

## Olaf Versus the Orcs

The following is a lightly-edited transcript of a demonstration conflict run by Jack Gulick and Richard Bellingham on Google+ as requested by Daniel Walsh, who also set the scene. I've edited for clarity and to fix situations where rules were applied wrongly.

The system used is FAE except that the mooks used were built with the Fate Core Mob rules. OOC text is in italics. DW is Daniel Walsh, RB is Richard Bellingham and JG is Jack Gulick. Richard is playing Olaf Three-Fingers:

### Olaf Three-Fingers

High Concept: Trusted Thane, Right hand of the King  
Trouble: Snorri Halvarsson Thinks He Can Take My Place  
Aspect: The Strength Of Rage  
Aspect: If I Die, I Must Die With A Weapon In My Hand  
Aspect: Shield-Wall Veteran With Two Missing Fingers On His Right Hand

### Approaches:

Good: Forceful  
Fair: Quick, Flashy  
Average: Careful, Clever  
Mediocre: Sneaky

### Stunts:

Because I have the Strength of Rage I gain +2 when I forcefully attack while I am affected by a situation aspect like "Berserk Anger".

Because I am a Shield Wall Veteran I gain +2 when I forcefully defend while I am wielding my axe and shield.

Because I am the Right Hand of the King, once per session I can obtain two thanes to fight on my behalf with no questions asked.

### Stress:

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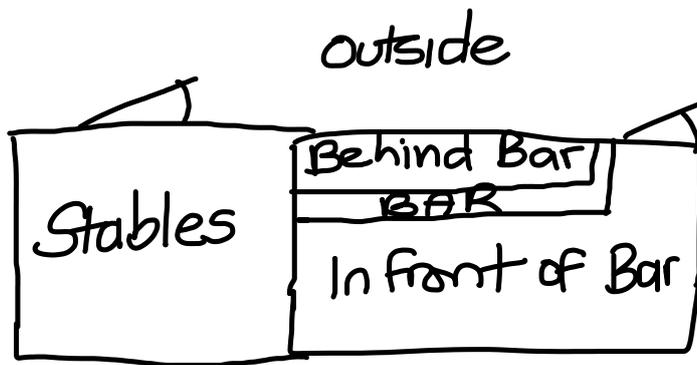
### Consequences:

Mild, Moderate, Severe

Fate Points: 3

DW: After a heavy night celebrating the newly held position of Thane by drinking the very best Vodka that the Crusty Shark has to offer, Olaf finds himself the only member of his party still standing. Most of the other patrons, and indeed a number of the staff in this infamous tavern have succumbed to their vices, some of them face down on the table, others barely upright as they lean on the balcony above. It is then that a group of five heavily armoured Orcs come crashing through the stable doors, boots thundering and steel clattering so hard that the candle lit chandelier almost comes loose from its mounting. Olaf notices, even in his inebriated state, that the leader, the large Orc with the heavy mace, matches the description of a thug that had been seen with Snorri Halvarsson not two nights ago. Well the Vodka is gone, and the Orcs are closing in...

RB: *For the purposes of the fight let's assume that there are two zones inside - In Front of the Bar and Behind the Bar? The Bar is an obstacle between them, probably with a relatively low difficulty to vault? Then there's Outside as a zone and finally The Stables, which from your description are attached to the Crusty Shark?*



Anyway, we'll assume I have the Aspect of Still Mostly Drunk for the purposes of this scene. Do I have the initiative? I drunkenly stagger to my feet and draw my sword, bellowing incoherently as I do so. That in itself isn't an action (in FAE terms) so I also kick the table over to give me room to fight, creating the aspect "**Overtured Table**".

DW: Ok, before we continue. Some questions (some of this might come across as really dumb - do excuse me I'm peddling multiple systems around in my head at present.

If the GM has described the scene as before would a number of things already be aspects in the scene that anyone could use? If so can anyone use them without spending a fate point, or would they have to pay a fate point? i.e. using the chandelier to do x.

