

COMBAT EFFECTS CHART for DBA & HOTT

...by Super Stevie, 4th February, 2019

I made this "Combat Effects Chart" some time ago, but have since decided to upload it to the Fanaticus Wiki in order to make it easier for players to locate it. Very easy to use, it shows the 36 possible combat outcomes from rolling two dice depending upon your initial combat factor, and is meant for both DBA and HOTT.

It works like a sort of computer: just take your combat factor, add on any tactical factors, and go to that number on the left. Now do the same for your opponent along the top. Where the left hand row and the top column meet are the 36 possible outcomes generated by each player rolling a single dice each when using the DBA/HOTT combat system.

You may also find some interesting effects of the two-dice combat system. For example, giving yourself a +1 has slightly less effect on doubling than applying a -1 to your opponent. And if your final combat factor (before die rolling) is an odd number, then the overlap doubling chances increase from zero to 2, 6, 12, 18 for each combat factor advantage, while when your final combat factor is an even number then the doubling chances always increases from zero to 1, 4, 9, 15 for each combat advantage.

		OPPONENT'S COMBAT FACTOR (overlaps --->)										
		9	8	7	6	5	4	3	2	1	0	
YOUR COMBAT FACTOR (<--- Overlaps)	8	- 10 5 21 -	- 15 6 15 -	- 21 5 10 -	1 25 4 6 -	4 26 3 3 -	9 24 2 1 -	15 20 1 - -	21 15 - -	27 9 - -	32 4 - -	Opponent Doubled Opponent Recoils Equal Score You are Recoiled You are Doubled
	7	- 6 4 26 -	- 10 5 21 -	- 15 6 15 -	- 21 5 10 -	2 24 4 6 -	6 24 3 3 -	12 21 2 1 -	18 17 1 -	24 12 -	30 6 -	Opponent Doubled Opponent Recoils Equal Score You are Recoiled You are Doubled
	6	- 3 3 28 2	- 6 4 25 1	- 10 5 21 -	- 15 6 15 -	1 20 5 10 -	4 22 4 6 -	9 21 3 3 -	15 18 2 1 -	21 14 1 -	27 9 -	Opponent Doubled Opponent Recoils Equal Score You are Recoiled You are Doubled
	5	- 1 2 27 6	- 3 3 26 4	- 6 4 24 2	- 10 5 20 1	- 15 6 15 -	2 19 5 10 -	6 20 4 6 -	12 18 3 3 -	18 15 2 1 -	24 11 1 -	Opponent Doubled Opponent Recoils Equal Score You are Recoiled You are Doubled
	4	- - 1 23 12	- 1 2 24 9	- 3 3 24 6	- 6 4 22 4	- 10 5 19 2	1 14 6 14 1	4 17 5 10 -	9 17 4 6 -	15 15 3 3 -	21 12 2 1 -	Opponent Doubled Opponent Recoils Equal Score You are Recoiled You are Doubled
	3	- - - 18 18	- - 1 20 15	- 1 2 21 12	- 3 3 21 9	- 6 4 20 6	- 10 5 17 4	2 13 6 13 2	6 15 5 9 1	12 14 4 6 -	18 12 3 3 -	Opponent Doubled Opponent Recoils Equal Score You are Recoiled You are Doubled
	2	- - - 12 24	- - - 15 21	- - 1 17 18	- 1 2 18 15	- 3 3 18 12	- 6 4 17 9	1 9 5 15 6	4 11 6 11 4	9 12 5 8 2	15 11 4 5 1	Opponent Doubled Opponent Recoils Equal Score You are Recoiled You are Doubled
	1	- - - 6 30	- - - 9 27	- - - 12 24	- - 1 14 21	- 1 2 15 18	- 3 3 15 15	- 6 4 14 12	2 8 5 12 9	6 9 6 9 6	12 9 6 4	Opponent Doubled Opponent Recoils Equal Score You are Recoiled You are Doubled
	0	- - - 2 34	- - - 4 32	- - - 6 30	- - - 9 27	- - 1 11 24	- 1 2 12 21	- 3 3 12 18	1 5 4 11 15	4 6 5 9 12	9 6 6 6 9	Opponent Doubled Opponent Recoils Equal Score You are Recoiled You are Doubled

Remember that a recoil result can sometimes mean being destroyed, and an equal score can also become a destroyed result for Kn or Cm in close combat with Lb, Cb, or Bd. Likewise, a destroyed result can sometimes lead to the troops fleeing instead of being lost.