
	Infantry hit and disordered by chariots	7	14	19	na	+2		
	After round of fighting with elephant	7	11	15		+2		

Adjustment for all bar Chariots and Elephants	Each Officer Lost	Each 5 men lost	General with unit	Experimental: Brittle unit for each 5 men lost
	-1	-1	+2	-2

Attackers get +2 on attack tests if defender is disorganized

It seems obvious to me that Tony Bath wrote these morale rules with a d20 in mind and then found that the only 20 sided dice available were marked with 0-9 twice ie d10s. All the percentages are in multiples of 5% so it is possible to convert them back to use a d20. As printed for all but a couple of situations nothing happens unless there is a fail of 10% which converts to a fail by 2 for a d20. I did wonder if Tony Bath made an error when he converted a fail by 1 to 10% rather than 5% but then decided that maybe that wasn't so obvious. I have however deducted 1 from the score required so that now the results have fails by 1, 3, 5 etc.

I think the table is now equivalent to the one in the book but it may differ a trivial amount – if so the convenience of throwing 1 d20 over two percentage dice makes that worth it. There, of course, may still be the odd typo that I haven't spotted.

The first column is just a header to label the groups of situations – it is to help you find the situation that is relevant it is not part of the rule. Any suggestions of better descriptions would be welcome.

If you have any comments or spot any errors please drop into the Tony Bath Rules forum at:

<http://tony-bath-rules.proboards.com/>

and post your comment on the forum.

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