You will have initiative. The orcs can have stats however is fitting.

Kicking the table over doesn't cost anything but creates an aspect (overtured table), am I right now in thinking you can use this immediately for free?

**Orc Henchmen:**

Good (+3) at beating stuff up, bad (-1) at thinking for themselves. When they attack as a pair they get +1 to their good skill, giving them Great (+4)

Stress:   
 Consequences: None

**Orc Commander:**

Good: Forceful  
 Fair: Quick, Flashy  
 Average: Careful, Sneaky  
 Mediocre: Clever

Aspect: Big For An Orc  
 Aspect: I Want To Be King  
 Aspect: Ugh, Humans

Stress:   
 Consequences: Mild, Moderate, Severe

RB: Any aspect that has just been created or discovered comes with a free invoke, but this requires a roll (and therefore an action) using them without taking a create advantage action costs a fate point. In this instance then the overtured table I just created is indeed free for the first use. If I'd succeeded with style on the create an advantage action I'd get two free invokes which could be stacked with each other and (if I wanted) a fate point.

I just rolled and got -1, so when I forcefully overtured the table I got Fair (+2), enough for one free invoke but not enough to succeed with style.

Shall we assume the orcs form two mobs of two and the leader, who has his own stats?

**Note:** I've actually made these orcs quite a bit tougher than FAE mooks usually are. I've given them lots of stress and I'm also using the Fate Core mob rules, which give them teamwork bonuses. In raw FAE they would only have one stress box the pair and they wouldn't get a bonus to their skill for teamwork. That means I have made them MUCH harder to take down than minions in FAE would normally be. Ulp.

JG: The first pair of orcs charges ahead without giving a second thought to the table in their way. They just try to bash thru it with brute force, snarling and slathering all the way.

*They are trying to overcome the **Overtured Table** to clear the way for themselves (and their fellow orcs) and roll +1, so threaten to bash apart the table with Superb (+5) total. I'm happy to rule the table as pretty tough (it stands up to Vikings after all), but that's at best Good (+3) resistance.*

*So, barring some invokes, the table is at risk...*

RB: I laugh heartily as the orcs try to batter their way through the table. In their eager rush to attack they didn't notice the mugs and drinking horns on the floor and that's enough to overbalance them so their initial assault isn't too effective.

RB: *I invoke the Overtured Table aspect with my free invoke to increase its opposition to Superb (+5) for this turn. They can still get through it if they want, but it's going to cost them.*

*If you tie on an Overcome action you get what you want at a Minor Cost. In this case I propose that that team of orcs lightly bang their heads on the table when they trip up on the beer horns etc., gaining the situation aspect of "Slightly Dazed".*

JG: The first of the orcs smashes the table even as the second tries to scramble over it. As a result, he sprawls to the floor, offering a quick opening.

*How's an **Unprotected Back** boost sound to you?*

"Fire. Burn these wretched humans!" rumbles the orc leader, pointing his other minions toward the fireplace with a cruel smile.

Guided by his orders, the pair thrust their crude cudgels into the flames, eyes glittering with pyric glee.

*A little set-up from the other orcs... The leader gives an order, trying against type to be clever for a moment... The dice give him +1 and a net Fair (+2) is good enough to guide his troops meaningfully, but his dislike of humans comes into play and gets him to Great (+4) with an invoke so they gain **Following Orders** with 2 free invokes.*

*They then troop off under orders to make firestarters. Initially, the dice go totally wild and give a -4, but thanks to their commander's orders (first free invoke), they reroll to Mediocre (+0.) That's still not good enough, so the 2nd free invoke goes to make it a +2 and they have **Flaming Clubs**, albeit with just one free invoke.*

RB: *I can work with **Unprotected Back** ...*

The flaming clubs are a concern, but this isn't my inn and I'm keen to reduce the number of combatants involved in the scene. I drop down on to my back and use the mighty thews of my thighs to kick what remains of the table up into the pair of vulnerable orcs. My intention is to hamper their movements and/or to knock them out.

