Detailed Example of Combat

So let's take what we've learned and see how an actual combat encounter plays out. For this example we're going to have a little fun and see how the **Knights of the Dinner Table** handle the new rules.

B.A. is the Gamemaster and he's read the rules for **HackMaster Basic** and has had his players roll up new characters.

After being caught cheating at darts back at the Inn and getting into a drunken brawl the group has fled into a nearby forest hoping to shake their pursuers. Unfortunately they've become hopelessly lost in the tangle of overgrowth. As the sun begins to set and darkness is threatening to engulf them, B.A. is about to throw a little hurt their way....

The party consists of the following Player Characters:

El Ravager the Fifth
Player: Dave

N human fighter 1; HP 30; Init +1; Speed 11; Reach 3'; Attack +4; Damage 4d4p+3; Defense +7; DR 2; ToP 9, Trauma Save 7

Equipment: leather armor, med. shield, battle axe, javelin

Note: El Ravager has specialization of +1 Attack, +1 Speed & +1 Damage with his battle axe

Knuckles the Ninth
Player: Bob

CN dwarf thief 1; HP 25; Init 0; Speed 7 (5 jab); Reach 0'; Attack +3; Damage 2d4p; Defense +6; DR 2; Luck Points 21; ToP 6, Trauma Save 6

Equipment: leather armor, small shield, dagger

Note: Knuckles purchased the shield proficiency

Justinia VII
Player: Sara

LG human cleric 1 (*The True*); HP 29; Init +3; Speed 10; Reach 3½'; Attack +1; Damage 2d8p-3; Defense +1; DR 2; ToP 8, Trauma Save 7

Spells: (1st) Moderate Emotion (cause fear), Extend Fuel [bonus spell]
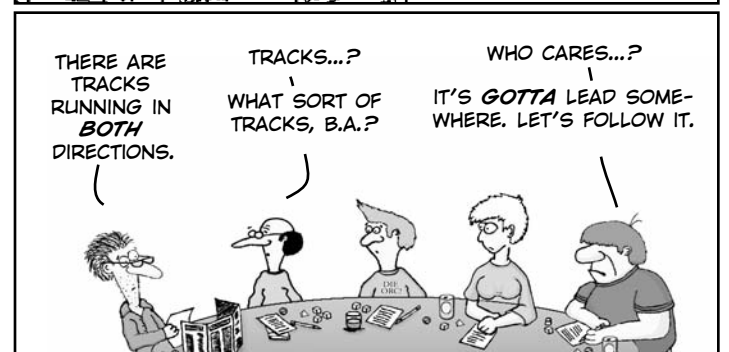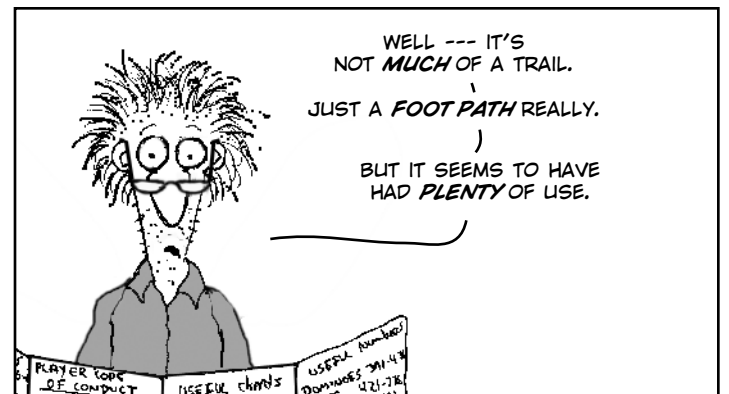
Equipment: leather armor, long sword

Noir Lotus
Player: Brian

LN dwarf mage 1; HP 26; Init +2; Speed 13; Reach 7'; Attack +3; Damage 2d4p-2; Defense +3; DR 1; ToP 8, Trauma Save 7

Spells: (A) Repair, (J) Bar Portal, (1st) Scorch

Equipment: thick robes, staff

AFTER *PUSHING* YOUR WAY THROUGH THE DENSE *THICKET* YOU *SUDDENLY* COME TO THE EDGE OF A MEANDERING *TRAIL!*

A *TRAIL...?!!!*

HOODY HOO!!!

WE'RE *SAVED!!!*

WELL --- IT'S NOT *MUCH* OF A TRAIL.

JUST A *FOOT PATH* REALLY.

BUT IT SEEMS TO HAVE HAD *PLENTY* OF USE.

THERE ARE TRACKS RUNNING IN *BOTH* DIRECTIONS.

TRACKS...?

WHAT SORT OF TRACKS, B.A.?

WHO CARES...?

IT'S *GOTTA* LEAD SOME- WHERE. LET'S FOLLOW IT.

THEY'RE **SMALL TRACKS** --

MOSTLY IMPRESSIONS OF HEELLESS BOOTS WITH **HOB NAIL**-SOLES.

SMALL..? YOU MEAN **KID SIZED**?

OR SMALL **HUMANOIDS** OF SOME TYPE.

UH OH... WE'RE NOT IN **KANSAS** ANYMORE GUYS.

HRRMMPPHH... WELL I'M NOT LIKIN' THE **SMELL** OF THIS. WHADDA YA THINK, GUYS?

I SAY WE **PICK** A DIRECTION AND **FOLLOW** IT -- BEATS BEING **LOST** IN THE WOODS.

I AGREE. LIKE **BRIAN** SAID -- IT'S GOTTA LEAD **SOMEWHERE**.

LET'S DO IT. BUT WEAPONS AT THE **READY** -- JUST IN CASE.

SEVERAL TURNS LATER....

YOU **FOLLOW** THE TRAIL FOR A FEW MILES AND THE **GOING** IS FRUSTRATING.

THE TRAIL LEADS UNDER **LOW HANGING** LIMBS AND **THREADS** BETWEEN HUGE TREES GROWING **CLOSE** TOGETHER REQUIRING YOU TO **SQUEEZE** THROUGH.

AT LONG LAST YOU **BREAK OUT** OF THE FOREST AND ENTER A SMALL CLEARING -- PERHAPS 30 TO **35 FEET** ACROSS.

THE FOOT PATH **FORKS** HERE SPLITTING OFF INTO **TWO** DIFFERENT DIRECTIONS. WHAT DO YOU WANT TO DO?

THIS ISN'T A **TRAIL**. IT'S A FRICKIN' **OBSTACLE COURSE**.

GREAT. NOW WHAT? THIS DOESN'T SEEM TO BE LEADING ANYWHERE.

WHY DON'T YOU CHECK FOR **TRACKS** AGAIN, BOB -- MAYBE WE CAN GO IN THE DIRECTION WITH THE SIGNS OF THE **MOST** TRAFFIC.

