UNIT COMBAT

Each month, units may engage in combat against an enemy within their immediate vicinity. During this combat, each side gets both an Attack and a Defend score (except for Political and Economic units) which are compared to determine the outcome of the fighting that month. Before the attack begins, each unit decides their strategy for the month from five options: FORM UP, PRESS, SIEGE, RAID, and RETREAT.

- **FORM UP** is a balanced approach: the unit falls into whichever formation in which they are most trained, favoring neither offense nor defense, taking advantage of what the current battle conditions warrant the most whether that be attack or defense. This is a straight +0 to attack and defense. This attack can be done against enemy units and settlements.
- **PRESS** is a bloody option: it represents a unit moving in with the intent to commit to keep the combat going longer to try to lead to a quicker and more decisive victory. The unit is allowed a third attack but the enemy unit does as well (So if both units decide to PRESS, each would be allowed to take four attack actions during the month). Doing so can end a battle much faster, but puts a unit in much greater danger. This attack can be done against enemy units and settlements. A unit cannot PUSH and PRESS in the same month.
- **SIEGE** is a special attack that is used only against settlements. Choose to forego any damage during an attack to instead target a settlement's farms and influence their harvest, making it very difficult for a settlement to make food and supplies. This is done by "using up" a number of Economic and/or Political Capacity based on the level of Martial Capacity of the Sieging unit. This attack represents surrounding a settlement and attempting to starve out those inside. Note that Siege attacks are not directly on a settlement and therefore defenses will not help the defenders. A Siege attack that is counter-attacked will revert to a form up attack, as the sieging unit will divert focus to any incoming attacks.
- **RAID** is a special attack that is used only against settlements. Choose to downgrade the amount of damage dealt in combat to a settlement to instead target the supplies and homes of the people. This gives a chance to damage the morale and potentially even produce goods or Economic Capacity for your own unit/settlement.
- **RETREAT** forfeits the Attack Roll for the month in exchange for a 50% chance to disengage the enemy. The retreating unit is still allowed a Defend Roll if the Retreat is unsuccessful.

Combat follows this order:
1. Each unit has determined which type of action they will take.
2. Any side units which may act prior to combat, such as Archers and Mages, calculate their actions and are applied.
3. The units begin their attack: a d10 will be rolled for every 10 Able fighters (rounded up).
   a. Each die gets modified by morale, training, perks, attack type, etc.
   b. The combined total is called the Attack Value.
4. The same will be done for the unit's defense, resulting in a Defense Value.
5. Compare each unit's Attack Value to the opponent's Defense Value.
   a. If the unit's Attack Value is higher than the opponent's Defense, the attack is a success.

        i.   The attacking unit will deal damage equal to 10% (Rounded up) of the Fighter Number in the unit, doubled.

   b. If the Attack is less than the Defense, the attack is a failure and much less successful, though still dangerous:

        i.   The attacking unit will deal damage equal to 10% (Rounded up) of the Fighter Number in the unit, minimum of 1.

   c. In the case of a tie between the Attack and Defend scores, the Attacker is considered victorious.

6. When damage is dealt, half the damage (rounded up) injures Able fighters, taking them to Wounded.

7. Any remaining damage is lethal, killing Able fighters.

8. If all of a unit's Able fighters are reduced to Wounded or Dead, the damage is dealt to Wounded fighters, killing them outright (as they are already Wounded).

   a. Wounded fighters may be pressed to fight sooner than this by adding their total to the number of Able fighters when calculating how many coins to flip, but any damage that would be dealt to Able fighters to wound them is instead dealt entirely to the Wounded fighters (Lethal damage is still dealt as normal to Able fighters) which will kill them quickly.

9. Attackers will always do a minimum of 1 damage to an enemy unit, regardless of perks and skills.

10. Morale Checks

   a. If unit succeeds on both Attack and Defense rolls, roll a Morale check on d10. (Only Commander bonuses apply to this check)

        i.   1-5: Failure - No Morale change

        ii.   6-10: Success - Gain 1 point of Morale

   b. If unit loses both Attack and Defense rolls, roll a Morale Check on a d10 (Commander and Training bonuses apply to this check)

        i.   1-5: Failure - lose 1 point of Morale

            1. If cannot lose another point, they are Routed (forced Retreat action)

            2. After retreat roll d10

                a. 1-5: Failure - Continued Retreat towards random location

                b. 6-10: Success - Rallies, can be given actions next month

        ii.   6-10: Success - No Morale change

11. Repeat steps 3-10 again but with both units in FORM UP strategy.

12. Determine if PRESS Action is involved on either side

   a. If one unit PRESSES, go through steps 3-10 again but with both units is FORM UP strategy.

   b. If both units PRESS, go through steps 3-10 twice (unless one unit is routed).

Morale

Morale is also important: Fighters with hope in mind will fight harder and be more willing to follow orders to continue fighting than those filled with despair. The scale for unit morale is Inspired (+2 bonus to combat), Elevated (+1 bonus to combat), Neutral (+0 bonus to combat), Concerned (-1 penalty to combat), and Demoralized (-2 penalty to combat). A unit cannot go any higher than Inspired morale; no check is needed to gain morale if already at Inspired.

Morale will naturally come back to the baseline of zero over time; bad morale will recover and good moral will fade. This can take months and can be recovered faster by resting and expending

Capacity. A unit's current morale bonus or penalty is NOT added to any morale checks..

Outnumbered

Being outnumbered by enemy units is never a good situation. Doing so requires a unit to focus on defense to stay alive, reducing their potential for damage. Select one enemy unit for each unit control to focus on. Damage is dealt normally to that unit.

Against all other units involved, the unit's damage is reduced by one step: A successful attack deals damage as if it were a failure, and a failed attack deals no damage. It should be noted that only the number of full units count towards being outnumbered, not the number of troops themselves.