*Because I want to take the orcs out of the conflict this has to be resolved as an attack action, but I'm hoping to gain a boost and therefore pin them to the ground as well.*

*I roll +1 which adds to my Forceful of Good (+3) for a total of Great (+4). Now to see how well they avoid my attack...*

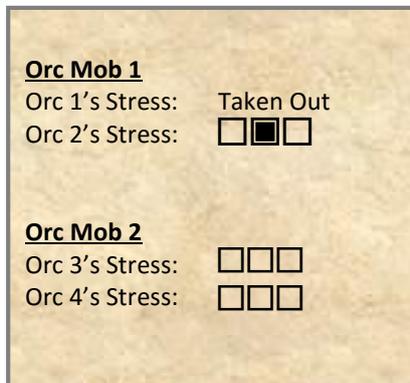
RB: *P.S. I note that the orc leader has now used his only fate point for the scene - there's only one of me so the GM's pool of fate points had only one point in it!. He can only get more by accepting compels on relevant aspects. If I invoke one of his aspects he would gain the fate point at the end of the scene, but the rules say that these points are lost from the GM's pool.*

JG: *Exactly right... the orc leader had hoped to get a lot more out of his fate point. Instead of creating some momentum, it just avoided his lackeys completely bumbling things. Which isn't a bad thing, but it's less than he was hoping for.*

Caught a little off-balance while trying to get past the cover, the two orcs get caught fairly cleanly by the kicked table. They go sprawling.

*The dice continue to dislike the orcs, a -2 for their defense so even if this is "Beating Things Up", their defense is only Fair (+2). Which will almost take them out...*

RB: *Let's not tarry beating up these stupid orcs. I shall invoke the boost of **Unprotected Back** to gain a +2 to my roll. I shall also invoke my own aspect of **Snorri Halvarsson Thinks He Can Take My Place**—I know these orcs have been seen with Snorri and my righteous indignation with my enemy fuels my attack! That gives me Epic (+8) on my roll. This costs me a Fate point, leaving me with two. Defending against an attack is included in "beating things up" so the orcs have a defence of 2 (from Jack's roll). That means my final result is 6 shifts over the orcs.*



*Now we apply the shifts to the orcs as stress. The first one takes 4 stress to be taken out—he can absorb three points of stress with his third stress box but then he has nowhere to put the fourth, so he's Taken Out.*

*We're treating the orcs as a mob of two, so damage carries over. That leaves a 2-shift hit to apply to the second orc, He fills in his second stress box but isn't taken out.*

The half-table hits the orcs hard in the back and they go down under the heavy oak. One of them isn't moving but he's unconscious rather than dead... for now.

The other one stands up with a groan, battered and bruised. "So too fall all the treacherous allies of Snorri Halvarsson!" I shout, pointing belligerently with my sword and stepping over the remnants of the table to face the orc commander head-on. "And the same goes for you, fish-breath!"

RB: *Now I've dealt with my action hindsight is kicking in and I'm sort of bummed that I spent that fate point; it didn't get me much. To finish off that second orc in one hit I still need at least two shifts of damage. So I turn to Jack and I say:*

"Hey, Jack... Because I'm **Still Mostly Drunk** it makes sense that I wouldn't notice that second orc getting up from under the table. That goes wrong when he gets to blindside me with surprise attack while I'm confronting his leader in a minute."

*I hold out my hand for a fate point...*

*This is a self-compel. I want that fate point back and I figure I can make the story more dramatic by focusing my attention on the leader orc for now rather than trying to mop up the second (surprisingly tough!) orcish henchman. I open myself up to an attack later, but hey I have consequences available and battle scars are cool, right?*

JG: *The compel sounds great! I'll remember that and you can have the fate point.*

The orc leader howls in rage at his flailing lackeys, two so enamored of fire they all but trip over each other, the others falling for the simplest human trick.

A simple trick, but it left him exposed without his hiding place. A king takes what he is offered.

Under an arcing swing of a sword no other orc can lift one-handed, he crosses the room in a few quick strides and lets the heavy blade fall towards the human.