GOOD IDEA.

DON'T BOTHER MAKING A CHECK, BOB. AS **SOON** AS YOU ENTER THE CLEARING THERE ARE A SERIES OF **WAR CRIES** FROM THE OTHER SIDE AND THE UNDERGROWTH **EXPLODES** WITH ACTIVITY.

FOUR **GOBLINS** RUSH OUT OF THE SHADOWS AND **CHARGE** THE GROUP.
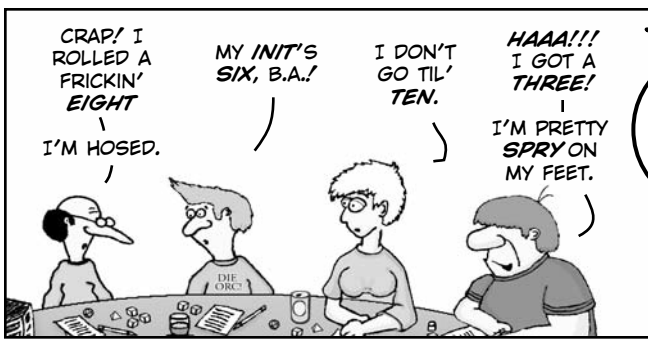
GOBLINS? **GAAA!!!**

IT'S AN **AMBUSH!!**

EVERYBODY GO AHEAD AND ROLL A D12 FOR **INITIATIVE**.

OH YEAH... **BRING IT!!!** MY **BLADE** IS **THIRSTY** FOR **GOBLIN BLOOD!**

I'M STILL FEELING **UNEASY** ABOUT GOING WITH A **BATTLE AXE**. WISH I HAD A **SWORD** RIGHT ABOUT NOW.

WATCH THOSE **FLANKS** GUYS -- THERE MIGHT BE **MORE** OF 'EM.

GOBLINS: HP 20; Init 3; Speed 8; Reach short; Attack +3; Damage 2d6p-1 (short sword); Defense +6 (incl. small shield); DR 2; ToP 8, ToP Save 6; Size S; Move 5 ft/sec

CRAP! I ROLLED A FRICKIN' *EIGHT*

I'M HOSED.

MY *INIT'S SIX*, B.A.!

I DON'T GO TIL' *TEN*.

HAAA!!! I GOT A *THREE!*

I'M PRETTY *SPRY* ON MY FEET.

OKAY I'M CALLIN' THE *COUNT* -- THE *GOBLINS* RUSHED OUT FROM THEIR *HIDING PLACE* ON *ONE*...

ON *TWO* --THEY'RE APPROXIMATELY *THIRTY FEET* AWAY -- WITH THE FIRE OF *BLOOD LUST* IN THEIR EYES THEY *CHARGE!!*

GOBLIN 4
GOBLIN 3
GOBLIN 2
GOBLIN 1

GOBLINS' MOVEMENT: JOGGING 5 FEET PER SECOND

EL RAVAGER 6 (rolled 5, +1 Base Initiative)
KNUCKLES 8 (rolled 8, with no Base Initiative modifier)
JUSTINIA 10 (rolled 7, +3 Base Initiative)
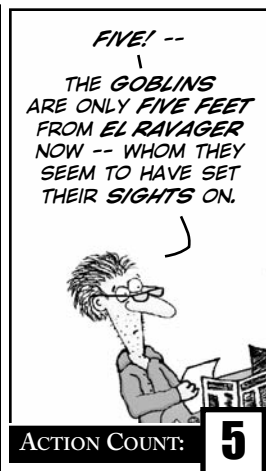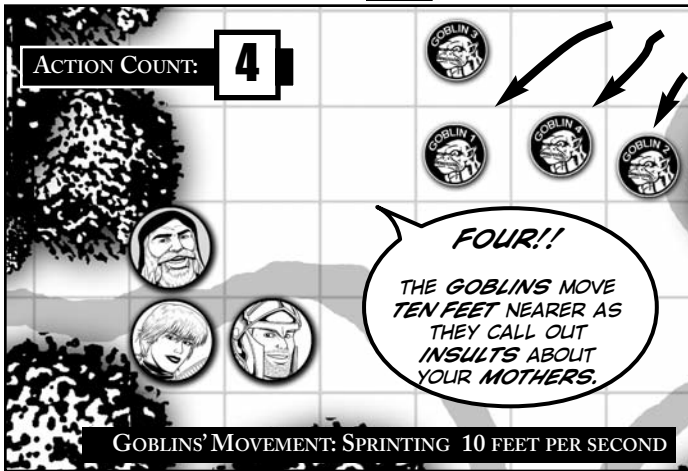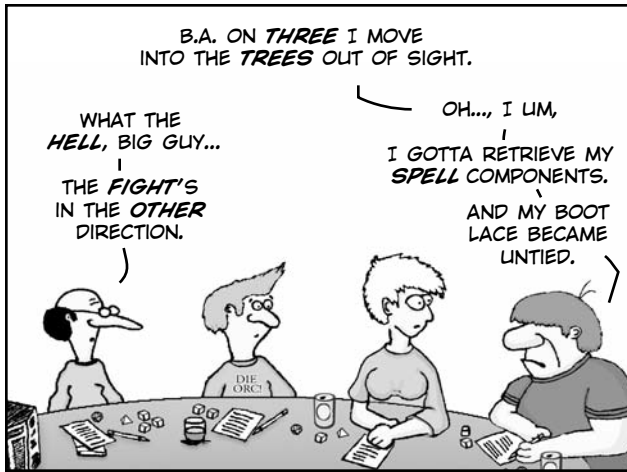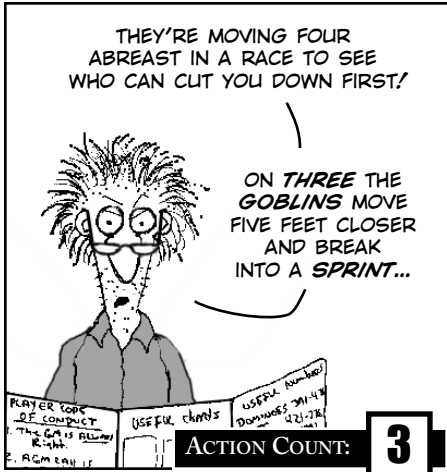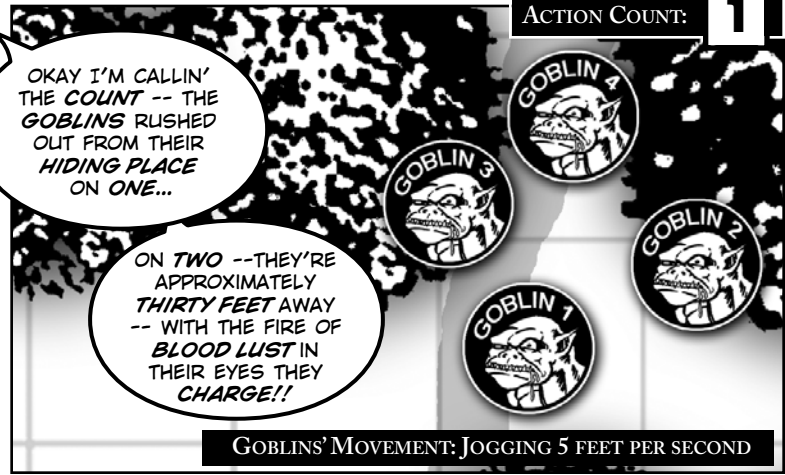NOIR LOTUS 3 (rolled 1, +2 Base Initiative)

