

## The Less Heroic Battle

Kept the stats but losing the Heroic Machine Gunner. And changed the dice.

### The McAmiesia's

#### *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. Armor, Healing, Major Healing.

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. Fireball, Teleportation.

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'

#### *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, Strongbow, Lifting ST+2, Weapon Bond 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. No Enc.

#### *Fheirdhla*

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**

Unchanged.

### **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, steps.  
Brien: casts Armor 4 on Aings, cost 8FP;  
Feindhu: Readies his heirloom, steps.  
Eimer: Readies an arrow with fast draw, nocks. Draws and steps.  
Diock: readies his axe, steps;  
Kiera: readies her shortsword, steps.  
Fheirdhla: readies her shortsword, steps.  
Aings: Moves, succeeds DX check and readies his first axe.

## **Turn 2**

Grainne: step. On mound.  
Brien: readies her shortsword, steps.  
Feindhu: steps. Beside G.  
Eimer: Aim at Aings and step.  
Diock: Move.  
Kiera: casts Fireball, fails, -1FP.  
Fheirdhla: Step.  
Aings: Move.

## **Turn 3.**

Grainne: On mound.  
Brien: Move.  
Feindhu: Beside G.  
Eimer: Looses her arrow at Aings Face, Skill 21, +4 Acc, -5 face, -7 range = 13. Rolls 7. Aings fails to dodge. 9 damage, DR4 magical, 10 Injury; Major Wound. Aings is immune to Shock & Stun due to Berserk. Step.  
Diock: crouch, Move.  
Kiera: crouch, cast Fireball, -1FP, Step.  
Fheirdhla: Step.  
Aings: Move.

## **Turn 4**

Grainne: on mound.  
Brien: Move.  
Feindhu: on mound.  
Eimer: step, fast draw arrow, nock and draw.  
Diock: Move crouched.  
Kiera: enlarge fireball, -1FP, step.  
Fheirdhla: step beside father.  
Aings: Move.

## **Turn 5**

Grainne: on mound.  
Brien: Move.  
Feindhu: on mound.  
Eimer: Aim at Aings, step.  
Diock: uncrouch, Move.  
Kiera: hold Fireball. Move.  
Fheirdhla: on mound.  
Aings: Move & Attack, throw axe at Feindhu, range 21yds -7, Bulk -3, Eff Skill 5. Rolls 5. Feindhu fails his dodge. Aings rolls 2d+6 cut damage for 18 vs DR5, gives 19HP Injury. Feindhu fails his knockdown, drops his sword and falls down. Aings declines the option to re-roll his Berserk control.

## **Turn 6**

Grainne: on mound, Fright Check (Tactical Shooting, p34) +5 for Heat of Battle, -1 for Feindhu's injury level, -3 her Father, -1 splash-back, +1 experienced+ 13. Succeeds.  
Brien: move.  
Feindhu: Fright Check (didn't expect that!) @+3, succeeds. Rolls to recover from Stun at end of his turn, succeeds.  
Eimer: succeeds Fright Check. Loose at Aings Face, range 17yds. Eff Skill 14, rolls 11. Aings Dodges.  
Diock: Move.  
Kiera: hold Fireball. Move.  
Fheirdhla: succeeds fright check. on mound.  
Aings: Move, ready second Axe.

## **Turn 7**

Grainne: on mound.  
Brien: Move.  
Feindhu: succeeds HT roll to remain conscious. Change Posture to Kneeling.  
Eimer: step, fast draw arrow, nock and draw.

Diock: Move.  
Kiera: hold Fireball. Move.  
Fheirdhla: on mound.  
Aings: Move.

### Turn 8

Grainne: Wait, Attack if Aings enters Reach.  
Brien: move.  
Feindhu: succeeds HT roll to remain conscious. Ready to pick up sword.  
Eimer: Loose at Aings Face. Eff Skill 13, rolls 15.  
Diock: Move.  
Kiera: Throw Fireball at Eimer, range 24yds, Eff Skill 6, rolls 15.  
Fheirdhla: Wait, Attack if he Aings enters reach.  
Aings: Move&Attack Eimer. Eff Skill 9. Rolls 14.

