

COMBAT DICE PROBABILITY CHART (DBMM 2.1) by Jens Peter Kutz

Main grid of 30x30 dice probability charts. Each cell contains a 5x5 grid of values representing the probability of a specific result (e.g., 72%, 58%, 42%, 28%, 17%) given the attacker's and defender's dice counts. The columns are labeled with attacking dice counts (Kn, Cv, LH, Cm, Pk, Sp, Bd, Ax, Ps, Wb, Hd, Bw, El, Exp) and the rows with defending dice counts (vs Kn, vs Cv, vs LH, vs Cm, vs Sp, vs Bd, vs Ax, vs Ps, vs Wb, vs Hd, vs Bw, vs El, vs Exp).

How to use:

The column captions contain the attacking elements, the row captions contain the defending elements. Find the desired attacking element (e.g., "Kn") and then go down the column to the desired defending element (e.g., "vs Cv").

The cells in the quadrant of the intersection between the columns and the rows contain the following information (example for "Kn vs Cv"):

5x5 grid showing probability values for Kn vs Cv: 72%, 58%, 42%, 28%, 17% (top row); 58%, 42%, 28%, 17%, 14% (second row); 42%, 28%, 17%, 14%, 11% (third row); 28%, 17%, 14%, 11%, 8% (fourth row); 17%, 14%, 11%, 8%, 6% (bottom row).

- Probability that defender dies higher than attacker
Probability that attacker and defender dice equal
Probability that attacker rolls higher than defender
Probability that defender doubles attacker's dice roll
Probability that attacker doubles defender's dice roll

Attacker's Combat Factor reduced by 2 (up arrow)
Attacker's Combat Factor reduced by 1 (up arrow)

Defender's Combat Factor reduced by 2 (down arrow)
Defender's Combat Factor reduced by 1 (down arrow)