

The Grand Battle of Clans McAmiesia and O'Siocs

Unedited, ie the winners didnae write the history, turn by turn data. Optional Rules aplenty and noted where used.

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The McAmiesia's

The two eldest sons of this highland clan and their young wives were en route to the annual clan-moot.

Aings

ST12, DX10, IQ11, HT10. Not the most skilled of fighters [+1], but renowned for his temper, "Y'dinnae otta say owt as may cross Big Aings, d'ye ken?" wearing a woollen smock and sensible boots, armed with a pair of basic hatchets. "A good hatchet is your knife, hammer, lever, coney fetcher, leg-up, long-arm..." Sw cut.

Brien

ST10, DX11, IQ10, HT12. Has been with Aings long enough to make his match, a brawler [+2]. Wearing the heaviest armour amongst the group, a medium leather shift, Torso DR2/ 1, and sports bronze plate on leather sleeves, DR3 (on 4-6), good boots and little else; Brien likes it when Aings fights for her honour. Has her utility knife. Sw-2 cut, Th imp.

Kiera

ST10, DX10, IQ11, HT12. The youngest of the group, not yet accustomed to Aings and inexperienced [-1]. Wears a woollen smock and carries only her utility knife. Sw-2 cut, Th imp.

Diock

ST11, DX12, IQ10, HT10. Wee Diock to most, his brother is such a large character, but never to his face [+1]. He wears a bearskin cloak, DR2/1 back only, and a leather cap, skull DR1/0. Armed with the family trademark pair of hatchets except he's a *bright* lad – his have spikes on the back (LTC2, p14). Sw cut/ Sw-1 imp.

The O'Siocs'

The lowland clan elder and his three wilful and wild daughters were also en route to the clan-moot.

Feindhu

ST10, DX 11, IQ10, HT12. Relatively skilful [+2] but no warrior, he's wearing his best travelling clothes and carrying his father's father's sword, Tuaslagán. Fine Longsword Sw+2 cut, Th+3 imp, -1 to break.

Eimer

ST10, DX12, IQ11, HT10. Inveterate brawler and hunter [+3], armed with her cherished bow and an old knife. Wearing her bearskin cloak (DR2/1, rear only), deer-hide tunic (DR1 v's cut) and sheepskin knee-boots (DR1 v's cut, on 4-6). Weapon Bond, her Reflex Bow, Th+3 Imp, Acc 3, ½D Range 200yds. Having heard and seen animal signs suggesting a party travelling towards them and knowing folk from that direction would likely be hostile, she has her bow strung and ready for use.

Fheirhla

ST10, DX11, IQ12, HT10. Nearly as skilful as her sister [+2] but craftier and loves her looks. Spent a fortune on her Brigandine coat, torso + upper legs (4-6) DR3. Armed with a long-knife Sw-1 cut, Th imp.

Grainne

ST10, DX12, IQ10, HT11. In hope that she'll inherit the family heirloom, aims to be a swordswoman [+1]. Wears a leather jerkin, Torso DR2/1, and thigh length leather boots DR1/0. Carries a basic Longsword Sw+1 cut, Th+2 imp.

Encounter

Sad to say, the handiest route through the crags to the clan-moot brings many unfriendly folk too close together for comfort.

As the two clans emerge from opposite edges of a sparse woodland clearing, Feindhu speaks, "Good Health, Aings of clan McAmiesia!". Aings, momentarily flustered at his audacity, replies in the only way he knows how, "I'll give you 'good health'." He turns to his brother, eyes rolling maniacally, "Good Health, indeed." And lets loose an inarticulate cry of hatred as he fails his Bad Temper control check, goes Berserk and reaches for his hatchets.

Combat Begins

Terrain

The McAmiesia's enter from North, the O'Siocs' from South.

Clearing is primarily open with light scrub; a medium sized tree centred east, another 7yds from North end; a small stream runs West-East, forming a pool 12-16 yds from centre South, and from 2 to 6 feet deep. Some small elevation variances that might be used by someone with longer weapons but mostly too slight to count; the largest is 5ft in height at the north end and steeply enough sloped for reach 2 users to count the defense mods for Fighting on Different Levels, B402.

