

## Cyberpunk 2.0.2.0. Combat Basics

### Appendix 2 Morale

#### Stand and Fight

Have you ever wondered how characters can just stand there and shoot it out with a group of solo's when they are a medic? Why do characters not lose their cool and dive for the floor when firing starts, believe me I would hit the deck so quick there would be a sonic boom. Mind you I am neither a combat veteran, nor a street tough so that is hardly surprising. Would you have the bottle to stick your head over a parapet when bullets are flying about? No? Well neither would I, I've played paintball and it bloody hurts.

In wargames the most important thing in the world is moral, making your opponent run away is more important than killing a few of his men. When your opponent is running away they are not shooting at you, which is good, in case you were wondering.

In a way this has sorted out Solo's because they have less of an advantage in Moral than they have in straight Combat with say a Fixer or Rocker with a good Cool. There is nothing quite so good as surviving the bloody Solo's quick draw, and not running away, then doing 1 point of damage back and watching them run away. It means more dice rolling, boo hoo, but seems to work better than face-offs.

Many things go to define the moral of a person, from training to basic nature, experience to stupidity all have an effect. How can this be represented in Game terms without having to roll more dice.

As to what statistic to roll it the suggestion is Cool, with no modifiers for the likes of Combat Sense. Just because you react quickly doesn't mean that reaction is not to dive for cover.

Checks must be made in the following instances.

Circumstance	Roll	Effect of Failure	Fumble	Effect of Passing	Effect of Failure
First coming under fire	10	Seek Cover before returning fire at -3	Run Away	0	0
First Wound	15	Seek cover and Stay down for no rounds roll failed by	Run Away	0	0
First Serious Wound	20	As Above	Run Away	+½ Rep	0/-1 Rep
First Death Save	25	As above and call for medic	Surrender	+1 Rep	- ½/-2 Rep
Each Subsequent Death save	30	As above	Surrender	/	-1/-3 Rep

There have been some attempts to link this sort of thing to Reputation in the past. Taking a shot and carrying on is frightening to the opposition, and any that survive remember it. (In the dark murderous games I play there are always witnesses, street kids etc.) The negative values before the slash are for general failures and those after are for fumbles. Who is frightened of a Solo who surrendered.

At any point if there is someone between you and escape you kill them, if you are cornered when trying to run you get a +5 to initiative, and a -5 to hit. At this point you will try and escape as your highest priority.

Once a roll is failed, a further check is required after a number of rounds equal to the number failed by, unless the situation changes. If this roll is passed then you can start again. Note things may have changed, i.e. no more shooting, so the second check is easier.

If the wound or the firing causing failure is treated or stopped a further roll is allowed to recover Morale.

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#### Modifier

Opponents Reputation – Own Reputation	+/- Result
Each Person Failing Moral on own side	-1
Each person Running Away on own side	-2
Each Person Surrendering on own side	-5
Opponent Has Gun, you don't	-5
You have gun Opponent doesn't	+5
Outnumbered	-1
Outnumber Opponent	+1
On Own Turf	+1
On Drugs	*
Opponent is Cyberpsycho	-.**
You are a Cyberpsycho	+.**
You are Combat Trained/Ex-Military	+2
You are Solo	+5 (None Cumulative with Combat Trained/Ex-Military)
Appropriate Cyberware	***
Hostile Environment	-4
Very Hostile Environment	-6
Certain Death if give up	+5
*	+/- Str of drug, depending on effects
** Modifier Roll d10	1-2 1 3-4 2 5-6 3 7-8 4 9-10 5
*** Eg No Fear Chip, Adrenal Gland Removal, Pain Editor	+2 each appropriate