

[9.4] COMBAT RESULTS TABLE

Probability Ratio (Odds) Attacker's Strength to Defender's Strength											Percent Lost:
1 to 2	1 to 1	2 to 1	3 to 1	4 to 1	5 to 1	6 to 1	7 to 1	8 to 1	9 to 1	Atkr	Dfndr
0	-1	-2	-3	-4	•	•	•	•	•	100	0
+1	0	-1	-2	-3	-4	•	•	•	•	75	10
2	+1	0	-1	-2	-3	-4	•	•	•	50	10
3	2	+1	0	-1	-2	-3	-4	•	•	25	10
4	3	2	+1	0	-1	-2	-3	-4	•	10	10
5	4	3	2	+1	0	-1	-2	-3	-4	10	10
6	5	4	3	2	+1	0	-1	-2	-3	10	25
7	6	5	4	3	2	+1	0	-1	-2	10	50
8	7	6	5	4	3	2	+1	0	-1	10	75
9	8	7	6	5	4	3	2	+1	0	0	100

[11.4] ATTRITION TABLE

Adjusted Die Roll:	Percent Lost:
1	75
2	50
3	50
4	25
5	25
6	10
7	10
8	0
9	0

An adjusted die roll of less than "1" is treated as "1."

Adjusted Die Roll at odds of...

Total Strength : 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Point Equivalent :

[9.5]

PERCENTAGE

LOSS TABLE

100%:	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2
25%:	0	1	1	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	5
50%:	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	10	10
75%:	1	2	2	3	4	5	5	6	7	8	8	9	10	11	11	12	13	14	15

[16.51] DIPLOMACY TABLE Scenario One

-1	Syracusa Defects to Rome *
0	Syracusa-Roman Alliance *
1	No Effect
2	No Effect
3	Sardinia Revolts
4	Corsica Revolts
5	No Effect
6	No Effect
7	Syracusa-Carthaginian Alliance *
8	Syracusa Defects to Carthage *

* = May only occur once per game.

[16.52] DIPLOMACY TABLE Scenario Two

-1	Massaesylia Defects *
0	Massylia Defects *
1	Hispania Revolts
2	Gallia Revolts
3	No Effect
4	No Effect
5	Gallia Revolts
6	Hispania Revolts
7	Syracusa Defects *
8	Roman-Illlyrian War *
9	South Italy Defects *

Adjusted Die Roll