Turn Order

No one has been surprised, a few are disappointed perhaps but all is as expected.

Characters will act in order of Spd, DX if equal Spd, high-roller if also matched DX but effectively simultaneous.

<i>Spd 5.75</i>	<i>Initials</i>	<i>Spd 5.5</i>	<i>Initials</i>	<i>Spd 5.25</i>	<i>Initials</i>
1 st	G	4 th	E	7 th	Fh
2 nd	B	5 th	D	Spd 5	
2 nd	F	5 th	K	8 th	A

Turn 1

Range to contact: approx. 50yds.

Grainne: Readies her longsword.

Brien: Readies her knife;

Feindhu: Readies his heirloom.

Eimer: Readies an arrow.

Diock: succeeds a fright check (MA113, inexperienced fighters). He cannot run unless his elder brother leads so he readies his hatchets, DX check for readying two weapons simultaneously, successful;

Kiera: fails her Fright Check by 2, rolls 3d+2 on Fright Check Table, for a total of 9: Stunned for 1 second, Will check to recover each turn thereafter. Mental Stun: Do Nothing, Defend @-4.

Fheirdhla: Readies her long knife.

Aings: begins running at the enemy, fumbling for his hatchets (Dx check to Ready whilst moving, rolled 11). Move 5.

Turn 2

Grainne: Waits for Aings to arrive or her fathers orders to stand, run or move forward.

Brien: thinks *damned fool*, says "best follow." And Steps after her madly charging spouse;

Feindhu: says, "Well, I suppose we should go greet him." And begins walking North. Grainne Steps North.

Eimer: nocks and draws, and steps Northward.

Diock: Mutters "Aye, I suppose so, as usual." And Steps South;

Kiera: fails a Will check, remains in Mental Stun: Do Nothing, Defend @-4.

Fheirdhla: Steps after her father.

Aings: Sprints South, and gets a hatchet out.

Turn 3

Grainne: Steps North.

Brien: Steps South;

Feindhu: Steps North.

Eimer: could loose an arrow at Aings but he'll not get into striking range for a while yet, so she Aims Acc+3 and steps Northward (range 38yds would give -8, for effective skill 8 and little chance of success).

Diock: steps South and shouts back at his wife, "Wake up!" to little effect (he's no leadership or other suitable skills and rolls a 10);

Kiera: fails Will check, remains in Mental Stun: Do Nothing, Defend @-4.

Fheirdhla: Steps North.

Aings: Sprints South, fumbling off-hand for second hatchet.

Turn 4

Grainne: Steps North,

Brien: steps South and calls out, "Have a care ye're no windin yersen. Hon!";

Feindhu: Steps North, says, "thon wee hummock may be beneficial, my loves." Makes Per check to notice possible benefits of a very small height advantage, 2ft mound with 1ft surround, in front of Grainne.

Eimer: steps North. Range to Aings: 31yds. Eff Skill 15 +1 weapon bon +3 Acc -8 range = 11, Continues to Aim for additional +1.

Diock: Shouts at wife "Aw, c'mon wee pet, y'll be fine..." In a very unreassuring way (13);

Kiera: succeeds Will, check. "Aye, sorry pet." And jogs over to join her spouse.

Fheirdhla: says, "Aye!" steps North.
Aings: Sprints South, fumbling for hatchet.

Turn 5

Grainne: jogs North to edge of rise.
Brien: steps South. She's now beside the northernmost tree that Aings passed on his first turn;
Feindhu: jogs to centre of rise beside Grainne.
Eimer: steps North. Range to Aings: 24yds. Eff Skill 13. Continues to Aim for limit of +2.
Diock: steps South, saying, "It's no as bad as it looks, pet." Definitely not leader material this guy;
Kiera: Steps with her bo.
Fheirdhla: Joins her father.
Aings: slows and throws at Feindhu: All-out-Attack, Determined +1, Range 21yds = -7, Eff Skill is 5. Rolls 17, Critical Failure. Rolls an 18, Weapon Breaks: the head of his hatchet hurtles heavenward and the haft flies true to land at Feindhu's feet, spattering a bit a mud.