*But it's no surprise that the dice still hate me... another -2 rolled. So for all his force, that's just an Average (+1) attack, and he's without fate points or convenient aspects to invoke. You should have an easy time defending against that.*

Meanwhile, the other two orcs circle the room, unsure if they should set the fires they were ordered to or join in killing the human. They decide on fires, half-heartedly pushing their improvised torches into anything that looks flammable. But all the while circling closer to Olaf with bloodthirsty eyes.

An attempt to create a **Set On Fire** aspect on the zone is made, but they roll *Mediocre (+0)* and, with no real skill, decide to accept that failure rather than take a cost or expend their free invoke of **Flaming Clubs**.

RB: I sneer at the orc and parry his clumsy attack easily, forcefully deflecting it to one side and leaving him overextended with his chest and abdomen exposed for a riposte.

*I roll +1, which I add to my Good (+3) Forceful approach for a total of Great (+4). I easily parry the Orc's Average (+1) attack with a total of 3 shifts over, giving me a Success With Style on my defence. That means I gain a boost and I choose **Overextended**.*

"Did Snorri tell you that you faced the greatest warrior in the land in battle today, Orc? If you knew it would be ME you face then you must be brave or stupid to beard me in my den. Even half drunk and with half a hand I can send your soul to Hell!"

I lunge forwards while the Orc is over-extended, aiming to push three feet of steel through his guts.

*I'm going to say this is probably a Quick attack rather than a forceful one, because I'm using his short-term vulnerability to go for a disabling wound rather than trying to decapitate him or similar. I roll +1 which adds to my Quick of Fair (+2) for a total of Good (+3). I'm going to burn the boost of **Overextended** and increase that to Superb (+5) because it seems likely to me that the orc's going to recover from the boost on his next action anyway.*

JG: Caught off-guard by the human's speed, the orc commander tries the only thing he can, to match speed with speed, then answer with his greater strength. The sword glances, drawing blood, but nothing an orc cannot bear.

Orc Commander's Stress:



*A Quick defence of Fair (+2) and a +2 roll gives the Orc a Great (+4) result, meaning it's the slightest of blows. The orc leader takes a 1-stress hit.*

"Talk and talk. If you cannot hear, maybe you will not talk."

A step forward then, to inside the human's swing, and the orc brings his arms down in a crushing pair of swings, seeking to trap the human's undersized head between his meaty forearms.

*I'm going to call that Flashy, for an Orc at least, as he tries to club Olaf's ears to crush his skull (or perhaps at least temporarily deafen him) rather than just slice him open. He may come to regret this, as the dice come up +0 so he's only attacking at Good (+3).*

The other two orcs decide to watch their leader toy with this human rather than fail to set things on fire.

*A price to fully justify Flashy... And I'm going to say a no difficulty overcome of their earlier orders to set things on fire, eliminating that aspect so they can join the fight proper. It's fading into the short-lived memory of orc-kind.*

And, unnoticed by anyone, another orc shakes his head, slowly clearing it, and starts to remember where he is.

RB: As the Orc tries to bring his meaty arms in on me in a deafening handclap, I give the logical answer such an insult deserves. I whip my head forward out of the Orc's grasp and headbutt him full in the face.

*That's a defence which also sets up my next attack. Let's call it a Quick defence because I'm not sure whipping my head out of the way really counts as Forceful, but the headbutt is certainly going to be a Forceful attack.*

*I roll a -1 which takes my Quick down to Average (+1), which isn't good enough to avoid the attack.*

As a Shield-Wall Veteran I'm used to dodging close-quarters attacks in limited space - for a brief moment I remember the siege of Sverig's Town and picture the angry rictus on a foe's face as his short axe missed me by a hair's breadth the instant before I smashed my head into his face.

