

THE TRIPLE RUMBLE

January 19-22, 2025

RUMBLE 3: Assault on Hell-Hole

April 9, 1025

Since we were not doing a session, battle I rolled a 50/50 chance to see if Red Floki had indeed reached Hell Hole before the attack, but he did not, and I did not place the League of Ancient Wisdom there either for the same reason.

COMBAT STRENGTH

Fang Army

Baron Fangola CM-8	45pts
Mother Malice MU-4	25pts
Father Pious F/CM-4 Half-orc	25pts
Brother Drudge De-5 Hoborg	30pts

F45 Fang Unit A:	60x Orc Heavy Foot B	240pts
F46 Fang Unit B:	25x Orc Archers B	125pts
F48 Fang Unit D:	20x Nomad Archers C	100pts /2 50pts
F49 Fang Unit E:	20x Forgonian Med Horse B	120pts /2 60pts
F51 Fang Unit G:	20x Forgonian Pike Foot C	60pts /2 30pts
F53 Fang Unit J:	30x Forgonian Archers D	120pts
F55 Fang Unit L:	40x Forgonian Light Foot D	40pts
F59 Plains Unit F:	45x Skeletons	225pts

Total Points: 1015 points

Barlburg Army

HFC x25	75pts x1.5	112.5pts
LFD x20	20pts x1.5	30 pts
HFC-dwarf x20	60pts x1.5	90pts
HFD-dwarf militia x40	80ptsx1.5	120pts

Total Points: 332.5 points

COMMAND RATING:

Fang: 6

Barlburg: 1

SITUATION ADVANTAGES:

FANG: +10% (Attacking in mountain with Delver +10%)

BARLBURG: +20% (within 1 hex of population center +10%, Defending in a Mountain without delver +10%)

COMBAT ADVANTAGE:

$1015 - 332.5 = 682.5$

$682.5 / 332.5 = 115$ Fang Advantage

BASIC COMBAT ROLL:

FANG $69,86 = 77$

BARLBURG: $71,29 = 50$

ADJUSTED COMBAT ROLL

FANG: 77 (BCR) + 6 (Command) + 10 (Situation) + 115 (Combat Advantage) = 208

BARLBURG: $50 + 1 + 20 = 71$

VICTORY:

FANG with a Degree of Victory of 137.

RESULTS:

FANG 2d6% casualties: 8% or 80 points

BARLBURG: 15+4d10% casualties: 48% or 160 points.

Field Control: 69% roll, meaning Fang holds the field, capturing Hell-Hole (C5)

LOSSES:

Fang loses 10 Skeletons (50 points), 5 Orc HFB (20 points) and 2 Orc Archers (10 pts)

Barlburg loses all 40 Dwarf Militia (120 points), all 20 LFD (30 points) and 3 Dwarf HFC (12 points)

PLUNDER:

Fang Captures:

from the Barlburg Army Camp: 4600gp

from the Civilians Settlement of Hell-Hole: 1200gp

and 160 Dwarf Civilians as captives.

BARLBURG AFTERMATH:

Hell-hole now has a population and militia of 0.

The remaining members of BA 7, BA 17 and BA 18 have met up with Red Floki, his 10 BED and 10 REE whom he was moving around. They are all 1 hex south of C5 in the mountains.

HFC (Men) advance to Class B.

FANG AFTERMATH:

To gather the plunder and captives will take all of April 10, the last day of the turn, so the Baron and his army begins the next turn in the C5 hex.

Father Pious gains a level.

Orc Archers advance to class A.

Nomad Archers advance to Class B