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**Win battle percentages
calculated by Ken Brown.**

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CIVILIZATION III COMBAT RESULTS TABLES

Combat in Civ3 has a lot of variables. It would take a very large piece of paper to accommodate tables that accounted precisely for every possible situation. Therefore, these tables do not give you the exact chance of winning or losing for all cases, but they do give you a very good idea about how likely it is you will win or lose. Because they can be printed on two sheets of paper (or both sides of one), you can keep these tables next to you as you play. Good luck!

Step 1: Find out the defender's modified strength:

Find the Defender's location on the right. **Add 1 row if the unit is fortified. Add 1 row if the unit is attacked across a river.**
The 10% bonus for flat land makes very little difference in most combat results, so it has been removed from this table in order to greatly simplify things.

			Base Strength:										
			1	2	3	4	6	8	10	12	16	18
Flat land **OR** Town	0%		1.0	2.0	3.0	4.0	6.0	8.0	10.0	12.0	16.0	18.0
Forests **OR** Jungle	25%		1.3	2.5	3.8	5.0	7.5	10.0	12.5	15.0	20.0	22.5
Hill **OR** Town on a hill **OR** City/walled town/fortress	50%		1.5	3.0	4.5	6.0	9.0	12.0	15.0	18.0	24.0	27.0
Fortress in Forests or Jungle	75%		1.8	3.5	5.3	7.0	10.5	14.0	17.5	21.0	28.0	31.5
Mountain **OR** Metropolis **OR** City/walled town/fortress on a hill	100%		2.0	4.0	6.0	8.0	12.0	16.0	20.0	24.0	32.0	36.0
	125%		2.3	4.5	6.8	9.0	13.5	18.0	22.5	27.0	36.0	40.5
Metropolis on a hill **OR** Fortress on a Mountain	150%		2.5	5.0	7.5	10.0	15.0	20.0	25.0	30.0	40.0	45.0
	175%		2.8	5.5	8.3	11.0	16.5	22.0	27.5	33.0	44.0	49.5
	200%		3.0	6.0	9.0	12.0	18.0	24.0	30.0	36.0	48.0	54.0

Step 2: Find out the attacker's chance of winning one round:

Find the Attacker's strength on the side and the *Defender's modified strength* (from Step 1) on the top.
The percentage in the table is the attacker's chance of winning one round.

Attacker's Strength:

	Defender's Modified Strength:																									
	1	1.5	2	2.5	3	3.5	4	4.5	5	6	7	8	9	10	12	14	16	18	20	25	30	35	40	45	50	54
1	50%	40%	33%	29%	25%	22%	20%	18%	17%	14%	13%	11%	10%	9%	8%	7%	6%	5%	5%	4%	3%	3%	2%	2%	2%	2%
2	67%	57%	50%	44%	40%	36%	33%	31%	29%	25%	22%	20%	18%	17%	14%	13%	11%	10%	9%	7%	6%	5%	5%	4%	4%	4%
3	75%	67%	60%	55%	50%	46%	43%	40%	38%	33%	30%	27%	25%	23%	20%	18%	16%	14%	13%	11%	9%	8%	7%	6%	6%	5%
4	80%	73%	67%	62%	57%	53%	50%	47%	44%	40%	36%	33%	31%	29%	25%	22%	20%	18%	17%	14%	12%	10%	9%	8%	7%	7%
6	86%	80%	75%	71%	67%	63%	60%	57%	55%	50%	46%	43%	40%	38%	33%	30%	27%	25%	23%	19%	17%	15%	13%	12%	11%	10%
8	89%	84%	80%	76%	73%	70%	67%	64%	62%	57%	53%	50%	47%	44%	40%	36%	33%	31%	29%	24%	21%	19%	17%	15%	14%	13%
12	92%	89%	86%	83%	80%	77%	75%	73%	71%	67%	63%	60%	57%	55%	50%	46%	43%	40%	38%	32%	29%	26%	23%	21%	19%	18%
16	94%	91%	89%	86%	84%	82%	80%	78%	76%	73%	70%	67%	64%	62%	57%	53%	50%	47%	44%	39%	35%	31%	29%	26%	24%	23%
18	95%	92%	90%	88%	86%	84%	82%	80%	78%	75%	72%	69%	67%	64%	60%	56%	53%	50%	47%	42%	38%	34%	31%	29%	26%	25%
24	96%	94%	92%	91%	89%	87%	86%	84%	83%	80%	77%	75%	73%	71%	67%	63%	60%	57%	55%	49%	44%	41%	38%	35%	32%	31%

Many thanks to Firaxis and Infogrames for bringing us Civ3.

