

| HORGAR SUPPORTERS | | |
|----------------------|-------|----|
| Numbers | Bonus | |
| Anwithew | 400 | |
| Baldabakn | 400 | |
| Clan Carngorm | 50 | 10 |
| Frothead | 900 | |
| Hammereane | 200 | |
| Hemlak | 500 | |
| Keepers of the Flame | 50 | |
| Pafymark | 500 | |
| Players | | |
| Steelehdrow | 800 | 1 |
| The Dweeping | 10 | |
| The Nagge | 450 | 1 |
| Kundom | 360 | |
| LOYALIST MODIFIERS | 26 | |
| LOYALIST DDD | 009 | |
| BATTLE SCORE | 26 | |

| BATTLE RESULT | |
|------------------|-----|
| LOYALISTS KILLED | 130 |

| BATTLE OF GRACKLSTUGH | |
|-----------------------------|------|
| NUMBER OF LOYALISTS | 4670 |
| Battle of the Decks | 110 |
| Battle of Darklake district | 300 |
| Ladhamen Folly | 450 |
| The Great Forges | 160 |
| North of Gracklsthugh | 160 |
| Clan of Gracklsthugh | 100 |
| Lower Hills | 170 |
| Frothead Quarters | 210 |
| Second Battle of the Furrow | 80 |
| The Dweeping Horvess | 400 |
| WARRIORS LEFT | 1400 |
| LOSSES | 1100 |

LOYALIST VICTORY

If Horgar wins the war, he will execute all the leaders of the other clans along with any supporters. He makes the red swear fealty to him. After reuniting the clans, he will exterminate the entire demro population in Gracklsthugh. He will loose over 800 dwargers in that battle. The Carngorm clan is released from their oath. Thumberchaud escapes into Darklake. The Forges of Gracklsthugh grows cold, throwing the city into a cold, dark era.

REBEL VICTORY

If the Rebels win, they will execute Horgar along with all the leaders of the other clans. Sheal is revealed but escapes. Adrik Blackskull of the Blackskull clan is proclaimed the new king of Gracklsthugh. After reuniting the clans, he will exterminate the entire demro population in Gracklsthugh. He will loose over 800 dwargers in that battle. The demro corpses are stuffed into the Whorlstone tunnels which are sealed. Creating a Cult of Orsus. The Carngorm Clan is released from their oath. Thumberchaud leaves Gracklsthugh in a rage, killing Adrik Blackskull under the later negotiations. Erde Blackskull becomes the new Queen of the Dwargers. The Forges of Gracklsthugh grows cold, throwing the city into a cold, dark era.

A DRAW - NEGOTIATIONS

If no side gains the upper hand there will be negotiations between the clans. They decide to stop the war. They all decide upon a new king in Gracklsthugh as the war will continue if Horgar stays. Horgar and the Blackskull clan will refuse to be united and is removed from by the other clans. Adrik Blackskull of the Blackskull clan is proclaimed the new king of Gracklsthugh. After reuniting the clans, he will exterminate the entire demro population in Gracklsthugh. He will loose over 800 dwargers in that battle. The demro corpses are stuffed into the Whorlstone tunnels which are sealed. Creating a Cult of Orsus. Thumberchaud leaves Gracklsthugh in a rage, killing Adrik Blackskull under the later negotiations. The Forges of Gracklsthugh grows cold, throwing the city into a cold, dark era.

| REBEL SUPPORTERS | | |
|------------------------|-------|----|
| Numbers | Bonus | |
| Blackskull | 750 | |
| Burakwern | 270 | |
| Couthever | 1000 | |
| Frothead | 500 | 3 |
| Mulgart | 350 | 5 |
| Players | | |
| Baltham | 130 | |
| Thumberchaud | 350 | 13 |
| Thurbenom | 350 | |
| Thudark | 110 | |
| Kandkar | 180 | 5 |
| Bornbane | 300 | |
| THEMBERCHAUD MODIFIERS | 26 | |
| REBEL FORCES DDD | 009 | |
| BATTLE SCORE | 26 | |

| BATTLE RESULT | |
|---------------------|-----|
| REBEL FORCES KILLED | 130 |

| BATTLE OF GRACKLSTUGH | |
|-----------------------------|------|
| NUMBER OF REBEL FORCES | 4620 |
| Battle of the Decks | 220 |
| Battle of Darklake district | 215 |
| Ladhamen Folly | 210 |
| The Great Forges | 240 |
| North of Gracklsthugh | 210 |
| Clan of Gracklsthugh | 210 |
| Lower Hills | 130 |
| Frothead Quarters | 170 |
| Second Battle of the Furrow | 215 |
| The Dweeping Horvess | 360 |
| WARRIORS LEFT | 2020 |
| LOSSES | 2185 |