*I use this flashback as justification for activating my "Shield Wall Veteran" aspect with a fate point - I don't really want to take any damage if I can help it. This brings my defence up to Good (+3) and I am not hurt, but my attacker gains a boost. I suggest to Jack that I'm momentarily seeing stars from the headbutt. Speaking of which... I roll my Forceful attack and get +1, taking my attack up to Great (+4).*

I dodge the deafening attack by the tiniest amount, some of my hair being caught between the orc's fists. Then my head crunches into his upper nose and we both reel a few steps back from each other.

JG: *-1 for the roll, so only an Average (+1) total on a Quick defense. That's the least convenient of all things, a 3-stress hit with his 1-stress box already filled... If he takes a consequence or invokes the boost to reduce it to 1, he still has to use his 2-stress box. So he'll eat it in the 3-stress box and play tough guy.*



"This human wriggles like a worm," the orc says, wiping blood from his nose with the back of his hand. He jabs his crude sword forward, keeping Olaf's attention on his long, muscular arms and wickedly barbed blade.

*This one's a trick... Keeping attention on himself so the recovering orc he's noticed but we've already determined Olaf has forgotten about can make his move. So trying to create **Eyes On Me!** as a flashy feint. Another -1 roll and it'd be just a Fair (+2) result that Olaf has to resist. He doesn't want to invoke the boost because he's hoping to stack both to really make that surprise attack hurt...*

RB: I bellow in rage at his insult. "Worm? Worm!? Soon you shall be *feeding* the worms! I care so little for your attacks that I have not even bothered to rouse my comrades-in-arms!"

*I'm thinking I should really defend against his attempts to distract me with Clever, which starts at Average... I roll -1 for a shit-outta-luck result of Mediocre (+0) so it seems that he has succeeded in drawing my attention... and my ire.*

JG: His fang-baring smile doesn't offer more than a heartbeat of warning before a sharp crack strikes Olaf from behind.

*Well, I'm going to assume it hits, we'll find out how well... it's the surprise orc, rolling +1 and using its +3 skill and burning two free invokes for Olaf being addled a bit by the near miss of the ear clap and the boss orc's feint... so it's a **Legendary (+8)** attack! And if I wanted, I could probably argue at least another invoke for the surprise attack, since there was a compel to get him forgotten... But I think +8 is probably enough to not be ignored.*

RB: *I figured that rather than creating an aspect the compel just resolved the roll for me to notice the attack coming - I'm automatically failing that and losing my defence.*

I grunt in pain as the cowardly orc strikes me from behind, bright lights flashing before my eyes as I reel with the blow.

*Ow! That's a nasty blow and even after I take it on my 3rd stress box I have 5 points to dump somewhere... so I choose to take a Severe Consequence of **Fractured Skull**.*

Immediately after the attack my eyes roll back in my head until the whites are showing and the muscles in my neck stand out. I twitch and froth at the mouth, my anger taking over!

*That's a create advantage action to apply an aspect of **Berserk Fury** on myself. This is a Forceful roll at, I'm assuming, Average (+1) opposition. I roll a 1 for a total result of Great (+4), That's a success with style so I gain two free invokes on it. I deliberately set up the surprise attack on myself with that compel earlier to justify flying into a berserk rage so I can unlock my stunt and justify invokes of **The Strength Of Fury**.*

JG: *Works for me. Ouch!*

The two remaining orcs step closer, flaming cudgels in front of them. Not noticing the change in their target, nor really knowing humans don't always froth at the mouth when you hit their head, they make themselves known by joining into the head-bashing party.

*The dice have turned... They get a total of Fantastic (+6) to attack, +2 from the dice and Great (+4) from their skill. And they won't be shy about free-invoking their flaming weapons to try to bring this to an end.*

RB: My defensive strategy from now on is to howl like a madman and use a savage series of blows to their weapons, arms, heads, shoulders, anything else I can reach to either stop their attacks dead or to hurt them. I'm holding my sword in two hands and using powerful overhand blows, my rage giving me strength.

The noise of my berserk fury is enough to rouse two of the sleeping carls who realise quickly that I'm in danger and leap groggily to my defence.

