### User guide

##### Using the combat calculator guide

###### 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):

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