THEY'RE MOVING FOUR ABREAST IN A RACE TO SEE WHO CAN CUT YOU DOWN FIRST*!*

ON *THREE* THE *GOBLINS* MOVE FIVE FEET CLOSER AND BREAK INTO A *SPRINT*...

ACTION COUNT: **3**

B.A. ON *THREE* I MOVE INTO THE *TREES* OUT OF SIGHT.

WHAT THE *HELL*, BIG GUY...

THE *FIGHT'S* IN THE *OTHER* DIRECTION.

OH..., I UM,

I GOTTA RETRIEVE MY *SPELL* COMPONENTS.

AND MY BOOT LACE BECAME UNTIED.

DIE ORC!

I'M STILL DOWN FIVE *HITPOINTS* FROM THAT *BAR FIGHT*. I'VE GOT TO *CONSERVE*...

ACTION COUNT: **4**

GOBLIN 3
GOBLIN 1
GOBLIN
GOBLIN 2

FOUR!!

THE *GOBLINS* MOVE *TEN FEET* NEARER AS THEY CALL OUT *INSULTS* ABOUT YOUR *MOTHERS*.

GOBLINS' MOVEMENT: SPRINTING 10 FEET PER SECOND

FIVE! --

THE *GOBLINS* ARE ONLY *FIVE FEET* FROM *EL RAVAGER* NOW -- WHOM THEY SEEM TO HAVE SET THEIR *SIGHTS* ON.

ACTION COUNT: **5**

ACTION COUNT: **6**

SIX!! TWO OF THE *GOBLINS* ARE IN *MELEE RANGE* OF *EL RAVAGER!!*

GOBLIN 2
GOBLIN 3
GOBLIN 1
GOBLIN 4

THEY'RE GOING TO *ENGAGE* HIM IN MELEE.

THE ONE ON HIS FAR LEFT APPEARS TO BE MOVING ON TO GET AT *KNUCKLES*.

DAVE YOU'RE INITIATIVE IS *SIX* SO YOU'RE NO LONGER SURPRISED.

YOU CAN ATTACK.

KICK SOME ASS, DUDE.

TWO ON ONE, EH...?

I LIKE THOSE ODDS.

JUST BE SURE TO LEAVE ONE FOR ME.

YEAH... ME TOO.

SHAKE SHOOKA*!!*

DIE ORC!

Goblins, when using defined weapons, have a reach modifier of -1 foot. With short swords, their efffective reach is therefore 1 foot.
El Ravager, on the other hand, has a 3 foot reach with his battle axe so he gets the first swing against one goblin.

OKAY, I'M SWINGIN' AT THE *GOBO* ON MY LEFT, B.A.

GOBLIN 1
GOBLIN 4

6

SWEET! I ROLLED A **SEVENTEEN**. THAT GIVES ME A MODIFIED **TO-HIT** OF **TWENTY-ONE!**

DIE ORC!

Dave rolls d20p (with a die result of 17) and adds his Attack Bonus (+4) for a total of 21 (17+4=21).

The goblin thus needs a total defense of 21 or higher to successfully defend against El Ravager's attack.

THE **GOBLIN** ROLLS AN **EIGHTEEN** FOR **DEFENSE** -- LOOKS LIKE YOU HIT.

GO AHEAD AND ROLL FOR **DAMAGE**.

HA HAAAA!! NINE POINTS**!!** TAKE THAT YOU SNEAKY GREEN-SKINNED **S.O.B. !!**

ATTA BOY, DAVE.

The GM rolls a d20p (getting a 12) and adds the goblin's +6 Defense Bonus, for a total of 18 (12+6=18). Since the goblin's net defense of 18 is still less than El Ravager's 21 attack, he is hit.

Dave rolls 4d4p+3 for damage resulting in a total of 9 (no dice penetrated). The creature's armor absorbs 2 points of damage, so it sustains 7 hit points of damage (insufficient to necessitate a trauma check).

GOBLIN 4

DAVE, WHILE YOU'RE FIGHTING THE LEFT **GOBLIN**, THE ONE ON YOUR **RIGHT** ATTACKS YOU**!!**

OKAY, **GOBLIN** NUMBER FOUR HAS A **FOUR** FOR HIS ATTACK. WHAT'S YOUR **DEFENSE?**

I GOT A **SIXTEEN!**

-SIGH- HE FUMBLES. YOU GET A FREE **COUNTER ATTACK.**

NOTE: Since this is the combatants' first exchange of blows, this Goblin #1 will return El Ravager's attack when the Count Up moves to the next second ('7'), while El Ravager can ready his battle axe and attack the goblin again when the Count Up reaches 17 (the current second, 6, plus El Ravager's 11 Weapon Speed).

For the goblin on El Ravager's right, the GM rolls a 1 on his attack roll, and adds the goblin's Attack Bonus for a total of 4 (the '1' indicates a miss, and also a fumble unless El Ravager's total defense doesn't exceed 4). Dave rolls 9 and adds his Defense Bonus of +7 for a total of 16.

The goblin has fumbled giving El Ravager a free counter-attack. This free attack does not impinge on his normal sequence of attacks.

HOODY HOO!! I ATTACK WITH A **SEVENTEEN!!** **BLEED**, BABY, **BLEED!**

DIE ORC!

Dave rolled a d20p with a result of 13 and adds his +4 Attack Bonus for a total of 17. The GM also rolls d20p getting 15, then adds goblin #4's +6 Defense Bonus resulting in a total defense of 21. Since the goblin's 21 defense is greater than El Ravager's 17 attack, the goblin successfully defended with its shield. Since the goblin blocked El Ravager's blow with his shield, El Ravager's attack deals half damage dice (2d4p+3 instead of 4d4p+3) against the shield.