*I'm defending with my Forceful approach now... I get Good (+3) to start and I roll poorly, taking me down by -2 to Average (+1). I'm going to use my two free invokes on **Berserk Fury** to bring that back up to Superb (+5), and*

*since I really can't afford any more pain right now I'm also going to directly invoke my **The Strength Of Rage** aspect with a fate point (1 remaining) to bring me up to Epic (+7). I'm also invoking my stunt that lets me summon two carls to fight on my behalf. It's been established from the beginning that there are several of my companions sleeping here as well and I backed it up with my comment a moment or two ago... Finally, may I suggest that the orc who just surprised me now bands together with the two other mook orcs, just for simplicity?*

**House Carls** (Good quality mooks with two stress boxes)  
Good at: Defending the Thane (+3) (+4 since there are two of them)  
Bad at: Thinking for themselves (0) (+1 since there are two of them)  
Currently affected by the "Mostly Still Drunk" aspect.

JG: "I'll finish this one. You three take those two yawning sheep."

The orc leader sends his followers off with a wave, knowing no single human can be his match. But as he draws back for the deathblow, avoiding the raging human's wild swings and angry blows, his foot comes down on a forgotten tankard and twists...

*And the dice are my typical dice again... A Forceful attack, but a -4 roll so it's already at Poor (-1). I could call on the free invoke of Olaf's consequence, but I'd rather save that for a defense roll given the state of the orc commander. So I'm expecting you'll defend with style...*

Olaf's Stress:     
Severe Consequence: Fractured Skull

The three orcs face off against the two drunken Carls and rain down a shower of brutal clubs aimed at sending the newly awakened back to unconsciousness.

*The trio rolls a flat 0, but as they rush to beat up the Carls, their attack is Superb (+5). And yes, I was fully expecting the Carls to rise up and swing this out of being quite so one-sided as it was turning for a bit there.*

RB: *My luck's not so hot either - As I continue to scream and brutally parry the commander's blows I get a -3 on my roll, giving me a total of Average (+1). Enough to avoid the attack but I don't get a boost, so the commander recovers quickly from his near miss with the tankard.*

Time to end this, if I can; I rain a savage series of blows upon the orc commander's head as frothy drool rolls down my chin and my eyes roll madly. "Die, Die, Die!" I shout, barely coherently.

*It's a Good (+3) Forceful attack, +2 because my stunt of berserk anger applies, so I start with Superb (+5). I roll +2 and get a total attack of Epic (+7). Depending on his defence it's also highly likely that I'll invoke my **Strength of Rage** aspect to make it even more lethal, but we'll see how he does on his defence.*

House Carls:  
House Carl 1's Stress:     
House Carl 2's Stress:

*As for the Carls, defending themselves is the same as defending me right now, so they get a base of Great (+4). They roll -1 for a Good (+3) defence, so you do two shifts of damage with Superb (+5).*

JG: The orc is mighty. He can match any human strength for strength.

So why then is he losing ground?

*A forceful defense with a neutral 0 roll means a Good (+3) defense... I'll call on that skull fracture to keep Olaf's blows poorly aimed and a little slow despite his unrelenting strength, that cuts the margin to 2. But I'm expecting you'll invoke to force him to take a consequence... I'm going to throw out **Crisis of Confidence** as he's being showed up in strength, which hurts more than the wounds! That's a 4 stress hit so:*

Orc Commander's Stress:     
Minor Consequence: Crisis of Confidence

Shaken, the huge orc realizes he has no more ground to give. He is to be king. He cannot flee or let this little man defeat him. He must fight, and so he will.

But he is not so certain now that he will win.

*He steps back and tries a more careful approach, which isn't really his strong suit but he's come to doubt his strength will carry the day. He ends up with a Good (+3) total on his attack. Which doesn't promise much.*

*The carls should get their attack back against the trio of orcs...*

RB: *You called the invoke correctly - I will indeed use my last Fate point to inflict that consequence upon him!*

I'm too far gone to gloat or particularly enjoy the loss of confidence in the orcish commander's countenance; instead I'm determined to block what blows I can and destroy him as quickly and brutally as I'm able with my own attacks.

