

## The Heroic Battle of Clans McAmiesia and O'Siocs

It could all have been so different. If Aings thrown hatchet had been a critical hit instead of a miss. But this version is a greater difference, with the clans given heroic stats by the simple expedient of adding two to everything. Decent armour, shields and better weapons. Suitable advantages/ perks. GURPS Low-Tech & Instant Armour were used to equip the groups. As before I've used minimal stats with a single number to represent the characters' overall skill, Skill Factor [SF].

### The McAmiesia's

The two eldest sons of this highland clan and their young wives were en route to the annual clan-moot, dressed in their finest raiment, equipped as for battle.

#### *Aings*

ST14, DX12, IQ13, HT12, SF+3, Spd6. Weapon Master (Throwing Axe), Extra Attack (multistrike, +20%), Weapon Bond Throwing Axe. Bad Temper and Berserk.

Wearing a mail hauberk (Mail, Fine: torso, arm 5-6, leg 5-6, DR4/2\*, 18lbs) and a pot helm (Medium plate + padding, skull DR7, 5.2lbs), with knee-high leather boots (Leg 1-4 & foot, DR2/1\*, 9.8lbs) and a heavy medium shield (DB2, DR4 HP20 Cover 9, 14lbs). Armed with his favourite pair of throwing axes (8lb). Sw+2 cut, 14/21yds range. 55lbs total for Light Enc.

#### *Brien*

ST12, DX13, IQ12, HT14 SF+4, Spd6.75. No relevant Adv or Dis.

Wearing the heaviest armour amongst the group, segmented plate (Torso, DR4, 32lb), and sports bronze plate on her forearms (DR6 on 1-3, 5lb), good boots (Leg 1-4 & foot, DR2/1\*, 9.8lbs) and little else; Brien likes it when Aings fights for her honour. Armed with a shortsword Sw cut, Th+1 imp. 49lbs total for Light Enc.

#### *Kiera*

ST12, DX12, IQ13, HT14 SF+1, Spd6.5. No relevant Adv or Dis.

Wears light mail hauberk (torso, arm 5-6, leg 5-6, DR3/1\*, 12lbs) stout boots good boots (Leg 1-4 & foot, DR2/1\*, 9.8lbs). Armed with a shortsword Sw cut, Th+1 imp. 22lbs total for No Enc.

#### *Diock*

ST13, DX14, IQ12, HT12 SF+3, Spd6.5. Weapon Master (Throwing Axe), Extra Attack (multistrike, +20%).

Wears a bearskin cloak (DR2/1 back only 8lb), a mail hauberk (Mail, Fine: torso, arm 5-6, leg 5-6, DR4/2\*, 18lbs) and a pot helm (Medium plate + padding, skull DR7, 5.2lbs), with knee-high leather boots (Leg 1-4 & foot, DR2/1\*, 9.8lbs) and a heavy medium shield (DB2, DR4 HP20 Cover 9, 14lbs). Armed with his favourite pair of throwing axes (8lb). Sw+2 cut, 14/21yds range, Plus his have spikes (LTC2, p14) Sw+1 imp. 67lb for Light Enc.

### The O'Siocs'

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

#### *Feindhu*

ST12, DX 13, IQ12, HT14, SF+4, Spd6.75. He's more of a social specialist...

He's wearing his best travelling clothes with a brigandine jack (torso, DR5, 20lb) and a heavy medium shield (DB2, DR4 HP20 Cover 9, 14lbs). And carrying his father's father's sword, Tuaslagán. Fine Longsword Sw+2 cut, Th+3 imp, -1 to break 4lb. 38lb total, Light Enc.

#### *Eimer*

ST12, DX14, IQ13, HT12, SF+5, Spd6.5. Weapon Master Bow, Heroic Archer, Strongbow, Lifting ST+2, Weapon Bond Bow. Knows Fast Draw Arrow, Dual Weapon Attack Bow and Quick Shot Bow.

Wearing her bearskin cloak (DR2/1, rear only, 8lb), deer-hide tunic (Torso, Arms & Legs 5-6, DR1 v's cut, 4lb) and sheepskin knee-boots (DR1 v's cut, on 4-6, 2lb). Knife, long, Fine Sw-1 cut, Th+1 imp. Reflex Bow 1d+7 Imp, Acc 4, ½D Range 240yds; +1 skill from fine gear, +1 from bond, eff skills Bow 21, Fast Draw 19/17, Quick Shot 19, DWA16. No Enc.

#### *Fheirhla*

ST12, DX13, IQ14, HT12, SF+4, Spd6.25. All about the appearances but put some effort into skills.

Spent a fortune on her Brigandine coat, (torso + legs (4-6) DR3, 14.5lb). Armed with a shortsword Sw cut, Th+1 imp.

#### *Grainne*

ST12, DX14, IQ12, HT13, SF+3, Spd6.75. Weapon Master Sword.

Wears a light mail (Torso DR3/1\*, 12lb), and thigh length leather boots DR2/1\* 14.5lb. Carries a basic Longsword Sw+1 cut, Th+2 imp. No Enc.

## Combat Begins

### **Terrain**

I've inverted the map.

## Turn Order

No surprise

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

<i>Spd6.75</i>	<i>Initials</i>	<i>Spd6.5</i>	<i>Initials</i>	<i>Spd6.25</i>	<i>Initials</i>
1 <sup>st</sup>	G	4 <sup>th</sup>	E	7 <sup>th</sup>	Fh
2 <sup>nd</sup>	B	5 <sup>th</sup>	D	<b>Spd6</b>	
2 <sup>nd</sup>	F	5 <sup>th</sup>	K	8 <sup>th</sup>	A

## Turn 1

Range to contact: approx. 50yds.

Grainne: Readies her longsword.

Brien: Readies her shortsword;

Feindhu: Readies his heirloom.

Eimer: Readies an arrow with fast draw, draws and looses with Quickshot, range penalty -8, Heroic Archer allows her the Acc as she isn't moving, Eff Skill 15. Rolls 15. Aings fails to Dodge. Damage 12 – DR4, he suffers a 16HP Injury to the Torso, but he easily resists Knockdown due to +4 from Berserk

Diock: readies his axe;

Kiera: readies her shortsword.

Fheirdhla: readies her shortsword.

Aings: his HP are below 0, so HT+4 to remain conscious. Rolls 17. I don't think these dice like Aings – he keeps rolling Crit Misses.

Turn 2 Eimer hits Diock in the Vitals with 10 damage, so 18 Injury, he fails Knockdown. Brien and Kiera decide to run away.

Turn 3 Eimer shoots Brien in the back, Vitals, again 10 damage, but 12 Injury, she fails Knockdown (these dice don't like the McAmiesia's). Diock is able to act.

Turn 4 Eimer hits Kiera in the back for 11 damage, 16 Injury, Succeeds Knockdown. Diock is kneeling, Brien is able to act.

Turn 5 Eimer hits Diock in the Vitals again, 11 Damage 21 Injury, but misses Brien, and the miss narrowly misses Kiera. Diock passes both his death checks and fails his consciousness check. Brien kneels.

Turn 6 Eimer hits Brien, 13 Damage, 14 Injury, she fails her death check. Kiera is hit in the Vitals, 11 Damage, 24 injury, fails her death check.

Um, last time around, Aings didn't even get into melee range until Turn 8...