Dave rolls damage and gets 4 and 4. Since Dave rolled the maximum on these dice (i.e., a penetration roll), he gets to roll each die again, subtracting -1 from the result. The rolls this time are 3 and 4, so he subtracts -1 from each for results of 2 and 3. However, since the actual roll penetrated again on one of those dice, he rolls that die again. This time, it's a 3 and applying the -1 makes it a 2. El Ravager's total damage is 18 points of damage (die roll 4+(3-1) + die roll 4+(4-1)+(3-1) +3 Damage Bonus = 18).

6

DAVE MAKE A **COMPETING ROLL** -- THERE'S A CHANCE YOU **DESTROYED** THE **GOBLIN**'S SHIELD WITH YOUR BLOW.

GOT IT**!** I ROLLED A **15**, B.A.

OKAY -- THE **GOBLIN**'S SHIELD **SHATTERS** TO BITS AS HE CASTS IT ASIDE.

A small shield sustaining more than 8 points of damage in a single blow may be destroyed. Thus B.A. performed a competing roll to see if the Goblin's shield was splintered. He checks the Shield Damage chart, then rolls d20-6 for the goblin and gets 12. Dave rolls d20 and gets 15. The shield splinters into several pieces under the weight of El Ravager's massive blow. (Had Dave done 20 points to the small shield, it would have been automatically broken).

The small shield still applies its Damage Reduction value, however, lowering El Ravager's damage to the goblin by 4 points.

Its armor further reduces the remaining damage by 2, so El Ravager's blow causes the goblin to lose 12 hit points (18-4-2=12). That's a painful blow, but there's worse to come...

YOUR **BLOW** ALSO HAS ENOUGH **FORCE** BEHIND IT TO **KNOCK** YOUR SMALLER FOE BACK A FULL **FIVE FEET!**

DUDE!!! YOU **KNOCKED** THAT GUY **ALL** THE WAY BACK TO **FOURTH EDITION!!**

GOBLIN 1

GOBLIN 4

IN ADDITION, HE **ALSO** FAILS HIS **THRESHOLD OF PAIN** CHECK AND IS **OUT** LIKE A LIGHT.

Dave's 18 *gross* points of damage is a **knock-back** (since a 10 point hit knocks back Small creatures) that forces the goblin 5 feet rearward.

Furthermore, a goblin's **Threshold of Pain** is 8 hit points. It sustained a 12 hit point wound from El Ravager's battle axe so the GM has to make a trauma check for it. The goblin has a **ToP** Save of 6 thus the GM needs to roll a 6 or less on a d20 for it to shrug off the pain. He rolls an 11, so the goblin is not only knocked-back 5 feet, but DOWN and writhing in pain for 30 seconds (5 seconds x (11-6) = 25). Assuming it's not killed in the interim, it can act again when the Count Up reaches 31.

THAT ALL YOU GOT, *PUNK*?!! HUH?? THAT'S **ALL** YOU BROUGHT?

OKAY, OKAY, **HERO**. SAVE SOME FOR LATER. WE STILL GOT **THREE** OF THESE GUYS TO TAKE OUT.

6

OKAY CONTINUING THE **COUNT** -- ON **SEVEN** THE **GOBLIN** YOU INITIALLY **ATTACKED** STRIKES BACK AT **EL RAVAGER**.

MEANWHILE THE **OTHER** TWO GOBLINS MOVE PAST HIM TO GET AT THE **REST** OF YOU.

ACTION COUNT: 7

BOB, **KNUCKLES** IS STILL TOO **SURPRISED** TO DEFEND HIMSELF AS ONE OF THEM **ATTACKS** YOU.

YEAH, YEAH, BUT I CAN ATTACK ON **EIGHT** -- GIVE ME YOUR **WORST**, B.A.

Since Knuckles is still surprised, he can only use a d8p for defense. B.A. rolls the goblin's d20p plus +3 Attack Bonus for a total of 12, while Bob rolls only a d8p and gets a result of 3.

Knuckles failed to successfully defend, so B.A. then rolls the goblin's 2d6p-1 damage for a total 6 points. Even though Knuckles is surprised and can't use his shield to defend, his armor still reduces the damage by 2. Knuckles thus sustains a 4 hit point wound.

FOUR POINTS...?

SHYA'RIGHT .. I'M SPENDING **4 LUCK POINTS**!

THE GOBLIN'S **LAME** ATTACK RICOCHETS OFF THE LEATHER SHOULDER STRAP OF MY BACKPACK AND **TOTALLY** ABSORBS THE DAMAGE. HEH.

DIPPIN' INTO THE **LUCK POINTS** KIND OF **EARLY** AREN'T YA?

FINE -- MARK OFF **FOUR** LUCK POINTS.

THE GOBLIN LOOKS **SURPRISED** AS THE BLOW HE THOUGHT HAD STRUCK HOME IS **REFLECTED**.

HE **GROWLS** WITH DISAPPROVAL.

The goblin will attack Knuckles again at 15 seconds (7 + Speed of 8).

DAVE THE **GOBLIN** ON YOU ATTACKS!

ROLL YOUR **DEFENSE**!

7

B.A. rolls the goblin's d20p+3 attack and gets a total 15 while Dave rolls a 19 and adds his +7 Defense Bonus for a total 26.

Since El Ravager used his shield to successfully defend against the goblin's attack, it can roll damage on his shield. However, since the goblin is wielding a piercing weapon, it only deals 1 point of damage (1 point for the piercing weapon along with the goblin's -1 damage modifier totals a minimum 1 point of damage) against the shield. Dave's medium shield has a DR value of 6 so he takes no damage.

YOU'RE ON A **ROLL**, DAVE.

YOU GET A **FREE** COUNTER ATTACK FOR A **NEAR PERFECT DEFENSE**

YEEES!! THE **GAWDS** ARE WITH ME!!

GOOD JOB, DAVE.

El Ravager's 'nat 19' defense roll (along with a successful defense and being within 5 feet of his foe) is a **Near-Perfect Defense**.

El Ravager gets a free hand-to-hand counter-attack!!

AN **EIGHTEEN** ATTACK!!!

MY **DICE** ARE ON **FIRE** TONIGHT!!

AWESOME BODY BLOW, DAVE!!

DIE ORC!

Dave rolls his d20p with +3 Attack Bonus (instead of his usual +4, since he's punching and so doesn't use his +1 weapon specialization bonus) for a total 18.

The GM rolls the goblin's d20p and +6 Defense Bonus and gets 12. El Ravager's special counter-attack deals two d4p-2 plus his +1 Strength modifier, for a total of 2 points of damage that ignore shield and armor Damage Reduction. Thus, the goblin loses 2 Hit Points. It can attack El Ravager again at 15 seconds (the current time is 7 seconds + its Speed of 8).

ACTION COUNT: 8

EIGHT!!

OKAY, BOB.

YOU CAN GO NOW.

THAT *OTHER* GOBLIN MOVES UP TO *ENGAGE* YOU.