### Turn 9

Grainne: maintains Wait.  
Brien: Move.  
Feindhu: succeeds HT roll to remain conscious. Change Posture to stand.  
Eimer: steps back, Fails to Fast draw. Has an arrow ready.  
Diock: Move.  
Kiera: Teleport 30yds, 5FP.  
Fheirdhla: Move& Attack Aings, from back. Eff Skill 9. Rolls 12.  
Aings: Attack All Out Attack, Strong Eimer. He has two attacks, both succeed. Eimer Retreats and Dodges both attacks.

### Turn 10

Grainne: Wait, if anyone enters Reach attack them.  
Brien: Move&Attack Fheirdhla. Eff Skill 9. Rolls 9. Fheirdhla cannot Parry (12) as Brien is in her left side hex and she is Move&Attacking, her Dodge (9) roll is 12. Damage roll is 1, and is stopped by DR3 armour.  
Feindhu: succeeds HT roll to remain conscious. Move&Attack, Brien's back. ThR2. Eff Skill 9. Rolls 13.  
Eimer: Nock & Draw. Step back.  
Diock: Move&Attack Feindhu. Trigger Grainne Wait.  
Grainne, Step and attack Diock (M&A, no parry, no retreat; he's using his axe to attack so couldn't parry anyway and can't block her attack into his right side), ThR2, elevation difference 2ft. Rolls 7 and hits his Vitals (MA, 137, Imp vs Torso, rolled a 1) for d6+3 damage, rolls 4, vs DR4/2\* causes a 9HP Major Wound. Diock succeeds his Knockdown check.  
Diock rolls 8. Feindhu cannot parry to his left hex and he is Move&Attacking, he cannot Retreat, but he does Dodge.  
Kiera: Move&Attack to Slam (B371) Eimer. Rolls 12, Hit. Damage is for 2yds, 1d-3. Kiera Dam 1, Eimer Dam 2; Kiera falls down.  
Fheirdhla: Attack Brien. Rolls 13. Brien (M&A, no parry or retreat) fails to Dodge. 1d Dam rolls 4, vs Brien DR4... Swing damage would have been 1d+2 but Blunt Trauma & Edged Weapons (Low Tech p102) would make that a 2HP Crushing Injury.  
Aings: Attack Eimer. All Out Attack Strong, twice. Both miss.

### Turn 11

Grainne: attacks Diock, ThR2. AoA Double, Rapid Strike. Rolls 10, 8 and 13 for three hits. Diock cannot Parry (he used the axe to attack & it was a M&A) cannot Block (right side), so he Dodges; shield DB adds to all active defences but Grainne is attacking from his right hex. He dodges the first attack, would have dodged the second if his shield had been better placed and fails to dodge the third. 2 hits of d+3 for 9 and 4. Diock's mail stops the 4 but he suffers a 10HP wound. Fails his Knockdown, drops his axe and falls.  
Brien: Deceptive Attack (-2) Fheirdhla (-1 to defense) rolls 9. Fheirdhla fails to parry. Brien rolls 5 damage vs DR3, causing 4HP injury.  
Feindhu: succeeds HT roll to remain conscious. Attacks Brien. ThR2. Brien fails to parry. 8 damage rolled, vs DR4, gives 8HP Injury, Brien succeeds her Knockdown check.  
Eimer: Loose at Aings Eyes, range 3yds, 21-9-1, Rolls 11. Aings has no defence (AoA) but magic DR4 vs 12 damage. The 8 points destroy his left eye and penetrate to his Brain for 32HP Injury. This takes him to -2xHP: he succeeds both Death Checks.  
Diock: @ -6HP, ½ Move & Dodge. Succeeds HT roll to remain conscious. At end of turn he succeeds his HT roll to recover from Stun.  
Kiera: casts Fireball, rolls 3! Free spell. An especially fervently glowing ball of fire sits ready to use.  
Fheirdhla: Shock -2, Th at Brien's weapon hand -4, Eff Skill 11, rolls 9. Brien parries @-4 for a second parry in her turn with a non-fencing weapon (B376) and Fails. D6 Imp damage to bare hand, the roll is a 6 for a 6HP Injury (Imp vs limbs has a wound mod of x1, B399). Brien only counts the Injury necessary to Cripple her Hand, 5HP, against her total HP. The actual amount of damage affects Bleeding rolls. Her hand is crippled and she drops her sword but she succeeds her Knockdown check.

