

ASSAULT ON RAVENWALL (Fang vs T9—Barlburg)

Combat Strength: Fang

F45: Orc HFC x60	3x60	180	
F46: Orc Archers C x30	4x30	120	
F48 Horse Archers C x20	5x20/2		50
F49: MHB x20	6x20/2		60
F51: PkFC x20	4x20	80	
F53 ArDx20	4x20	80	
F55: LFD x50	1x50		50
F59: Skeletons x50	5x50	250	
Baron Fang	45	45	
Mother Malice	25	25	
Father Pious	25	25	
Brother Drudge	25	25	

Non-Adjusted Combat Strength: 1100
Adjusted Combat Strength (Horse in Mtns) 990

Combat Strength: Ravenwall

10 HFC	3x10x3	90
10 LFC	2x10x3	60
10 ARC	5x10x3	150

Non-Adjusted Combat Strength: 100
Adjusted Combat Strength (x3 for Tower): 300

Command Rating

Command Rating: Fang: 10
Command Rating: Ravenwall: 1

Situation Advantage:

Fang: Delver attacking into Mountains +10%
Fang: having marched previous day: -10%
Ravenwall: within 1 hex of population center (C5) +10%

Combat Advantage: Fang by +230

BASIC COMBAT ROLL:

FANG: $60+0+10+230=300$
RAVENWALL: $43+10+1=54$

FANG VICTORY: Degree of Victory: 246

Fang loses 5% (55 points) of points in casualties and holds the field
Loses 5 skeletons, 10 Light Foot, 5 Orc Archers
Ravenwall loses 46% (46 points) of points and flees from the tower.
Loses 5 Archers, 5 HF, 3 LF

Treasure: 1800gp in treasure, arms and supplies