WHAT'S *KNUCKLE'S* REACH?

WELL ALL I HAVE IS A *DAGGER* -- THAT *GUARD* BACK AT THE *INN* DISARMED ME AND TOOK MY FRICKIN' SWORD.

TSK, TSK -- AND *DWARVES* HAVE A -1 REACH PENALTY.

THE GOBLIN HAS A *SHORT SWORD* SO HE'S GOT REACH ADVANTAGE --

CRAP.

HE ATTACKS FIRST.

ROLL YOUR DEFENSE.

GOBLIN 2

ACTION COUNT: 9

B.A. decides that for this attack the goblin is going to Fight Defensively (with a -4 penalty to attacks but a +2 bonus to defense). He rolls the goblin's d20p+3 attack and subtracts -4 to get a total 12 while Bob rolls a 13 and adds his +6 Defense Bonus for a total 19.

He successfully defends against the goblin's attack with his shield. Since the goblin is wielding a piercing weapon, it strikes the shield for 1 point of damage (1 point for the piercing weapon along with the goblin's -1 damage modifier equals a minimum 1 point of damage), which the shield reduces to zero. The goblin can attack again at 16 seconds (determined by adding its Speed 8 to the current time).

NINE!!

I *RETURN* THE ATTACK ON THAT *GOBLIN BASTARD* TO MY LEFT.

ROLL YOUR *DEFENSE*, SCREEN MONKEY.

I GET TO GO ON THE *NEXT* COUNT -- HANG IN THERE BOB -- I'LL HELP YOU.

HRMMMPH.

GOOD LUCK USIN' A DAGGER, BOBBY BOY.

DIE ORC!

HA HAAA!!!

A CRIT!!!

EAT COLD STEEL!!

Bob rolls a d20p and gets a 20!

Since this is a natural 20 and a penetration roll, he rolls d6p (d20p uses d6p for penetration) getting 3 and applies the standard -1 to the penetration roll (3-1).

He then adds his +3 Attack Bonus for a total of 25 (20+(3-1)+3=25). B.A. rolls d20p for the goblin getting 15 on he die plus the goblin's +8 Defense Bonus for a total defense of 23. Since Knuckles' 25 attack is greater than the goblin's 23 defense, he hits. Furthermore, Knuckles's 'nat 20' is a critical hit, so he rolls double damage dice (4d4p instead of 2d4p) getting rolls of 2, 2, 2 and 4. Bob re-rolls the penetrating die and gets a result of 2, for a final damage total of 11 points (2+2+2+4+(2-1)=11).

9

GOBLIN 2

GOBLIN 3

GOBLIN 4

OH HE *HAD* TO FEEL THAT...

WAY TO GO BOB.

THAT'S GONNA LEAVE A MARK. -SNICKER-

The goblin's armor reduces the damage by 2 points making it a 9 point wound. However, since Knuckles dished out 11 *gross* points of damage, it's still a **Knock-Back** that forces the goblin 5 feet rearward.

In addition, a goblin's Threshold of Pain is 8 hit points and it just took more than that so it must attempt a trauma check. It has a ToP Save of 6, so the GM needs to roll an 6 or less on a d20. He rolls a 5, so the goblin remains on its feet.

9

GOBLIN 2

YOU *KNOCK* YOUR OPPONENT BACK *FIVE FEET*, BOB -- BUT HE'S *STILL* ON HIS FEET.

GOBLIN 3

ACTION COUNT: 10

TEN!!

B.A, I'M SWITCH-IN' TO *JAB MODE* IF THIS GUY COMES BACK AT ME.

SWEET! I'M UP.

MAKE A HOLE GUYS!

Knuckles' dagger has a jab Weapon Speed of 5 (normal Speed 7), so he can attack this goblin again at 14 seconds (Speed 5 + current time 9) instead of waiting until 16 (Speed 7 + current time 9).

SARA, AT *TEN* YOU SUDDENLY HEAR A TERRIFYING *WAR CRY* COMING FROM BEHIND.

YOU *SPIN* AROUND ONLY TO SEE A *LARGE* BURLY ORC WIELDING A *SCIMITAR* AND A *MEDIUM SHIELD* ADVANCING TOWARD YOU.

HE'S ONLY *TWENTY FEET* AWAY AND CLOSING*!*

ORC: HP 27; Init 5; Speed 9; Reach medium; Attack +3; Damage 2d8p+2 (scimitar); Defense +2 (incl. medium shield); DR 3; ToP 10, ToP Save 6; Size M; Move 10 ft/sec

AN ORC..?!!!

UH OH....

LOOKS LIKE WE HAVE *MORE* COMPANY, GUYS.

TWENTY FEET?

WHERE THE HECK DID *THIS* GUY COME FROM?

WONDERFUL.

B.A., I JOG *FORWARD* TO *ENGAGE* HIM.

OKAY, GO AHEAD AND ADVANCE *TEN FEET.*

ORCS*!* I *HATE* THOSE GUYS.

WHAT THE *HELL*, BIG GUY?

YOU WERE SUPPOSED TO BE *WATCHING* OUR BACKS.

YEAH... QUIT *FIDDLE FARTIN'* AROUND AND GET OUT HERE AND HELP US.

ARE YOU *DELIBERATELY* TRYING TO AVOID THE FIGHT?

AVOID THE....?

-SPUTTER-

I THINK I'M *INSULTED.*

I'M JUST DOING SOME *SPELL PREPS.*

EYES SHARP, EVERYONE.

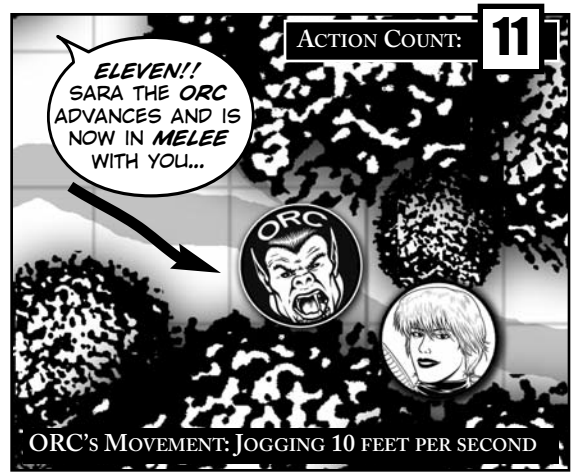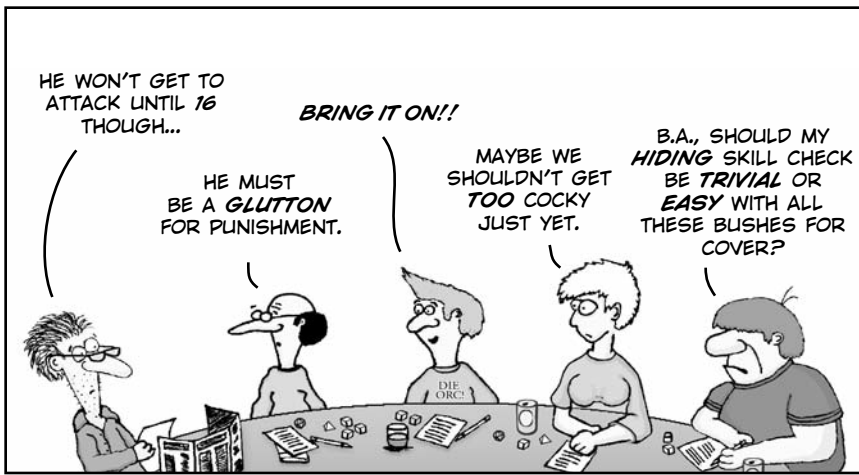LOOKS LIKE WE WALKED *RIGHT* INTO AN *AMBUSH ZONE.*

ROGER THAT...

YEAH AND WHERE THERE'S *ONE* ORC THERE'S USUALLY A FEW MORE NOT *FAR* BEHIND.

I NEED TO *DISPATCH* THIS GUY BEFORE HE CAN *SOUND* THE ALARM.

BOB --THE GOBLIN YOU KNOCKED BACK SNARLS WITH *RAGE* AND STEPS *RIGHT BACK* INTO THE *FRAY.* HE COMES BACK WITH A *VENGEANCE!**

* B.A. is having the goblin use the Aggressive Attack special combat move.

10

HE WON'T GET TO ATTACK UNTIL *16* THOUGH...

HE MUST BE A *GLUTTON* FOR PUNISHMENT.

BRING IT ON!!

MAYBE WE SHOULDN'T GET *TOO* COCKY JUST YET.

B.A., SHOULD MY *HIDING* SKILL CHECK BE *TRIVIAL* OR *EASY* WITH ALL THESE BUSHES FOR COVER?

ACTION COUNT: **11**

ELEVEN!! SARA THE *ORC* ADVANCES AND IS NOW IN *MELEE* WITH YOU...

ORC'S MOVEMENT: JOGGING 10 FEET PER SECOND

HIS *SCIMITAR* HAS A REACH OF *THREE FEET.*

WHAT DO YOU HAVE?

THREE AND HALF FEET.

LOOKS LIKE I ATTACK FIRST.

GO AHEAD AND ROLL.

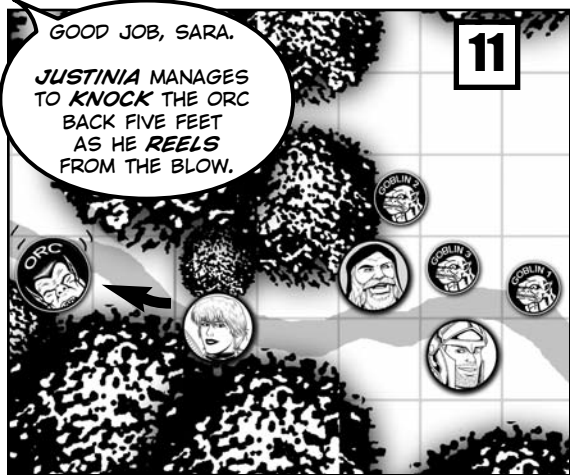Sara rolls a d20p for a 10 result, adds her +1 Attack Bonus for a total 11.

B.A. rolls d20p and gets 12, adds the orc's +2 Defense Bonus for a total result of 14. Since the orc's 14 defense is greater than Justinia's 11 attack, it defended with its shield. Sara thus rolls half damage (1d8p-3 instead of 2d8p-3) on the orc's shield and gets a result of 8 (penetration!).

She rolls the die again and gets another 8, and again for another 8! Amazed whoops of joy come from everyone else at the table (except for B.A., of course...). Her next roll is a 5 which yields a grand total of 23 points of damage (8+(8-1)+(8-1)+(5-1) -3 =23)!

Since a medium shield can only sustain a limited amount of damage in a single blow, it's time for competing rolls to see if the shield is destroyed. (A check is necessary if a medium shield takes ≥12 hp).

B.A. checks the Shield Damage chart, then rolls d20 for the orc and gets 10.

Sara rolls d20 and gets 12. The shield splinters into several pieces as Justinia's blow hits home.

The medium shield still applies its Damage Reduction value, however, lowering Justinia's damage to the orc by 6 points. The orc's armor further reduces the damage by another 3 points, so the orc takes a 14 hit point wound.
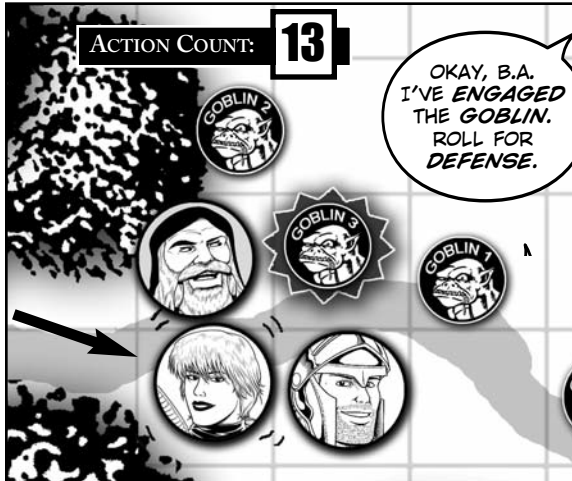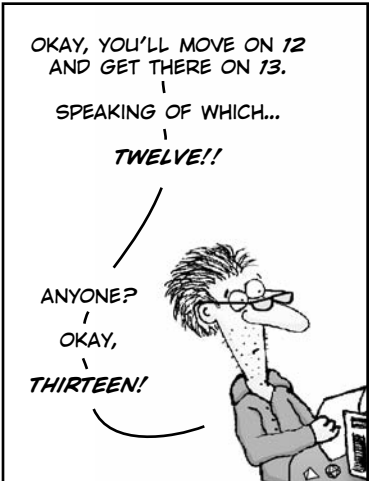
GOOD JOB, SARA.

JUSTINIA MANAGES TO *KNOCK* THE ORC BACK FIVE FEET AS HE *REELS* FROM THE BLOW.

11

Sara's 23 *gross* points deals a knock-back that forces the orc 5 feet back (as a size medium creature, the orc is knocked-back 5 feet for every 15 points of damage).

Furthermore, the orc's Threshold of Pain is 10 and it just took 14 so it has to make a trauma check.

The orc has a ToP Save of 6, so B.A. needs to roll an 6 or less on a d20.

He rolls a 14 with the result that the orc falls to the ground in pain for 40 seconds (5 seconds x (14-6)=40) five feet back from where it met Sara.