Aings: rolls to remain conscious: HT +4 Berserk, -2 Injury, rolls 13. M&A Eimer. Rolls 10&9. Eimer Retreats +3 to Dodge but rolls 14. Aings roll 2d+6 for 15 damage vs Eimer's DR1; she suffers a 21HP wound but succeeds her Knockdown.

## Turn 12

Grainne: has to step to be able to reach the downed Diock. AoA Strong Thrust to his Vitals -3; rolls 12. Diock is still currently Stunned (his Turn isn't over yet) -4 Defence and Prone -3 Defence, with Shield DB+2, his Block roll is 5, saved by the shield. Grainne rolls d6+5 for 10 damage, 1 point penetrates the shield cover DR but is stopped by Diock's armour. His shield takes 3HP damage (B484).

Brien: @-1HP, ½ Move & Dodge, succeeds check to remain conscious. Shock -4. All Out Defence, Dodge+2. Uses her 2 move to flee.

Feindhu: fails his check to remain conscious.

Eimer: @-9HP, ½ Move & Dodge but succeeds her check to remain conscious. Shock -4. All Out Defence Dodge+2. Steps away from Aings.

Diock: succeeds his HT roll to remain conscious. Change Posture to Kneel.

Kiera: throw Fireball at Eimer, Range 2yds. Succeeds. Her Crit Fireball does 1d+1 for 5 damage, v's DR0. This takes Eimer past -1xHP but she succeeds her death check.

Fheirdhla: Brien is crippled and limping away. M&A Aings from rear. Sw at torso succeeds for 6 damage which is stopped by Aings magic and mail.

Aings: fails his roll to remain conscious.

## Turn 13

Grainne: AoA Determined swing at Kneeling Diock's unarmoured neck having used her ½ Move to place herself in his right hex. Her attack succeeds, Diock fails to Dodge (1/2 for wounds, -2 for Kneeling) and Grainne hits an artery (MA137) rolls d+5 for 8 damage. Diock takes 20HP Injury to his Neck. This is -2xHP and he succeeds both death checks but fails his Knockdown.

Brien: Fails the roll to remain conscious.

Feindhu: is unconscious.

Eimer: succeeds roll to remain conscious. Shock -4. Fast draws an arrow (15), AoA Quick shot Kiera range 2yds (roll 12, twice. MA119) and succeeds. Kiera fails to Dodge (-2 prone). D6+7 for 13 damage, -3 DR mail, leaves a 20HP Injury. Kiera succeeds her Knockdown.

Diock: succeeds his roll to remain conscious and his recovery from Stun at end of turn.

Kiera: succeeds her roll to remain conscious. -4 Shock. Fails to Teleport, -1FP.

Fheirdhla: AoA Determined moves to attack Kiera, Thrust to Vitals. Misses.

Aings: is unconscious.

## Turn 14

Grainne: goes for Diock's neck again. Again hits. Diock's Dodge is ½ and -6, he fails. Another Artery hit. 25HP Injury. Diock succeeds his death check but is Stunned.

Brien: is unconscious.

Eimer: succeeds her roll to remain conscious. Tries and succeeds with another arrow at Kiera who fails to dodge and takes another 20HP Injury but succeeds both death checks and fails her Stun.

Diock: Fails to remain conscious.

Kiera: Fails her roll to remain conscious.

Fheirdhla: AoA Det Kiera Vitals. The damage is stopped by Kiera's armour.

## Combat Ended

The O'Siocs' bind their wounds and leave. No infections.

Unless the O'Siocs' decide to kill the unconscious McAmiesia's their prospects are:

- Aings bleed for only 14 minutes and 7 more HP then wakes after 12 hours. No infection. One-eyed.
- Diock bleeds to death in 2½ minutes.
- Brien: loses no more blood and wakes after an hour. No infection. One-hand
- Kiera: bleeds for 9 minutes and 10HP. Wakes after 12 hours. No infection.

NB: bleeding was checked for individual wounds.

The optional rules for Lasting and Permanent Injuries, MA138, would result in Kiera having a weakened heart, giving one level of Easy to Kill (B134) plus one extra level if injured to -HP, two extra levels at -2xHP, and so on, until she has fully healed.

Why didn't Aings family have fright checks when he got an arrow in the face? They're accustomed to him getting into scraps. As for no-one but Feindhu checking after being wounded, he's more of diplomat and, once they'd all seen him get back on his feet, they weren't "especially traumatic events."