

TROOP CLASS

0-20 untrained 56-70 fair 103 excellent
 21-35 poor 71-80 average 126 + elite
 35-55 below aver. 81-100 good

BATTLE RATING

BONUS YES/NO

mounted 20% _____
 50% _____
 missiles 20% _____
 20% (100) _____
 magical 10% _____
 20% _____
 100% _____
 spells 5% _____
 30% _____
 fly 10% _____
 20% _____
 speed 100 _____

$\frac{BFR}{10} = \text{_____} = \text{INITIAL BR}$

$\text{FINAL BR} = \text{BFR} + \text{SUMA BONUS}$

FINAL BATTLE RATING MODIFIERS

1. TROOP RATIO $\frac{n^{\circ} \text{ troops A (higher)}}{n^{\circ} \text{ troops B}}$

1's to 1 → +15
 2 to 1 → +30
 3 to 1 → +45
 4 to 1 → +60
 5 to 1 → +70

+

2. MORALE

propios dominios +10
 si ya han derrotado +10
 si 2 levels superior +10
 si ataque en marcha +10
 si cambio de ruta -10

+/-

3. ENVIRONMENT

+25 super favorable
 -25 super no favorable
 +20 invasión noche

4. TERRENO

+20 if higher
 +20 halflings (wood/fields)
 +10 elves (wood)
 +20 dwarves (mountain)
 -20 mounted troops (mount, woods, strong hold)
 -20 mud or marsh
 -10 snow or sand
 +10 defend a place
 +50 narrow defile
 +40 if attacker cross deep water
 +20 defence in hill, ditch or wall
 +50 if force in strong hold

5. IMMUNITIES

+1150
 +50 if 10%
 +50 if 80% attacks

6. FATIGUE

-10 if moderately
 -30 if seriously

$\text{BFR} + \text{mod} = \text{_____}$

$\text{_____} + 1d100 =$

COMBAT RESULT