

Age of Empires ECG combat results calculator

Tests performed on the calculator

Checking if the input sanitization is working

- Check that the input quantity for each player's battle participants (except 'assisting monks') must be ≥ 1 :

```
Error: All entities (except assisting monks) must have a quantity of at least 1
```

- Check that the input quantity for each player's battle participants must be < 500
- Check that the input quantity for each player's battle participants adheres to the game rules:

```
Error: House is a building and buildings can only be of 1 quantity
```

- Check that the input entity for each player's battle participants is recognized:

```
Error: BANANA inside of entities.csv is an unrecognized name of an entity  
Either I have not implemented the entity or you mistyped the name of the entity
```

- Check for too much input:

```
Error: Too much input. Only enter the values for up to two players  
The input is supposed to be:  
[P1_Non-Monk_Entity_Name] [P1_Entity_Quantity] Monk [P1_Monk_Quantity]  
[P2_Non-Monk_Entity_Name] [P2_Entity_Quantity] Monk [P2_Monk_Quantity]
```

- Check for too little input:

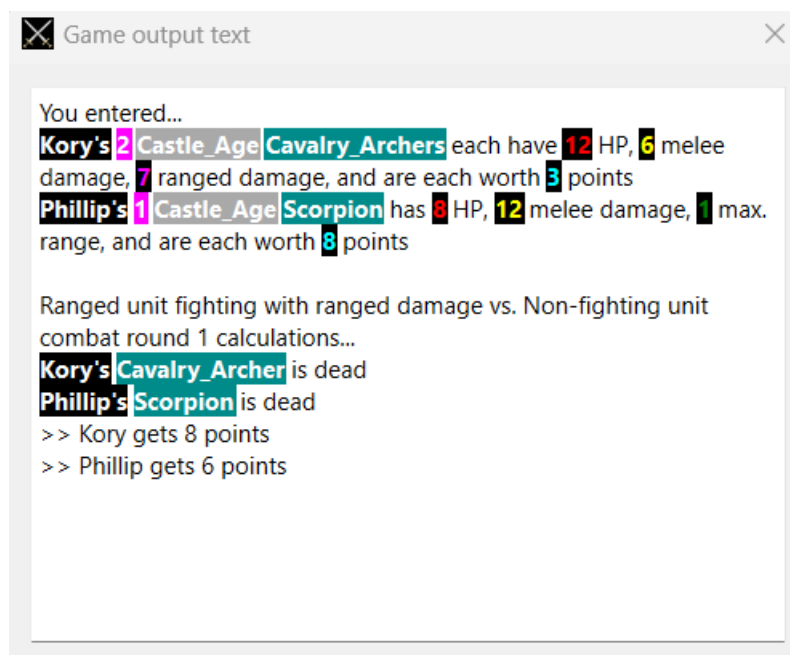
```
Error: Too little input. You must enter the values for up to two players  
The input is supposed to be:  
[P1_Non-Monk_Entity_Name] [P1_Entity_Quantity] Monk [P1_Monk_Quantity]  
[P2_Non-Monk_Entity_Name] [P2_Entity_Quantity] Monk [P2_Monk_Quantity]
```

- Check for excessive monk input:

```
Error: Player 1 cannot have the second monk 'assisting' the first monk in combat  
The second monk must have a quantity of 0
```

Checking if the calculations are correctKory's 1 village vs Phillip's 2 villagersIs it correct?

Yes

Kory's 2 Cavalry Archers vs Phillip's 1 Scorpion at range 0Is it correct?

Yes



[Kory's 1 villager vs Phillip's 2 villagers but Kory has Rally the Workers enabled](#)



Is it correct?

Yes

Kory's 3 Militia vs Phillip's 3 Archers with no hit and run or retreating

 Game output text 

You entered...

Kory's 3 Dark_Age Militias each have 8 HP, 4 melee damage, and are each worth 2 points
Phillip's 3 Feudal_Age Archers each have 6 HP, 4 melee damage, 5 ranged damage, and are each worth 2 points

Non-fighting unit: Militia vs. Ranged unit: Archer fighting with ranged damage combat round 1 calculations...

Kory's 2 Dark_Age Militias each have 8 HP, 4 melee damage, and are each worth 2 points
Phillip's 3 Feudal_Age Archers each have 6 HP, 4 melee damage, 5 ranged damage, and are each worth 2 points
>> Phillip gets 2 points

Does Phillip want to hit and run with the Archer?
No

Melee unit: Militia fighting with melee damage vs. Melee unit: Archer fighting with melee damage combat round 1 calculations...

Kory's 1 Dark_Age Militia has 8 HP, 4 melee damage, and are each worth 2 points
Phillip's 2 Feudal_Age Archers each have 6 HP, 4 melee damage, 5 ranged damage, and are each worth 2 points
>> Kory gets 2 points
>> Phillip gets 2 points

Does Kory want to retreat with the Militia?
No

Does Phillip want to retreat with the Archer?
No



Melee unit: Militia fighting with melee damage vs. Melee unit: Archer fighting with melee damage combat round 2 calculations...

