

## Playing Aid Hispania - Combat Table

To hit, you must roll a **7 or higher** on a 10-sided die.

The following **modifiers** are applied to your die roll.

**All modifiers are cumulative.**

Regardless of modifiers, a **1** is always a miss, a **10** is always a hit.

<u>Attacker modifiers</u>		<u>Defender modifiers</u>	
Elite vs Infantry:	+1	(any) vs Cavalry in plain	-2
Cavalry in plain vs (any):	+3	(any) behind river, in first combat round :	+2
(any) in mountain :	-1		

### General modifiers

Knight vs (any): +2

(any) vs Knight: -1

(any) vs Elite: -1

(any) vs Castle: -1

with leader: +2

with religious zeal: +1