

Reverse Combat Results Table

Element	kills	flees	recoils	no effect
<i>Totals equal:</i>				
Any	SCh	-	-	All except SCh
<i>Total greater than but not double that of enemy:</i>				
El	SCh, Kn, <i>Pk, Sp</i> , Bw, <i>Wb</i> , Hd*, Art, WWg	-	El, Cv, Cm, LH , Bd, Ax, Ps	-
SCh	SCh, Kn, <i>Pk, Sp, Bd</i> , Bw, <i>Wb</i> , Hd*, Art	Cv, Cm, LH	El, Ax, Ps	WWg
Kn	SCh, <i>Pk, Sp, Bd, Ax</i> , Bw, <i>Ps, Wb</i> , Hd*, Art	-	El, <u>Kn</u> , Cv, Cm, LH	WWg
Cv, Cm	Bw, <i>Ps</i> , SCh	-	El, <u>Kn</u> , Cv, Cm, LH , Pk, Sp, Bd, Ax, Wb	Hd, WWg
LH	El, SCh, Kn, <i>Pk, Sp</i> , Bw, Art	-	Cv, Cm, LH , Bd, Ax, Ps, Wb	Hd, WWg
Pk, Sp, Bd, Hd	SCh, Art	-	El, <u>Kn</u> , Cv, Cm, LH , Pk, Sp, Bd, Ax, Bw, Ps, Wb	Hd, WWg
Ax, Ps	El, SCh, Art	-	<u>Kn</u> , Cv, Cm, LH , Pk, Sp, Bd, Ax, Bw, Ps, Wb	Hd, WWg
Bw (DS)	SCh, Hd	-	El, <u>Kn</u> , Cv, Cm, LH , Pk, Sp, Bd, Ax, Bw, Ps, Wb, Art	WWg
Bw (CC)	SCh, Art	-	El, <u>Kn</u> †, Cv, Cm, LH , Pk, Sp, Bd, Ax, Bw, Ps, Wb	Hd, WWg
Wb	SCh, Pk, Sp, Bd, Hd, Art	-	El, <u>Kn</u> , Cv, Cm, LH , Ax, Bw, Ps, Wb	WWg
Art (DS)	El, SCh, Hd, WWg	LH	<u>Kn</u> , Cv, Cm , Pk, Sp, Bd, Ax, Bw, Ps, Wb, Art	-
Art (CC)	SCh, Art	-	<u>Kn</u> , Cv, Cm, LH , Pk, Sp, Bd, Ax, Bw, Ps, Wb	Hd, WWg
WWg (DS)	SCh, Hd	-	<u>Kn</u> , Cv, Cm, LH , Pk, Sp, Bd, Ax, Bw, Ps, Wb, Art	WWg
WWg (CC)	SCh, Art	-	<u>Kn</u> , Cv, Cm, LH , Pk, Sp, Bd, Ax, Bw, Ps, Wb	Hd, WWg
<i>Total double or more that of enemy:</i>				
El, SCh	All except Ps	Ps	-	-
Kn, Cv, Cm, LH	All	-	-	-
Pk, Sp, Hd	All except Cv, LH, Ps	<u>Cv</u> , <u>LH</u> , Ps	-	-
Bd, Wb, WWg	All except LH, Ps	<u>LH</u> , Ps	-	-
Ax	All but LH	<u>LH</u>	-	-
Bw, Ps	All	-	-	-
Art (DS)	All except Ps	Ps	-	-
Art (CC)	-	Cv, <u>LH</u> , Ps	El, SCh, Kn, Cm, Pk, Sp, Bd, Ax, Bw, Wb, Hd, Art, WWg	-

Italics: recoil if in BGo. **Bold**: flee if in BGo. Underline: kill if in BGo.

* no effect if in BGo. † kill in GGo if Kn contacted Bw's front this bound.

DS = Distant Shooting, CC = Close Combat