Kory's Militia is dead
Phillip's 2 Feudal_Age Archers each have 6 HP, 4 melee damage, 5 ranged damage, and are each worth 2 points
>> Phillip gets 2 points





Is it correct?





Yes

[Kory's 1 heavy demolition ship vs Phillip's 1 galley](#)

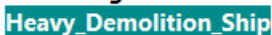

 Game output text 





You entered...





Kory's  Imperial Age Heavy_Demolition_Ship has  HP,  melee damage, and are each worth  points

Phillip's  Feudal Age Galley has  HP,  melee damage, and are each worth  points

Close range combat round + Close range bombardment mini-round 1 calculations...

 fought with melee damage while  fought with melee damage. **The outcome of this:**

Kory's  Imperial Age Heavy_Demolition_Ship has  HP,  melee damage, and are each worth  points

Phillip's  Feudal Age Galley has  HP,  melee damage, and are each worth  points



Does Kory want to retreat with the Heavy_Demolition_Ship?


No

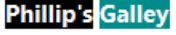
Does Phillip want to retreat with the Galley?

No

Close range combat round + Close range bombardment mini-round 2 calculations...

 fought with melee damage while  fought with melee damage. **The outcome of this:**

Kory's  is dead

Phillip's  is dead

>> Kory gets 4 points

Is it correct?

Yes

Kory's 2 archers vs Phillip's 1 demo ship at range 0

Game output text

You entered...

Kory's 2 Feudal_Age Archers each have 6 HP, 4 melee damage, 5 ranged damage, and are each worth 2 points
 Phillip's 1 Castle_Age Demolition_Ship has 13 HP, 110 melee damage, and are each worth 4 points

Ranged unit fighting with ranged damage vs. Non-fighting unit combat round 1 calculations...

Kory's 2 Feudal_Age Archers each have 6 HP, 4 melee damage, 5 ranged damage, and are each worth 2 points
 Phillip's 1 Castle_Age Demolition_Ship has 13 HP, 110 melee damage, and are each worth 4 points

Do you want to hit and run?
 No
 Do you want to retreat?
 No

Melee unit fighting with melee damage vs. Non-fighting unit combat round 1 calculations...

Kory's Archer is dead
 Phillip's Demolition_Ship is dead
 >> Kory gets 4 points
 >> Phillip gets 4 points

Is it correct?

Yes

Kory's 1 Trebuchet vs Phillip's 1 Scorpion at range 2

Distance between the battle participants

Quantity

0

Kory's technology

☐ Blast Furnace
☐ Bodkin Arrow
☐ Bracer

Show active technology

Kory's event calculator

☐ A Just Cause
☐ Back From The Dead
☐ Barrel Of Gunpowder

Show active event

Game output text

You entered...

Kory's 1 Imperial_Age Trebuchet has 36 HP, 200 melee damage, 8 max. range, 4 min. range, and are each worth 17 points
 Phillip's 1 Castle_Age Scorpion has 8 HP, 12 melee damage, 1 max. range, and are each worth 3 points

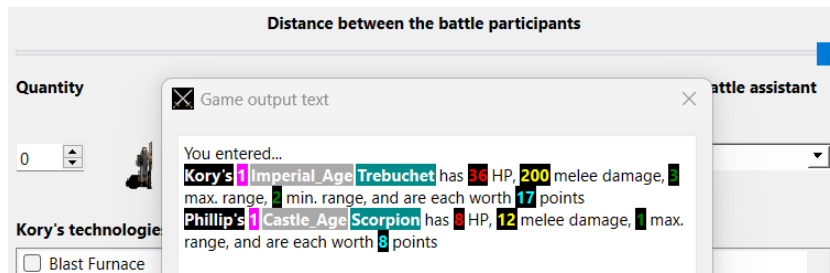
Melee unit fighting with melee damage vs. Melee unit fighting with melee damage combat round 1 calculations...

Kory's 1 Imperial_Age Trebuchet has 36 HP, 200 melee damage, 8 max. range, 4 min. range, and are each worth 17 points
 Phillip's Scorpion is dead
 >> Kory gets 8 points
 Scorpion is unable to range Trebuchet

Is it correct?

Yes

Kory's 1 Trebuchet vs Phillip's 1 Scorpion at range 10





What's depicted: Neither of them attacking

Is it correct?

Yes

[Kory's 5 Militia vs Phillip's 1 Watch Tower at range 1](#)

 Game output text 

You entered...

