

Number of War Elephants Committed	
War Elephant Effects. Friendly and Enemy SP Loss Result:	
War Elephant Effects. Modifiers Result:	
Attacker and Defenders Forces.	
Infantry (Multi Class divide by "?")	
Cavalry	
Combat Modifiers;	
Leader Tactical Ability.	Letter DR
	Result:
Roman Command EFF	
1 per 2 Double Legion over limit.	Result:
Subordinate Leaders	Result:
Odds of the Combat. Round to Defender:	
Combat Ratio Adjustment	Result:
Cavalry Superiority.	
Number of Cavalry on both sides.	
Cavalry Superiority DR Adj.	Result:
Roman Discipline. 1 / Vet LG/Result:	
Elite Units.	
1 per Elite Unit Type	Result:
Unit Status. (Useless must retreat)	
DRPT -3/+1, DORG -5/+3, USLS na/+5	
Attacked directly across River -3.	Result:
Failed to Avoid/Intercept +2.	Result:
Double Envelopment +4.	Result:
Naval Movement. Atk -3/ Def +3.	Result:
Devotio. 1/2 of Roman LDR CR.	Result:
Total of all Modifiers Add all "?"	Result:
Combat DR.	Result:
Final Combat Result.	
(If side is >10% of other it Must Retreat)	
Attacker/Defender % Losses.	Result:
Combat SPLosses for Both Sides.	
Infantry (Multi Class divide by "?")	
Cavalry	
Committed Elephants	
Total Combat Loss of SP for both sides:	
Retreat.	
Retreat Loss from ALP (8.37)	Result:
Pursuit and Butchery (8.39) vs Retreats	
Winner Must have Cavalry Superiority.	
Post Combat Number of Cavalry for each:	
Cavalry Superiority Pursuit Factor. (Min. of 1 PF regardless of terrain.)	Result:
Pursuit and Butchery DR.	Result:
DR x PF (rd) to nearest % Loss on Chart:	
Pursuit and Butchery Total Losses.	Result:
TOTAL SP LOSS from Battle.	
Add ALL "*" Results together.	