Step 3: Find out the chance the attacker will win the battle:

Use the table which matches the Defender's current hit point total. Use the row on that table which matches the Attacker's current hit point total.
The percentage in that row under the *Attacker's chance of winning one round* (from Step 2), is the chance the attacker will win with at least 1 hit point left.
Percentages in **bold** fall between 32% and 68% (the middle third).

Hit Points: — Attacker's chance of winning one round:

Def.	Att.	5%	10%	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%
1	1	5%	10%	15%	20%	25%	30%	**35%**	**40%**	**45%**	**50%**	**55%**	**60%**	**65%**	70%	75%	80%	85%	90%	95%
	2	10%	19%	28%	**36%**	**44%**	**51%**	**58%**	**64%**	70%	75%	80%	84%	88%	91%	94%	96%	98%	99%	
	3	14%	27%	**39%**	**49%**	**58%**	**66%**	73%	78%	83%	88%	91%	94%	96%	97%	98%	99%			
	4	19%	**34%**	**48%**	**59%**	**68%**	76%	82%	87%	91%	94%	96%	97%	98%	99%					
	5	23%	**41%**	**56%**	**67%**	76%	83%	88%	92%	95%	97%	98%	99%	99%						

Hit Points: — Attacker's chance of winning one round:

Def.	Att.	5%	10%	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%
2	1		1%	2%	4%	6%	9%	12%	16%	20%	25%	30%	**36%**	**42%**	**49%**	**56%**	**64%**	72%	81%	90%
	2	1%	3%	6%	10%	16%	22%	28%	**35%**	**43%**	**50%**	**57%**	**65%**	72%	78%	84%	90%	94%	97%	99%
	3	1%	5%	11%	18%	26%	**35%**	**44%**	**52%**	**61%**	69%	76%	82%	87%	92%	95%	97%	99%		
	4	2%	8%	16%	26%	**37%**	**47%**	**57%**	**66%**	74%	81%	87%	91%	95%	97%	98%	99%			
	5	3%	11%	22%	**34%**	**47%**	**58%**	**68%**	77%	84%	89%	93%	96%	98%	99%					

Hit Points: — Attacker's chance of winning one round:

Def.	Att.	5%	10%	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%
3	1				1%	2%	3%	4%	6%	9%	13%	17%	22%	27%	**34%**	**42%**	**51%**	**61%**	73%	86%
	2			1%	3%	5%	8%	13%	18%	24%	31%	**39%**	**48%**	**56%**	**65%**	74%	82%	89%	95%	99%
	3		1%	3%	6%	10%	16%	24%	**32%**	**41%**	**50%**	**59%**	**68%**	76%	84%	90%	94%	97%	99%	
	4		2%	5%	10%	17%	26%	**35%**	**46%**	**56%**	**66%**	74%	82%	88%	93%	96%	98%	99%		
	5		3%	7%	15%	24%	**35%**	**47%**	**58%**	**68%**	77%	85%	90%	94%	97%	99%				

Hit Points: — Attacker's chance of winning one round:

Def.	Att.	5%	10%	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%
4	1						1%	2%	3%	4%	6%	9%	13%	18%	24%	**32%**	**41%**	**52%**	**66%**	81%
	2			1%	2%	3%	5%	9%	13%	19%	26%	**34%**	**43%**	**53%**	**63%**	74%	84%	92%	98%	
	3			1%	2%	4%	7%	12%	18%	26%	**34%**	**44%**	**54%**	**65%**	74%	83%	90%	95%	98%	
	4			1%	3%	7%	13%	20%	29%	**39%**	**50%**	**61%**	71%	80%	87%	93%	97%	99%		
	5		1%	2%	6%	11%	19%	29%	**41%**	**52%**	**64%**	74%	83%	89%	94%	97%	99%			

Hit Points: — Attacker's chance of winning one round:

Def.	Att.	5%	10%	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	95%
5	1							1%	1%	2%	3%	5%	8%	12%	17%	24%	**33%**	**44%**	**59%**	77%
	2						1%	2%	4%	7%	11%	16%	23%	**32%**	**42%**	**53%**	**66%**	78%	89%	97%
	3				1%	3%	6%	10%	15%	23%	**32%**	**42%**	**53%**	**65%**	76%	85%	93%	97%		
	4			1%	3%	6%	11%	17%	26%	**36%**	**48%**	**59%**	71%	81%	89%	94%	98%	99%		
	5			1%	2%	5%	10%	17%	27%	**38%**	**50%**	**62%**	73%	83%	90%	95%	98%	99%		