Kory's 5 Dark_Age Militias each have 8 HP, 4 melee damage, and are each worth 2 points
Phillip's 1 Feudal_Age Watch_Tower has 100 HP, 15 melee damage, 1 max. range, 1 min. range, and are each worth 9 points

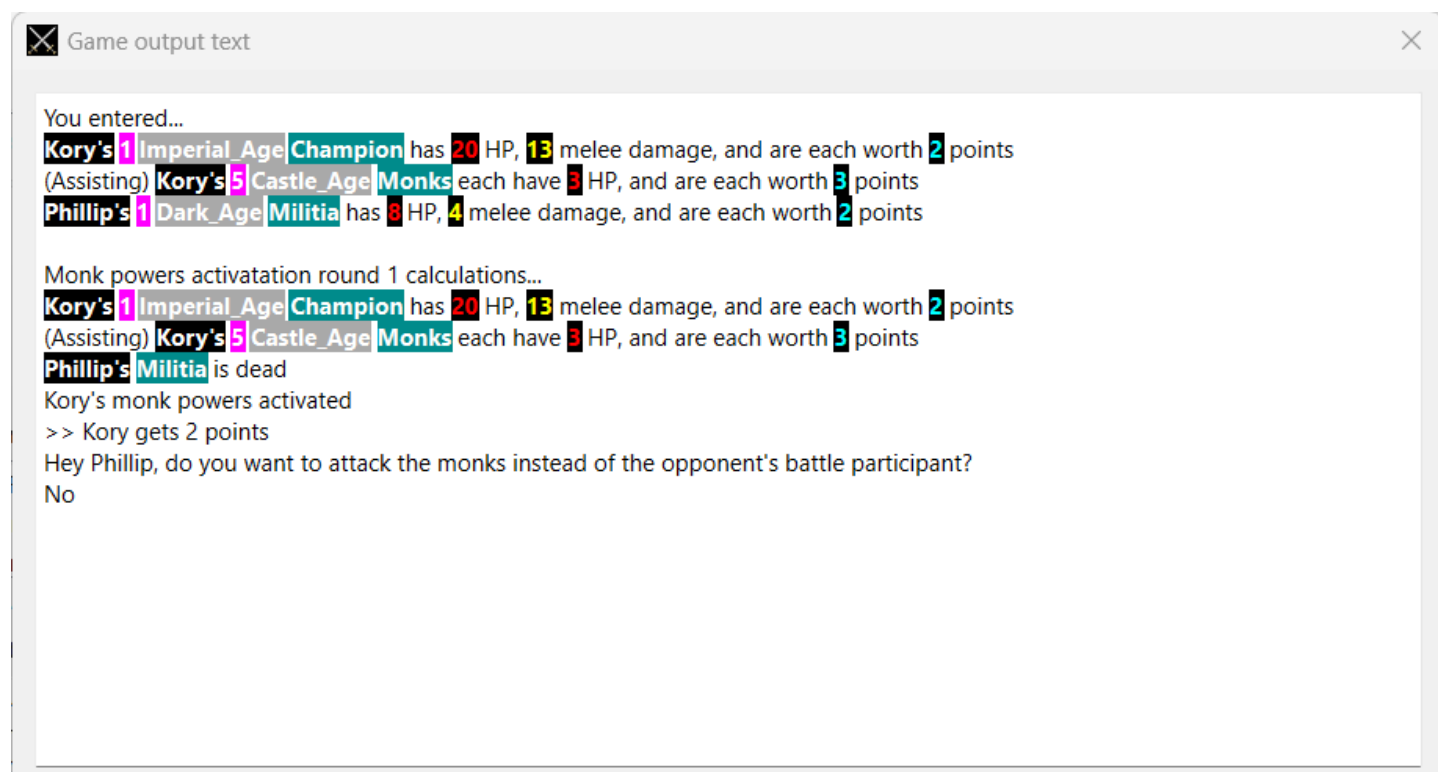
Close range combat round + Close range bombardment mini-round 1 calculations...
Militia did not fight while Watch_Tower fought with melee damage. **The outcome of this:**
Kory's 4 Dark_Age Militias each have 8 HP, 4 melee damage, and are each worth 2 points
Phillip's 1 Feudal_Age Watch_Tower has 100 HP, 15 melee damage, 1 max. range, 1 min. range, and are each worth 9 points
Militia is unable to range Watch_Tower
>> Phillip gets 2 points

Close range combat round + Close range bombardment mini-round 2 calculations...
Militia did not fight while Watch_Tower fought with melee damage. **The outcome of this:**
Kory's 4 Dark_Age Militias each have 8 HP, 4 melee damage, and are each worth 2 points
Phillip's 1 Feudal_Age Watch_Tower has 100 HP, 15 melee damage, 1 max. range, 1 min. range, and are each worth 9 points
Militia is unable to range Watch_Tower

Is it correct?

Yes

[Kory's 1 Champion and 5 Monks vs Phillip's 1 Militia at range 0 with conversion selected](#)



Is it correct?

Yes. Conversion was successful so militia was lost in the monk powers activation round