

Morale Fatigue Points (MFP)

The Morale Fatigue Points system performs several combined tabletop functions during the game:

- a.) Tracks the army's ability to conduct offensive operations on the tabletop to a preset duration limit. Once the limit is reached, the army's abilities and morale erode away.
- b.) Balances the abilities of units and their morale grades. Elite Morale grade commands have more tabletop top ability to perform vs. Militia morale grade units (Old guard vs. Spanish militia for example).
- c.) Places command order change or violation restrictions and encourages players to follow their command's order choice (Attack, Defend, Engage, March, Reserve etc.).
- d.) Give scenario designer flexibility to balance scenarios with uneven forces.
- e.) Easy method to determine the game victory conditions and forces the disengagement of the armies.

Morale Fatigue Level:

The Morale Fatigue level is determined at game start. Both sides calculate their separate MFP combined level using the table in "Calculation of MFP" below. This total value is a hidden value and only the owning side knows the actual MFP total during game play till revealed.

Calculation of MFP:

For each battalion, cavalry regiment, artillery battery or train unit, use the table below to calculate that unit's contributory MFP value. Each command receives additional MFP based upon that command's organizational level type.

Unit Morale Grade	Infantry or Cavalry Unit Miniature size				All Artillery or Train units
	1 to 3	4 to 7	8 to 10	11 to 12	
Militia Grade (CMR 1-4)	0	1	2	3	1
Line Grade (CMR 5-7)	1	2	3	4	2
Elite Grade (CMR 8-S)	2	3	4	5	3

Single Unit Command	+5 MFP	Corp, Wing, Column Command	+15 MFP
Small Command (under 15 miniatures)	+5 MFP	Army or Nation Command	+25 MFP
Brigade Command	+5 MFP	Artillery Command	+5 MFP
Divisional Command	+5 MFP	Dummy Command	+5 MFP

Example: Eight French line battalions (8x6, CMR 6), in Divisional command with two line artillery batteries. Each line battalion = 2 MFP x 8 battalions = 16 MFP plus 4 artillery MFP points plus 5 MFP points for the Divisional command. Total MFP for this French command 16 + 4 + 5 = 25 MFP.

Adjusting MFP during game:

Scenario game design can cause MFP adjustment during game play. Extra or reduction of MFP for specific game situations....control of terrain, special army morale adjustment or designing for historical effect can influence total MFP level.

MFP level only counts commands actually in the tabletop "battle zone" area. Battle zone area is defined as the area the game designer has predetermined for the game. Normally this is the actual game tabletop map but could include outlining area. Commands which arrive after game start or which leave the battle zone area have their contributory MFP valued added or subtracted from the MFP calculated total.

MFP Tracking:

Tracking MFP usage is simple. Each game turn has two MFP Phases at the start of each half turn. During this MFP phase each player hold up his hand(s) with fingers outwards for each point of MFP he used that last half turn. If a player's value is more than 10, he or she should "wriggle their fingers" and call out the actual total. This is a silent method to prevent everybody shouting out his or her number at the same time. One nominated player tallies the totals for each side and adds the previous running total with the new values. The cumulative running total is placed upon public display board for all to see.

MFP Usage:

Calculate the MFP usage when the following events occur:

- a.) Each game hour interphase, the MFP point cost for the operational order which the command is acting upon. Each order has a cost function for every game hour of use:
 - a. **Attack** order uses 4 MFP per hour.
 - b. **Defend** order uses 1 MFP per hour.
 - c. **Engage** order uses 2 MFP per hour.
 - d. **March** order uses 1 MFP per hour.
 - e. **Reserve** order uses ½ MFP per hour.
- b.) Each Defend marker captured 5 MFP (one time cost). When all defend markers are captured, revert the command's orders to Engage order automatically.
- c.) Each miniature lost by firepower, shock combat or failure to rally (2 attempts) is 1 MFP. Ottoman infantry is only ½ MFP (see Ottoman national characteristics).
- d.) Every artillery battery or train unit overrun by enemy action 5 MFP. If the crew regains their base, another 5 MFP is possible future loss.
- e.) Each Brigade or Divisional, commander (officer) hit is 5 MFP.
- f.) Each Corp, Wing, or Column commander hit is 5 MFP.
- g.) Each Corp, Wing, or Column HQ base removed by enemy action 10 MFP
- h.) Army or Nation commander hit or their HQ base removed by enemy action 25 MFP

Other MFP usage:

Each unit NOT following their order restrictions (voluntary player choice) costs 2 MFP per tabletop incident. Once the 2 MFP is "paid", the unit is free to perform any action during this game turn only. We call this "*violating orders*". Player should announce to opposite player(s) when they "*violate orders*". See the order restriction chart for the unit limitations under each operational order type. Note: Under the March order certain limitations cannot have "order violations" performed by players. These are noted on the orders chart restrictions.

Commands marching to the tabletop battle zone cost 1 MFP every hour. In effect, they are using MFP while marching towards the battle like the commands presently on the tabletop.

MFP Revealing and Effects:

As the cumulative total is posted, both side confirm that their hidden total hasn't been reached. Once the posted cumulative total is within 10% of the owning side, that side announces they are within 10% (army shows visible signs of waiving). Once the actual cumulative total is reached or exceeded, the entire army side is MFP exhausted.

Armies, which have become MFP exhausted, suffer a CMR -1 adjustment for all tabletop units every game turn hour. This is increase to CMR -2 on the second hour...CMR-3 for third hour etc. Once the army side reaches 150% of their current MFP total, additional CMR -1 is applied above the hourly CMR adjustment. This commonly happens as commands exit the battle zone, thus reducing the original game start MFP level by the command's contributory MFP. Players can note that the lowering CMR rapidly causes armies to disengage from combat...(retreat) causing battle end. Only highly valued CMR units have the ability to retain combative and morale skills.