

# The One Ring (2ed) Combat Example

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The hobbit Mirabella - a much too inquisitive and adventurous Bounder (Warden), according to her neighbours - and her friend, the Ranger Captain Dírhael, are tracking a couple of orcs who have kidnapped a Bree child. The tracks lead them to a ruined tower, and down a set of stairs leading to the ancient cellars they come upon two orc soldiers and a goblin archer in a large, damp stone chamber. The child is bound in the corner.

Both sides begin with an opening volley, starting with the heroes. As Mirabelle is wielding her trusty hunting bow, whereas Dírhael is taking point with his longsword, she fires at one of the orc soldiers.

**Mirabella:** Rolls 1 feat dice (1d12) and 2 success dice (D6) for her bow skill - a 7, 5 and a 6 for a total of 18 versus her Strength TN of 16, +1 for the Orc Soldier number 1's parry rating - for a total of 17. A hit! The small bow does 3 damage to the orc, but Mirabella's player converts the 6 rolled on the success dice to a Heavy Blow and adds 3 damage (because she has Strength 3) for a total of 6. The Orc Soldier 1 is now down to 6 Endurance.

**Goblin Archer:** The goblin fires at the scary ranger with the long blade. It has skill 3 and rolls well. 10 on the feat dice, a 5, 4 and 2 on the success dice. A hit against Dírhael's Parry Rating of 18, and as it rolled 10 on the feat dice also a Piercing blow. Dírhael takes 3 Endurance damage and is down to 23, and as he is wearing a leather corselet, he gets to roll 1D12+2D6 as a protection roll against the arrow to avoid a Wound. The target number is 14, and as a Wound at this stage could be very problematic, his player decides to add a Hope dice to the roll. He rolls 14 and barely makes it. Disaster is avoided for the duo!

It is time for the close quarter battle to begin. Normally, as the players are outnumbered, each of the two characters would be assigned an orc opponent in close quarter battle. However, as the two heroes are descending a staircase down into the room, the Loremaster judges that Dírhael can prevent the orcs from attacking Mirabella in close combat, if he fights with an Open or Defensive stance. But Dírhael's player has another idea - she wants to even the scale and wants to spring forward and attack the wounded Orc Soldier 1 using the Forward stance. Mirabella takes up a Rearward stance on the staircase, where she can use her bow, and hopes that the aggressive action succeeds.

**Dírhael, Round 1:** As Dírhael is in a Forward Stance, he acts first and strikes at the orc with +1 success dice on top of his 3 skill in swords. His Strength TN is 14+1 for the parry rating of the orc. The roll is 11, 5, 2, 4 and 2. Curses! An Eye of Sauron. The 11 counts as zero, so the total result is 13. A miss!

**Mirabella, Round 1:** It is now up to the keen-eyed hobbit to even the odds. This time Mirabella's player adds a Hope dice to the roll, as two orcs attacking the Ranger could spell doom. The total TN is 17 and she rolls: 4, 3, 5 and 1 for a total of 13. A miss on this quite below average roll.

As Dírhael is fighting in a forward stance, one of the two orcs could move around him and attack the hobbit in close combat, but the Loremaster roleplays the orcs, who consider the tall man a much greater threat, so the two orc soldiers engage the fearsome Dunedaín and the goblin archer fires at the pesky hobbit on the stairs.

**Orc Soldier 1, Round 1:** The wounded orc fears the deadly foe and spends a point of Hate to add an additional D6 to its roll on top of the bonus dice gained from Dírhael's Forward Stance for a total of 5D6. It rolls 11, 6, 4, 5, 4 and 4 for a whopping 34. For the Enemy, The Eye of Sauron counts for an automatic hit, and it is also another Piercing blow against the Ranger. Furthermore, the orc converts the 6 to a heavy blow and adds 3 damage from its Attribute level of 3 for a total of 6 Endurance damage. The Ranger is now down to 17 and must make another Protection roll. He adds another point of Hope and rolls a total of 18 against the orc scimitar's injury rating of 16. But the enemy isn't done yet!

**Orc Soldier 2, Round 1:** The orc strikes a blow and rolls 17 against Dírhael's parry rating of 18. Just missed, and the players can breathe a sigh of relief, for now...

**Goblin Archer, Round 1:** The goblin acts last. It fires at the hobbit against her parry rating of 16. 11, 4, 5 and 2. Another Eye of Sauron and another piercing blow. Mirabella takes 3 damage and is reduced to 18 in Endurance and must roll 1D12+1D6+2 (because her leather shirt is Close Fitting), so the player decides to add another Hope dice. The total comes up as 3, 3, 5 +2. A 13, which is not enough to avoid a Wound against the injury rating of 14 on the goblin's bow. Mirabella is now Wounded and Poisoned from the goblin's special Fell Ability and will be dying if reduced to 0 Endurance. But the player rolls a 5 on the Wound Severity table and avoids the dreaded 11 (Eye of Sauron) that would send her to 0 Endurance. Mirabella is able to continue the battle.

The heroes need to turn this around, and as Dírhael may not be able to withstand a full onslaught again, the player picks an Open Stance this round, and trusts to Hope to bring the first orc down. Mirabella stays in her Rearward stance.

**Dírhael, Round 2:** In Open Stance, he still acts before Mirabella, and he adds a Hope dice to his attack. The player rolls 12, 5, 2, 4 and 3. A 'G' rune and an automatic hit and a piercing blow. Dírhael's Longsword does 5 Endurance damage and only brings Orc Soldier 1 to Endurance 1. However, the first Wound "kills most Adversaries" according to the rules. The orc rolls 2 protection dice. And the Loremaster spends a second Hate point on the roll. The roll comes up as 4, 1, 4 and 3. Not enough to beat the sword's injury rating of 18 (as it is wielded two-handed by the Ranger). Orc Soldier 1 is slain by the mighty hew from the Dunedaín.

**Mirabella, Round 2:** With the first Orc down, Mirabella turns her attention to the goblin archer, who looks smaller and weaker than the soldier. She fires her bow and adds another Hope dice. She rolls 10, 4, 5 and 1, scoring a hit and another piercing blow. She does 3 damage and the Loremaster spends a Hate point for the goblin on the Protection roll, as the goblin only has 1 dice from its armour. Disaster for the Enemy. The feat dice turns up a 1, and even a 3 and a 6 can't save it. It is wounded and goes down with a feathered arrow buried deep in its belly.

**Orc Soldier 2, Round 2:** When it becomes the last orc's turn, both its comrades lie slain. It needs to get out of there, its plan foiled. It tries to Fly! from combat by succeeding in an attack roll against the

confident Ranger. Attacks in the Defensive Stance are at -1, so the LM decides to spend a Hate and rolls 1D12+3D6 against the Rangers parry rating of 18 to escape combat. It rolls: a 1! 2, 3 and 6. Not nearly enough to escape.

The Loremaster feels that the drama is over and he narrates how the fleeing orc is cut down by the two heroes and ends the combat. They can now tend to the bound child and hopefully return to Bree as heroes.