

RAID ON Lonely Fields (Braxx vs Nomads)

Combat Strength: Braxx

Gnoll HFB x40	6x40	240	
Hoborg HFCx50	3x50	150	
Hoborg Scouts-B x50	7x50	350	
Max Power	25	25	+1 level
Bill	25	25	
Mystico	25	25	

Non-Adjusted Combat Strength: 815

Adjusted Combat Strength 815

Combat Strength: Lonely Fields

Horse Archer-D x100	4x100	400	x2	800 horse in grass
Light Horse-D x100	3x100	300	x2	600 horse in grass
Chief Lonely Pants	25	25		

Non-Adjusted Combat Strength: 725

Adjusted Combat Strength: 1425

Command Rating

Command Rating: Braxx: 4

Command Rating: Lonely: 4

Situation Advantage:

Braxx: 0

Lonely: within 1 hex of population center (E5 +10%)

Combat Advantage: Lonely +67

BASIC COMBAT ROLL:

Braxx $58+0+6=64$

Lonely $60+10+4+67=141$

LONELY FIELDS VICTORY: Degree of Victory: 77

Field is contested, no one can plunder

Braxx: 25% (200 pts): loses 13 Gnolls, 20 HF, 8 Scouts

Lonely: 6% (43 points) loses 5 HA and 7 LH

Advancement:

Max Power advances