PERCENTILE LOSSES AMONG GRACKLSTUGH CLANS

| CLANS | BATTLES | DEATHS | REMAINING |
|----------------------|---------|--------|-----------|
| Anwithew | 400 | 7% | 231 |
| Baldabakn | 270 | 5% | 156 |
| Clan Carngorm | 50 | 1% | 21 |
| Frothead | 1000 | 18% | 578 |
| Hammereane | 200 | 5% | 150 |
| Hemlak | 500 | 9% | 289 |
| Keepers of the Flame | 50 | 9% | 289 |
| Pafymark | 500 | 9% | 289 |
| Steelehdrow | 800 | 14% | 462 |
| Thompson | 300 | 5% | 171 |
| Thudark | 450 | 8% | 260 |
| Thudark | 110 | 6% | 191 |
| Bornbane | 300 | 5% | 171 |
| Kundom | 360 | 7% | 208 |
| Sum | 5520 | | 3100 |

| REBEL SUPPORTERS | | | |
|------------------|--------|--------|-----------|
| CLANS | BEFORE | DEATHS | REMAINING |
| Blackskull | 750 | 14% | 351 |
| Baldabakn | 400 | 7% | 187 |
| Frothead | 900 | 10% | 421 |
| Frothead | 550 | 10% | 257 |
| Mulgart | 230 | 4% | 103 |
| Saltharon | 130 | 6% | 154 |
| Kandkar | 180 | 7% | 178 |
| Demro Horde | 2000 | 36% | 935 |
| Sum | 5530 | | 2345 |

Remaining Dwargers in Gracklsthugh: 5000

EXPLANATION

- Write only in the green cells.
- Type in a bonus for the players if they support a faction. I choose to give 4 bonus points if my players support one faction.
- List the players roll DDD and type in the result in the LOYALIST DDD and REBEL DDD cells. Do this for each battle.
- Type in the number of LOYALISTS KILLED AND REBEL FORCES KILLED for each battle.
- The green and red symbols indicate a victory or defeat for the particular battle.
- The DDD determines the numbers based on numbers of battles won or forces killed. You decides what happens next.
- My own loyalist/rebel victory conditions are written below. But feel free to create your own.

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| HORGAR SUPPORTERS | | |
|--------------------|------------|----------|
| Numbers | Bonus | |
| Arnthrew | 400 | |
| Burakinwurm | 210 | |
| Clan Carrigorm | 50 | 10 |
| Coalhewer | 1000 | |
| Hammecrane | 250 | |
| Hemtsak | 500 | |
| Polymark | 500 | |
| Players | 800 | 3 |
| Steadshadow | 300 | |
| Thundermon | 450 | 3 |
| Thragag | 330 | |
| Thudark | 300 | |
| Korrbane | 360 | |
| Rundom | 360 | |
| The Deepking | 10 | |
| LOYALIST MODIFIERS | 26 | |
| LOYALIST DDD | 29 | |
| BATTLE SCORE | 46 | |

| BATTLE RESULT | |
|------------------|-----|
| LOYALISTS KILLED | 450 |

| BATTLE OF GRACKLSTUGH | |
|-----------------------------|------|
| NUMBER OF LOYALISTS | 5500 |
| Battle of the Decks | 130 |
| Battle of Darklake district | 300 |
| Ladagiers Ferry | 450 |
| The Great Forges | 350 |
| Gracklough | 300 |
| Lower Mills | 120 |
| Frethead Quarters | 250 |
| Second Battle of the Furrow | 300 |
| The Deepking Fortress | 450 |
| WARRIORS LEFT | 2100 |
| LOSSES | 2200 |

LOYALIST VICTORY

Themberchaud dies in battle and the entire demo population is exterminated. The Demos corpses are stuffed into the Withnibbles barrels which are used. Creating a Cult of Oros. Horgar executes all the leaders of the other clans along with any supporters. He makes the rest swear fealty to him. The Carrigorm Clan leaves Gracklough. Horgar tries to stop them with force. Carrigorm clan is wiped out. The Forges of Gracklough grows cold for a long time, throwing the city into a cold, dark era.

