COMBAT CALCULATIONS CHART

Hex:		Turn:				
#	**EW**	**Var-Int**	**Roll**	**Force**	**Factor**	**Result**
Coalition					%	
Alliance					%	
Coalition					%	
Alliance					%	
Coalition					%	
Alliance					%	
Coalition					%	
Alliance					%	

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Alliance					%	
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Alliance					%	
Coalition					%	
Alliance					%	
Coalition					%	
Alliance					%	
Coalition					%	
Alliance					%	

Hex = location of battle. Turn = use either number or year-season format. Extra box for notes. # = sequence of these tables used in that battle hex. EW = factor for each side. Var-Int = Put variable intensity in upper box. Lower box could be used for a small note such as “approach”. Roll = die roll. Force = strength of battle force. Factor = Damage factor produced by die roll. Multiple Force x Factor = Result. This chart is on the web site for download. *—By Mike Curtis*

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