### 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