THEMBERCHAUD VICTORY

Themberchaud orders the execution of all his remaining enemies. Burakinwurm, Hammecrane, Rundom, Korrbane and Thudark clans are gone. Many of the dwarg live into the underground. The Demos worship Themberchaud as a god and the dwarg is used as forced labor. Gracklough becomes a very chaotic and dangerous place. The Carrigorm Clan leaves Gracklough. The Forges of Gracklough keeps running, but trade with it's neighbours take a hit for many years to come.

A CITY DIVIDED - THE DOWNWARD SPIRAL

Themberchaud and the Demos control Southlow. Horgar and the loyalists control Northlow. Themberchaud destroys the bridges of Ladagiers Furrow. Themberchaud tries to keep the mines running with his dwarg allies, but Clan Coalhewer blocks the one area. A war for resources breaks loose in Gracklough. No trade is coming in and out of the city. The Cult of Demogorgon manages to summon Demogorgon to the city. Themberchaud is enslaved by the Demon Lord, making the final battle so much harder. Hordes of ogrebeasts, but-iss and evil humans drive the remaining dwarg from the city.

| THEMBERCHAUD SUPPORTERS | | |
|-------------------------|------------|----------|
| Numbers | Bonus | |
| Blackskull | 750 | |
| Blackskull | 400 | |
| Demo Horde | 2000 | 8 |
| Frethead | 900 | |
| Frethead | 500 | 3 |
| Moutgarth | 220 | 5 |
| Players | 330 | 4 |
| Sarlaron | 380 | |
| Themberchaud | 380 | 10 |
| THEMBERCHAUD MODIFIERS | 30 | |
| THEMBERCHAUD DDD | 29 | |
| BATTLE SCORE | 49 | |

| BATTLE RESULT | |
|----------------------|-----|
| DRAGON FORCES KILLED | 245 |

| BATTLE OF GRACKLSTUGH | |
|-----------------------------|------|
| THEMBERCHAUD'S FORCES | 5500 |
| Battle of the Decks | 220 |
| Battle of Darklake district | 250 |
| Ladagiers Ferry | 250 |
| The Great Forges | 280 |
| Gracklough | 230 |
| Lower Mills | 130 |
| Frethead Quarters | 320 |
| Second Battle of the Furrow | 210 |
| The Deepking Fortress | 360 |
| WARRIORS LEFT | 2040 |
| LOSSES | 2180 |

PERCENTILE LOSSES AMONG GRACKLSTUGH CLANS

| CLANS | BETWEEN | DEATHS | REMAINING |
|----------------|---------|--------|-----------|
| Arnthrew | 400 | 7% | 231 |
| Burakinwurm | 210 | 5% | 156 |
| Clan Carrigorm | 50 | 1% | 21 |
| Coalhewer | 1000 | 18% | 578 |
| Hammecrane | 250 | 5% | 189 |
| Hemtsak | 500 | 9% | 289 |
| Polymark | 500 | 9% | 289 |
| Steadshadow | 300 | 14% | 162 |
| Thundermon | 300 | 5% | 173 |
| Thragag | 450 | 8% | 260 |
| Thudark | 330 | 6% | 191 |
| Korrbane | 360 | 5% | 173 |
| Rundom | 360 | 7% | 208 |
| Sum | 5500 | | 3100 |

| CLANS | SCORE | DEATHS | REMAINING |
|------------|-------|--------|-----------|
| Blackskull | 750 | 14% | 351 |
| Blackskull | 400 | 7% | 187 |
| Frethead | 900 | 10% | 421 |
| Frethead | 500 | 10% | 257 |
| Moutgarth | 220 | 4% | 103 |
| Sarlaron | 330 | 6% | 154 |
| Sarlaron | 380 | 7% | 178 |
| Demo Horde | 2000 | 36% | 935 |
| Sum | 5500 | | 2945 |

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EXPLANATION

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