

Kingmaker Variant Open Combat Table: Attacker Rolls Percentile

Attacker Quadruple (at least 4:1)	Attacker Double (at least 2:1)	Attacker Majority (at least 1:1)	Attacker Minority (at least 1:2)	Attacker Ambush (at least 1:4) [†]
01-10 No Victory	01-29 No Victory	01-65 No Victory	01-20 Attack Fails	01-40 Attack Fails
11-19 Minor Victory	30-43 Minor Victory	66-90 Minor Victory	21-85 No victory	41-90 No Victory
20-39 Simple Victory	44-57 Simple Victory	91-97 Simple Victory	86-98 Minor Victory	91-00 Minor Victory
40-00 Major Victory	58-00 Major Victory	98-00 Major Victory	99-00 Simple Victory	

Variant Nobles Killed/Captured (Attacker & Defender Roll for Each Noble)

Attack Result	Attacking Noble Killed	Attacking Heir Killed	Defending Noble Captured	Defending Noble Killed	Defending Heir Killed
Assassin [†]	Killed	Killed		91-00 [†]	96-00 [†]
Attack Fails*	16-00 [‡]	91-00		91-00	96-00
No Victory*	91-00	95-00		91-00	95-00
Minor Victory [#]	93-00	97-00	31-90	91-00	95-00
Simple Victory [#]	95-00	98-00	16-91	92-00	97-00
Major Victory [#]	97-00	99-00	04-92	93-00	98-00

[†] “Assassin” (worse than 1:4) allowed only if attacker is a **single untitled Noble**. One selected defending Noble or Heir is subject to possible death.

* Surviving Royal Heirs under control of Attacking Nobles are always retained by attacking side unless **all** attacking Nobles are killed outright.

[‡] Attack Fails: Any surviving attacking Nobles must immediately retreat (with Royal Heirs) to Home Castles.

[#] Attacker Victories: All surviving Heirs captured. Surviving Defending Nobles (by escape or ransom) **must** immediately retreat to Home Castles.