**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