Turn 6

Grainne: mocks Ains, rolls a 4. Aings has a new target. Waits for Aings to Attack.
Brien: Says, "oooh, dearr." Jogs South.
Feindhu: says, "Well said, my love, but perhaps unwise al the same." Waits for Aings to Attack;
Eimer: steps North. Range to Aings: 20yds. Eff Skill: 15. She lloses an arrow and hits him square in the chest for 4pts Damage (Th+3: d-2+3, rolled 3). Aings having no armour suffers the full effect, 8HP Injury, but was fortunate not to struck in the Vitals (MA137). This is a Major Wound (B420) which normally calls for a HT check for Knockdown and Stunning, but Aings is Berserk (B124) and immune to Stun and Shock.
Diock: Jogs South;
Kiera: follows Diock.
Fheirdhla: says, "Eimer's killed him!"
Aings: growls menacingly (B202: Intimidation, skill 12, +1 for having an arrow stuck in his chest and not noticing, -1 for v's group: rolls an 11, his targets get a Will check) and charges. He's reached the stream.

Turn 7

Grainne: easily succeeding a Will check, says, "He's mad." And stands her ground.
Brien: Sprints South;
Feindhu: barely succeeds Will check, says, "That's. Disturbing."
Eimer: barely succeeds Will check, readies an arrow, steps North.
Diock: Sprints South;
Kiera: Follows Diock.
Fheirdhla: easily succeeds Will check, "Totally mad. And at you, Grainne."
Aings: runs through stream, fumbling for second hatchet.

Turn 8

Grainne: Waits.
Brien: Sprints. If she had a throwing axe she'd just about be in range;
Feindhu: Waits.
Eimer: steps, nocks and draws.
Diock: sprints;
Kiera: follows.
Fheirdhla: Waits.
Aings: Sprints, fumbling for his hatchet. He's now only 3yds from Feindhu.

Turn 8

Grainne: Waits, will All-Out-Attack Strong if Aings is in reach.
Brien: Sprints.
Feindhu: Waits, will AoA Determined Stop Hit (MA108) Aings if he's in reach.
Eimer: steps and loses. Range to Aings 8yds, Eff Skill 12, rolls 11. Torso hit, 4 damage. This takes Aings to -4HP.
Diock: Sprints toward Eimer;
Kiera: follows Diock.
Fheirdhla: Waits, will AoA Determined Aings if he's in reach, even if it means taking a Step.
Aings: with -4 HP he has to make a HT check to remain conscious but gets +4 from Berserk. Rolls 8. Grabs his Hatchet and attempts to Slam Grainne. However, as soon as he's within Reach 2 of Grainne and Feindhu:
Grainne - Wait Triggered: AoA Strong Aings rolls 12; Aings fails to Dodge; d6 damage, rolls 2. Aings suffers 4HP Injury (-8HP).
Feindhu - Wait triggered: AoA Determined Stop Hit Aings (he didn't need to be so fancy). Rolls 13; Aings fails to Dodge, if he'd been able to Parry, he would have a penalty from Feindhu's Stop Hit; d6+1 damage, rolls 5; Aings takes 12HP injury (-20HP). At -1xHP Aings must succeed a HT check or die (B419) and rolls 11, success.
Fheirdhla - Wait Triggered, Steps and AoA Det Aings, rolls 8. D6-3 damage, rolls 5. Aings suffers 4HP injury (-24HP). At -2xHP immediate HT check or death, rolls 12, he has +4 for Berserk, otherwise he'd be mortally wounded.

Aings: completes his interrupted Slam. Grainne Dodges. Aings stops 2yds behind her.

Turn 9

Grainne: Move & Attack, she steps, turns and places herself behind Aings. Her effective skill is 9. Rolls 10.

