Age of Empires ECG combat results calculator

User guide

How to interpret the program

Purpose of it

Used for working out the outcome of a battle given what entities two players have pitted against each other (e.g. 3 Crossbowman and 1 Monk vs 2 Knights) and what other cards they have in play like event cards

Stat reference

Standard damage (SA): Base attack that an entity has

Ranged damage (RA): Ranged attack that an entity has

Point value (PV): Number of points each of these entities is worth

Health points (HP): Health that an entity has.

How to use the program

Expected input

- Both player 1 and 2's battle participants, and number of them

Hotkeys

- Press "R" to see the results
- Use the **<-** and **->** arrow keys to navigate the PDF file