

[8.6] Combat Result Table

Defenders Terrain			Combat Ratio (Attacker to defender)														
	<i>City</i>	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1	13-1				
	<i>Rough/Woods</i>	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1	13-1			
<i>Rough, Marsh, Broken/Woods</i>			1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1	13-1	
<i>Broken, Flat/Woods</i>			1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1	13-1
<i>Flat</i>			1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1	

Attack Type

DIE Results

Prepared	Hasty	March															
1	-	-	1/1	1/1	1/1	0/1	1/2	1/2	0/2	1/3	0/3	1/4	0/4	0/5	0/5	0/6	0/6
2	1	-	1/0	1/1	1/1	1/1	0/1	0/1	1/2	1/2	0/2	0/3	1/4	0/4	0/5	0/5	1/6
3	2	1	1/0	1/0	1/1	1/1	1/1	0/1	0/1	0/1	1/2	0/2	0/3	1/4	0/4	1/5	0/5
4	3	2	1/0	1/0	1/0	1/1	1/1	1/1	0/1	0/1	1/2	0/2	0/3	0/3	0/4	0/4	0/5
5	4	3	1/0	1/0	1/0	1/0	1/0	1/1	1/1	0/1	0/1	1/2	0/2	0/3	0/3	0/4	0/4
6	5	4	2/0	2/0	1/0	1/0	1/0	1/0	1/1	1/1	0/1	0/1	1/2	0/2	1/3	0/3	0/4
-	6	5	2/0	1/0	1/0	1/0	1/0	1/0	1/0	1/1	1/1	1/1	0/1	1/2	0/2	0/3	0/4
-	-	6	2/0	2/0	2/0	1/0	1/0	1/0	1/0	1/0	0/1	1/1	1/1	0/1	1/2	0/2	1/3

How to use this Table: