

# Lost Roads of Lociam

## Example of combat

Below is an example combat to display how hand-to-hand combat works in the Core Rules of the game. The battle is between two characters, and has two columns; the one on the right is for the rules, and the one on the left is for the story that is being told.

Remember, the rules are just the interface between the players' and their imaginations and the story that is made from those imaginations; a vehicle rather than the destination.

Atop the Sarinj Hillock Sallas the thief was resting, when Norum the warrior came upon him. The warriors, having lost all his money in previous dealings with him. He draws his sword and calls out a challenge to the older man, who quickly gets to his feet and pulls his two daggers.

They look at each other over the grassy expanse of the hilltop. Weapons gleaming, armor creaking softly, battle was about to begin.

Norum and Sallas square off, weapons gleaming and Sallas darts for Norum's neck, but the blade slides off Norum's armor. Norum slashes at the thief but the blow is wide and misses completely.

### Before Battle

Norum the Warrior

Initiative: 4

Health: 18

Cool: 18

Skills:

Sword - 45%

Evade - 25%

Small shield - 40%

Equipment: Broadsword (AS 4), Small metal shield (DS 5, Sustain 15), Half metal-reinforced chainmail (H 6+2, S 1+1, C 1, O, 2, Roll 3)

Sallas the Thief

Initiative:

5

Health: 16

Cool: 16

Skills:

Knives - 70%

Combination (Longdagger-Longdagger) - 40%

Evade - 35%

Equipment: Two Longdaggers (AS 3), Full studded leather armor (H 3, S 2, C 1+1, O 2, Roll 7)

### Turn 1

Both combatants roll for initiative. Norum rolls 4 for a total of 8 (roll of 4 + initiative of 4) and Sallas a 4 for a total of 9 (4+5). Norum, having the lower total, has to declare his action first, and states he wishes to attack. Sallas, knowing he can act first, wants to attack before that.

Sallas attacks, rolling 55. He has 65, so 55 is a hit. Norum attempts to do a reaction-block (does not take an action, but halves the DS of the shield). He rolls 49, and since he has only 40 in shields that means he does not block the blow. Sallas rolls a 5 for damage with AS 3, and checking the table on page 57 this means that the blow hits Norum for 2 points. This damage is S-class since the dagger does S-class damage. Norum rolls for his armor, rolling a 1 (which is below the Roll of 3) so the armor protects him. The armor has a S-protection of 2 resulting in a wound of 0 points (2-2). Norum subtracts one from the sustain of the armor.

Norum attacks, rolling 87, which is more than his 45 in swords, so he misses.

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Norum grows hesitant, urging Sallas to drop his weapons while he takes a more defensive stance. Sallas ignores this and attacks, but the blow is deflected off Norum's shield.

Norum backs up a bit then lunges at Sallas, cutting him deeply, causing him to miss with his twin daggers.

Norum, egged on by the blow he scored, strikes again, and Sallas turns on his knees, blocking with one dagger while stabbing at Norum with the other. Norum cries out as the dagger hits home, while his own blow is deflected by Sallas' blade.

### Turn 2

Again the two combatants roll for initiative, scoring a 6 and an 8, respectively. As  $6+4$  is less than  $8+5$  Norum has to declare first, and he declares to block with his shield as he shouts for Sallas to stop. Sallas goes on the attack again.

Sallas rolls to hit with his dagger, rolling a 12, and hits. Norum rolls for his block, and rolls a 9 (which is lower than his Shield-skill of 40) so the block succeeds. He then subtracts the DS (5) from the AS of the dagger (3), resulting in -2, so there is no damage. Norum subtracts one from his shield's sustain.

As Norum had chosen to block as his action he does nothing further, but his DS is full, not halved like a react-block.

### Turn 3

Rolling for initiative Norum scores an impressive 10 ( $10+4$ ) for a total of 14, and Sallas 5 ( $5+5$ ) for 10, so he has to declare first. Sallas declares that he wants to use his Combination and launch two attacks, whereas Norum goes for an attack, which occurs before that.

