

# Steel and Crystal

Type	\$\$	CF	MAX	Tot	Notes
SK	1	1			+3 vs EL
LI	2	3			
BD	3	5			
SP	3	4			+2 vs LC/EL +1 vs HC
LC	4	6			-1 on Mountain/Wood
HC	5	8			-2 on Mountain/Wood
EL	5	7			-3 on Mountain/Wood +2 vs LC/HC
CH	5	6			-4 on Mountain/Wood +2 vs BD/SP

Resources:

Treasure:

## Sequence of play

- Event phase
- Recruitment
- Movement
- Exploration
- Conflict
- Conquest

## [Combat Table]

DiceRoll	Force Ratio			
	1:1	2:1	3:1	4:1
1	-/2	1/1	1/1	2/1
2	-/1	1/1	2/1	3/-
3	1/1	1/-	3/-	4/-
4	1/1	2/-	4/-	5/-
5	1/-	3/-	5/-	6/-
6	2/-	4/-	6/-	8/-

Result: (Defender units lost)/(Attacker units lost)

Modifiers:

- if the number of cavalry units of one side is twice or more than the adversary number adjust one column at his advantage (left if defender, right if attacker).