YEEESSS!!! THE *TRUE* GUIDES MY HAND TO *VICTORY!!!*

I'M GOING TO MOVE *BACK* AND ATTACK THAT *GOBLIN* TO *KNUCKLE*'S RIGHT.

OKAY, YOU'LL MOVE ON *12* AND GET THERE ON *13.*

SPEAKING OF WHICH...

TWELVE!!

ANYONE?

OKAY,

THIRTEEN!

ACTION COUNT: **13**

OKAY, B.A. I'VE *ENGAGED* THE *GOBLIN.* ROLL FOR *DEFENSE.*

The goblin can defend against up to 3 opponents to his front and sides with its shield. He turns to meet Sara head-on as this places it in the best position to defend its flanks.

Sara rolls d20p with a result of 16 and with her +1 Attack Bonus nets 17. B.A. rolls d20p and gets 13. He then adds the goblin's +6 Defense Bonus for a total 19. Since the goblin's 19 defense is greater than Justinia's 13 attack, it defended with its shield.

Sara rolls half damage dice (1d8p-3 instead of 2d8p-3) for a total 2 points, which the goblin's shield reduces to zero.

Justinia can attack this goblin again at 23 seconds (13 + 10 Weapon Speed).

FOURTEEN!

I'M UP! I'M JABBIN' MY DAGGER IN THAT GOBLIN'S FAT LITTLE GUT.

Bob rolls a d20p getting an 8 and adds his +3 Attack Bonus for a total 11.

B.A. rolls d20p and gets 2, adding the goblin's +6 Defense Bonus, and -2 from the *Aggressive Attack* maneuver for a total 6.

Since the goblin's 6 defense is less than Knuckles' 12 attack, it failed to defend with its shield.

Bob rolls half damage of 1d4p (since he's jabbing) and gets a 3.

The goblin's armor reduces the damage by 2, so it only loses 1 Hit Point.

Knuckles can attack it again at 21 (14 + Weapon Speed 7).

FIFTEEN!!

DAVE THAT **GOBLIN** IN FRONT OF YOU ATTACKS AGAIN.

B.A. rolls d20p, getting 18 and adding the goblin's +3 Attack Bonus for a total 21. Dave then rolls d20p getting a 'nat 20' and adds his +7 Defense Bonus for a total of 27. El Ravager successfully defended with his shield so the goblin's piercing weapon deals only 1 point of damage against it. Since it does not exceed the shield's DR of 6, El Ravager is unaffected.

Furthermore, since El Ravager rolled a natural 20 (and his modified defense 27 beat the goblin's 21) it's considered a Perfect Defense. El Ravager gets an immediate free counter-attack with his weapon. This doesn't impinge upon his next scheduled attack (at 17 seconds). Dave rolls his d20p plus +4 Attack Bonus for a total 13 while B.A.'s defense for the goblin totals only 10. Dave then rolls his 4d4p+3 damage dice and gets results of 3, 1, 2 and 4. He rolls the penetrating die again for a 1, and applies -1 to the result. Thus, El Ravager's total damage is 13 points (3+1+2+4+(1-1)+3=13).

The 13 point blow is enough to deal a knock-back and, although the goblin's armor reduces the damage by 2, the net 11 point wound still triggers a trauma check (since the goblin's Threshold of Pain is 8). B.A. then rolls d20, hoping to get a 6 or less, but ends up with a 10. The goblin falls to the ground, writhing in pain for 20 seconds (5 seconds x (10-6)).

HOODY HOO!! I'M KICKIN' **GOBLIN ASS!** THIS **BATTLE AXE** RAWKS!

15

GOBLIN 1
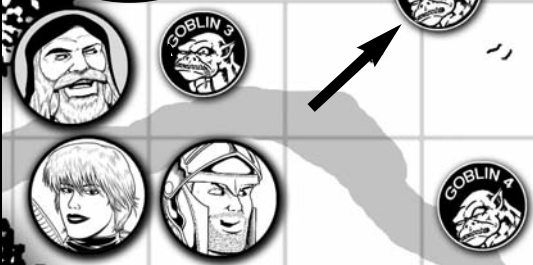
GOBLIN 3

GOBLIN 4
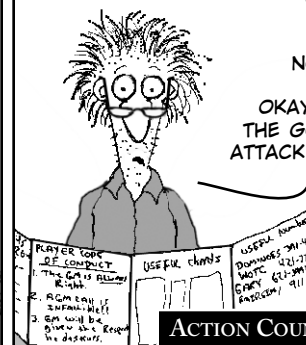
B.A. I'M GOING TO HELP FIGHT THAT **GOBLIN** ON **KNUCKLES**!!

OKAY, YOU CAN ATTACK AGAIN ON **26.**

ANYONE ATTACKING ON **16?**

NO?

OKAY, BOB THE GOBLIN IS ATTACKING YOU.

B.A. rolls d20p with a result of 3, then adds the goblin's +3 Attack Bonus and the +5 additional bonus for making an *Aggressive Attack* for a total 11.

Bob simultaneously rolls a d20p getting 13 and adds his +6 Defense Bonus for a total of 19.

Knuckles successfully defended with his shield. Since the goblin's piercing weapon deals only 1 point of damage to his shield (readily absorbed), Bob laughs in the goblin's face.

OKAY, **SEVENTEEN** -- SENSING THAT THEY'RE DEFEATED...

THE TWO REMAINING GOBLINS TURN AND **FLEE.**

ORC

GOBLIN 2

GOBLIN 3

NOT SO FAST, B.A. -- I GET A **FREE ATTACK** ON THE **COWARD** WHEN HE **CUTS** AND **RUNS**!!

GOBLIN 1

ME TOO!!

GOBLIN 4

DON'T FORGET MINE...

BOB, GO AHEAD AND ROLL YOUR ATTACK THEN. DAVE AND SARA, JUST HOLD ON.

I'M GONNA CUT HIM UP LIKE A *THANKSGIVING TURKEY!!*
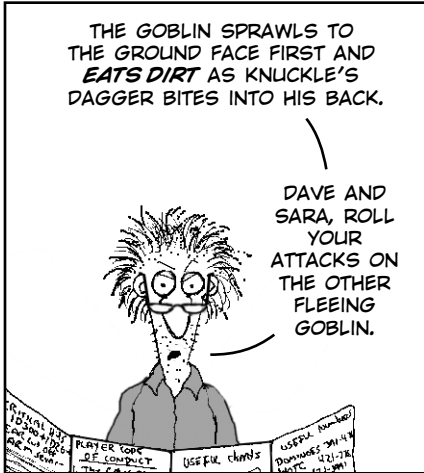
YEAH, YEAH... JUST ROLL, HERO.