Norum goes first and rolls a 26, hitting nearly (as he has 45 in Swords). Sallas rolls for a react-evade and manages to succeed, rolling a 31 to his 35 in Evade. He then subtracts 1 from the AS of the broadsword (4), resulting in an AS of 3. Norum rolls a 9 for damage for a total of 4 (as per the table on page 57). Sallas rolls for his armor, but he rolls a 9, and his Roll is only 7, so it does not protect him. He subtracts 4 points of Health and ( $4 \times \text{Pain (1)}$ ) 4 Cool from the damage he takes.

Sallas rolls for Combination, and gets a 29. This is easily under his 40 so he succeeds. He rolls for his two attacks, but rolls a 79 for the first, missing, and then 68, which would normally be a hit, but with the +4 to the roll for the lost Cool it totals at 72, which means he misses.

### Turn 4

Rolling for initiative Norum scores another impressive 9+4 and Sallas 4+5. Declaring first Sallas goes for a Combination Attack+Block and Norum for another attack.

Norum rolls 15 to hit, and Sallas rolls for his Combination, succeeding with a roll of 42 (+4 for his lost Cool). He rolls for his block, getting 27 (+4). As his block succeeds, and as it was an action, he subtracts the full DS of his Longdagger (2) from the AS (4) of the Broadsword, resulting in an AS of 2. Had he merely done a React-block he would have used half ( $2/2 = 1$ ) of the DS of the Longdagger. Sallas checks if his weapon breaks from the block (see page 56) but rolls a 4 (a 1 would have harmed it, as per page 56). His Longdagger is unharmed. Norum rolls a 4 for damage, resulting in 1 points of H-class damage. Sallas rolls a 3 for his armor, and with an H-protection of 3 the damage is lost, and Sallas subtracts one from his armor's sustain.

Sallas now rolls for his attack, rolling 03, which even with his +4 for Cool-loss means that he is under 10% of his Knives-skill (page 60) landing a very good hit. Norum tries a react-block but rolls 82, and fails. Sallas does not have to roll for damage, as the hit guarantees him a "roll" of ten. This results in a damage of 5. Norum rolls 7 for his armor, so it does not protect him. He subtracts 5 Health and ( $5 \times \text{Pain (3)}$ ) 15 points of Cool.

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Norum staggers, and Sallas goes for the kill, stumbling in his eagerness and still landing a powerful hit which Norum cannot defend himself again, falling on top of the hillock in a heap.

### Turn 5

Norum rolls 4+4 for initiative, but subtracts 3 for his pain (15 Cool lost /5) and while Sallas rolls a 1 it is still more (1+5 is more than 4+4-3). Norum declares first, and wants to block with his sword (rather than block, as his chances are better). Sallas opts for two attacks.

Sallas rolls for Combination, rolling 45 (+4 for Cool lost) and failing, meaning he can only launch one attack and a bad one at that. He rolls 58 (+4 for Cool lost and another +20 for the failed Combination) which he misses with. The other roll, on the other hand is 01, which is a perfect hit (see page 60 for perfect hits). Norum does not have to block the first blow as it misses, and tries for the other, rolling 21 (+15 for lost Cool and +25 because Salla's hit was a perfect one). His block fails. The AS (6) of the perfect blow is doubled, and Sallas rolls a 9, resulting in a damage of 7, which bypasses Norum's armor (as it was a perfect hit). Norum subtracts 7 points of Health and (7 x Pain (3x2(for perfect hit)) 42 points of Cool, landing him at 0 (and below, but it is disregarded) and he is downed. He is not dead from his wounds, merely unconscious from the pain.

So it ends badly for the inexperienced warrior, and he will not regain his honor or money from the veteran thief. We can but hope that he is left to wake in time and that Sallas does not get vindictive...