Brien: reaches the stream.

Feindhu: says, "Meet her." To Fheirdhla, then Move&Attack Aings from his left side hex. Eff Skill 9. Rolls 12. Aings could have tried Dodge but not Parry.

Eimer: Readies an arrow, steps North.

Diock: sprints toward Eimer;

Kiera: follows Diock.

Fheirdhla: Moves North.

Aings: succeeds his HT check to remain conscious. Move&Attack, whirls to face Grainne, ending in her right side hex. Eff Skill 7. Rolls 14. If Aings hadn't been Berserk, he'd be lying dying...

Turn 10

Grainne: Move&Attack, turns to face Aings. EffSkill 9. Rolls 13.

Brien: runs South. Now 2yds from Fheirdhla.

Feindhu: Steps and AoA Strong Aings. Rolls 7. Aings fails his dodge. D6+1 damage, rolls 6. Aings suffers another 14HP injury (-38HP). Aings HT check@+4 or Berserk, rolls13.

Eimer: nocks and draws her bow. Steps South away from closing Diock.

Diock: Runs South toward Eimer.

Kiera: follows Diock.

Fheirdhla: Waits for Brien, will Attack if she closes within reach.

Aings: HT Check to remain conscious, +4 for Berserk, -3 for -3xHP: rolls 8. AoA Strong Grainne. Rolls 17 (not a lucky man). Crit Miss result is Trip: DX or fall. Still standing.

Turn 11

Grainne: AoA Strong Aings. Rolls 7. Aings has no defence. D6 damage, rolls 2. 4HP Injury (-42HP). Immediate Death check, rolls 15: Aings collapses, Mortally Wounded.

Brien: easily succeeds her Fright Check (her true has just been butchered) due to the +5 for Heat of Battle. Moves past Fheirdhla, out of Reach or even step & Reach.

Feindhu: Move&Attack Brien. Skill 9. Rolls 12.

Eimer: looses her arrow at Diock. Range 6yds, -3. Eff Skill 13. Rolls 11. Diock fails to Dodge. D6+1 injury, rolls 5. Diock suffers 12HP injury, a Major Wound, he succeeds his HT check for Knockdown.

Diock: at -1HP, needs a HT check to remain conscious, rolls 8. His Move and Dodge are halved. He reaches the Stream.

Kiera: reaches and crosses the stream. Now 1yd from Eimer.

Fheirdhla: Move&Attack Brien from Rear hex. Eff Skill 9. Rolls 15.

Aings: waits to die. He'll get another HT check after 30 minutes, if no one kills him.

Turn 12

Grainne: Move&Attack Brien. Eff Skill 9. Rolls 7. Brien Fails her Parry (8). Suffers 2HP injury, her armour stops 1pt damage from the Thrust.

Brien: is caught between three people, watching her man die. She drops her knife and runs toward him.

Feindhu: says "Watch her, Fheirdhla." And Move&Attacks Kiera from right side hex. Eff Skill 9. Rolls 9. Kiera fails to defend. D+2 Cut damage, rolls 5. Kiera suffers 10HP Injury. Remains standing.

Eimer: drops bow and readies knife, steps back.

Diock: collapses unconscious.

Kiera: collapses unconscious.

Fheirdhla: Move&Attacks Brien. Eff skills 9. Rolls 10.

Turn 13

Grainne: Waits for her father's command, to Move or Move&Attack Brien.

Brien: saying "I yield!" throws herself over Aings body.

Feindhu: says, "It's over. We Leave."

Eimer: says, "But we'll owe weregeld if news is brought to the moot..."

Combat has ended

Left unmolested, Aings dies of his wounds in 30 minutes time. Diock dies of blood loss (B420) in 12 minutes, never having regained consciousness. Kiera awakes after an hour @ -8HP due to Blood Loss. If Brien had been able to leave her dying man, she might have saved his brother. Simple First Aid could recover her HP. They have a remote risk of infection, HT+3 to resist (B444).