Fleeing combat from a thief is particularly dangerous since it permits the thief to backstab.

Bob rolls a d20p getting a 9 and adds his +3 Attack Bonus for a total of 13. B.A. rolls d10p (instead of d20p, since the goblin is fleeing) and gets 2. He ignores the goblin's shield's defensive bonus (+4) since its shield can't be employed when fleeing.

Bob hit and since it's a backstab he penetrates on both the maximum die roll and the maximum die roll -1. He rolls his 2d4p and gets a 2 and a 3.

Ordinarily this would be it for Bob's damage roll but because of the backstab the "3" is treated as a penetrating die. He rolls this die again and gets another 3. He adds 2 to the sum damage total (currently 7) and rolls again getting a 4. Again he adds 2 to the sum damage total (now 9) and rolls again. His lucky streak ends as the die comes up 2. Bob's backstab on the fleeing goblin netted 10 points of damage (2+3+(3-1)+(4-1)+(2-1)=11). The goblin's armor reduces the damage by 2, causing it to suffer 9 points of damage.

This is sufficient to trigger a ToP check. B.A. rolls d20 for the goblin's ToP Save (target 6) getting a result of 12. The goblin is thus downed for 30 seconds (5 seconds x (12-6)).

THE GOBLIN SPRAWLS TO THE GROUND FACE FIRST AND *EATS DIRT* AS KNUCKLE'S DAGGER BITES INTO HIS BACK.

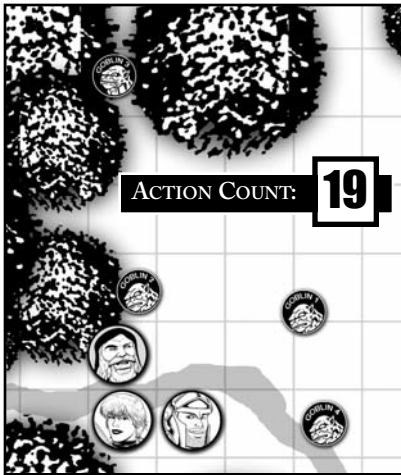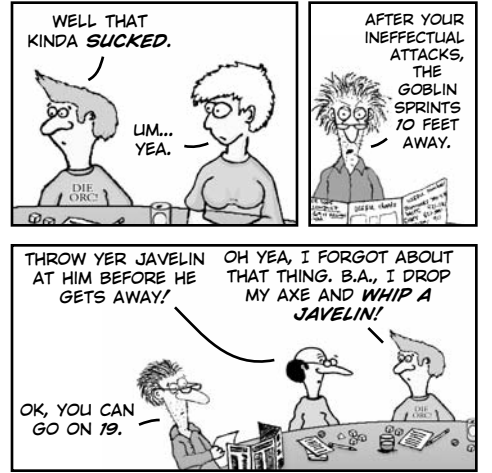DAVE AND SARA, ROLL YOUR ATTACKS ON THE OTHER FLEEING GOBLIN.

Sara rolls a d20p with a result of 9 and with her +1 Attack Bonus nets 10. B.A. rolls d10p (instead of d20p, since the goblin is fleeing) and adds +2 (a goblin's shieldless defensive bonus) for a total of 7. He ignores the goblin's shield's additional defensive bonus (+4) since its shield can't be employed when fleeing.

Sara hit and rolls 2d8p for damage. The dice come up "1" and "2". She has a -3 damage adjustment but since this can't reduce a successful hit to less than one point of damage she ends up doing a lone hp. The goblin's armor reduces this to zero.

Dave rolls a d20p for a result of 4 and with his +4 Attack Bonus nets 8. B.A. rolls d10p (instead of d20p, since the goblin is fleeing) and adds +2 (a goblin's shieldless defensive bonus) for a total of 9.

Dave misses. Since the goblin was not using a shield for defense, it is an out-and-out wiff.

WELL THAT KINDA *SUCKED.*

UM... YEA.

AFTER YOUR INEFFECTUAL ATTACKS, THE GOBLIN SPRINTS *10 FEET* AWAY.

THROW YER JAVELIN AT HIM BEFORE HE GETS AWAY!

OH YEA, I FORGOT ABOUT THAT THING. B.A., I DROP MY AXE AND *WHIP A JAVELIN!*

OK, YOU CAN GO ON *19.*

ACTION COUNT: **19**

This is the first instance of using missile weapons. Unlike melee combat, Dave must first determine the effective range to his target. The actual distance between El Ravager and the remaining goblin is 21 feet (after the goblin sprinted for 2 seconds). However, since goblins are size small, this distance is multiplied by 1.5 to determine the effective range (31½ feet). Since this is more than 30 feet, it falls within a javelin's second range increment. Dave is therefore only permitted to use a d12p as his attack die.

Dave opts to forgo aiming thereby permitting him to hurl his javelin on 19 rather than 23. Doing so imposes a -6 attack penalty.

Since El Ravager has only sunk BPs into specializing with the battle axe, his attack bonus with the javelin is +3 not +4. He rolls a d12p getting 9 and adds 3 (but also subtracts 6 for not aiming) yielding 6.

When determining if a missile hits, the GM always rolls a d20p for defense. B.A. rolls a 5 – less than Dave's 6 meaning the javelin strikes true. Because the goblin is running away, it cannot use its shield to block the missile.

Dave rolls a d12p damage and gets an 11. He cannot add his strength bonus because he was standing still when hurling the javelin. This is a knock-back and after accounting for the goblin's armor, it still suffers an 9 point wound necessitating a ToP check.

B.A. rolls d20 for its ToP Save hoping to get a 6 or less but rolls a 19. The goblin pitches forward five feet and is immobilized for 65 seconds (5 seconds x (19-6)) by the trauma of being *shish kebobed*.

YOU STAND ON THE FIELD OF BATTLE VICTORIOUS...

ALL AROUND YOU IS THE SOUND OF WOUNDED CREATURES SNARLING, GROWLING, AND WHIMPERING IN PAIN.

HEH -- *GOBLINS* AIN'T SO TOUGH.

WE WADED THROUGH THOSE BAD BOYS LIKE A *COMBINE* THROUGH A *WHEAT FIELD.*

WHADD'YA MEAN *WE??* I TOOK OUT THREE OF 'EM BY MYSELF.

OH YEA, WELL KNUCKLES STARTS *CUTTING THROATS!!*

SINCE I'M A *THIEF* IT ONLY TAKES ME *THREE SECONDS* TO DO A *COUP DE GRACE* WHILE IT TAKES THE *REST* OF YOU *LOSERS* A FULL *TEN* SECONDS.

B.A. I *RUN* OF OUT THE *TREES* AND DEAL THE *KILLING* BLOW TO THAT *ORC* AND TAKE HIS *LOOT.*

WHAT...?!!!