

SWWII DAMAGE ANALYSIS CHART

by Die Type			
Die	Average	"Max"	Ace Odds
d4	2.5	4	25%
d6	3.5	6	17%
d8	4.5	8	13%
d10	5.5	10	10%
d12	6.5	12	8%
2d4	5	8	44%
2d6	7	12	31%
2d8	9	16	24%
2d10	11	20	19%
2d12	13	24	15%
3d4	7.5	12	58%
3d6	10.5	18	43%
3d8	13.5	24	34%
3d10	16.5	30	27%
3d12	19.5	36	22%
4d4	10	16	68%
4d6	14	24	52%
4d8	18	32	43%
4d10	22	40	34%
4d12	26	48	28%

by Average				Typical Weapon	AP	
Die	Average	"Max"	Ace Odds			
d4	2.5	4	25%		AP	HE
d6	3.5	6	17%			
d8	4.5	8	13%			
2d4	5	8	44%	light pistol		
d10	5.5	10	10%			
d12	6.5	12	8%			
2d6	7	12	31%	pistol		
3d4	7.5	12	58%			
2d8	9	16	24%	rifle	2	
4d4	10	16	68%	grenade / light mortar		
3d6	10.5	18	43%	close shotgun		
2d10	11	20	19%	.50 cal	4	
2d12	13	24	15%	20mm	4	
3d8	13.5	24	34%	30mm / medium mortar	4	
4d6	14	24	52%	37-50mm	6-12	2
3d10	16.5	30	27%			
4d8	18	32	43%	55-90mm	10-22	2
3d12	19.5	36	22%			
4d10	22	40	34%	100mm+	12-26	3
4d12	26	48	28%			

Ace Odds = 1 - probability of not rolling an ace to the power of the number of dice

AP varies by caliber length and propellant charge
AP for HE applies for direct hits only

Troops	TOUGH	ARMOR	TOTAL
Average Man	5	0	5
Elite Man	6	0	6
Average Man armor	5	2	7
Elite Man armor	6	2	8
Vehicle	TOUGH	ARMOR	TOTAL
Car/Jeep	10	0	10
Armor Car	12	4	16
Light Tank	12	8	20
Medium Tank	14	12	26
Heavy Tank	16	18	34
Infantry Tank	14	18	32
Sloped Armor		x+4-8	
Aircraft	TOUGH	ARMOR	TOTAL
Single Engine	10	2	12
Double Engine	12	2	14
Four Engine	14	2	16