*Before I roll my defence I'd like to plead for a self-compel on my **Berserk Anger** aspect. With the damage I've taken I would be best served by drawing an axe and shield so I can use my defensive stunt, but I'm playing Olaf as too lost in rage to think that tactically. This puts him at a defensive disadvantage by invalidating one of his stunts and is, I think, worthy of a fate point?*

*I roll Average (+1) and take my defence up to Great (+4), so I successfully defend but don't gain a boost. For my attack, starting at Superb (+5) again because my stunt still applies I roll -3 (ARGH!) for a total of Fair (+2). Let's see how he defends and if I got that Fate point!*

Meanwhile the two carls are drunkenly holding the other three orcs at bay, hoping to prevent them from getting to

their master. They're fighting as sensibly as they can and using taunts and humiliating blows to keep the orcs focused on them rather than Olaf.

*The Carls roll +2 for a total of Fantastic (+6). That could sting a little!*

JG: *Yeah, that's a good call on the compel... I was wondering where that stunt was lost to!*

His courage failing before the relentless assault of the maddened human, the orc feels his defenses slowing, as the human, bleeding, foaming, mad, does not slow at all.

How is this possible?

He throws what remains of his strength into the defense, but he no longer feels it will be enough.

*At least the dice have been even. He tries to hold his defense, but +3 Forceful is a nice start until the dice say -2. So he's on an Average (+1) defense with nothing left to invoke. How bad will this be for him?*

The trio of lesser orcs find the resistance of the drunken carls unexpectedly strong. They had thought to frighten them, beat them down, but this is not what they find. These humans have teeth! One of their number falls, landing on his still-smoldering cudgel and rolling away howling from the burns.

*A -3 roll! So that's a net Fair (+2) defense, leaving 4 stress... which takes down the wounded orc (he can put three in his third stress box, but that leaves one he can't absorb, so he's taken out).*

RB: *So let's see, if I inflict a hit of more than 2 on the orc commander he has to take a consequence... that makes it logical to plough the fate point I just got back into this attack, raising it up to a Great (+4). I'm also going to use the free invoke on the previous consequence I inflicted to take it up to Fantastic (+6) That's a five stress hit so he's either taking a severe consequence or being taken out!*

JG: *Yes... the commander has to take a severe consequence... This time he's going to take a wound. From those wild slashes and the severity, **Forearm Cut To The Bone** is sufficiently nasty.*

His arm hangs limp, and even he can barely move his sword in one, not after this much fight. And yet the human continues to bellow and swing. Does nothing slow him?

A king does not run. But more importantly, a king does not die.

He flings his blade forward, hoping to catch the berserker's legs, or at least slow his steps long enough that he can flee.

*Despite the form that might look like a create advantage, I'm meaning this as an offer of concession... he'll take the moment's distraction to run and escape, wounded and humiliated, leaving his trio of followers to be mopped up.*

*Or you can pretty much take him...*

The trio of wounded orcs press their attack, not knowing that their leader has given them over to their deaths. They press the carls relentlessly, trying to push them into a corner where their numbers will win the day.

*Trying to create a **Cornered!** aspect, but the odds are not good. A +2 on the roll and +2 from their numbers makes for a Great attempt.*

RB: *I accept the concession, but as a consequence of the orc captain's bitter loss I want him to gain an aspect "Snorri Must Pay". The human shouldn't have been trusted in the first place, and has misled him as to how easy Olaf would be to defeat!*

<u>Orc Mob 1</u>	
Orc 1's Stress:	Taken Out
Orc 2's Stress:	Taken Out
<u>Orc Mob 2</u>	
Orc 3's Stress:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Orc 4's Stress:	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

The two remaining orc henchmen use their superior reach wisely, herding the brave but drunken Carls into the corner of the inn. No matter! Norsemen fight better with a wall at their back! They retaliate, stabbing and pommel-striking to fend the orcs off and wound them at the same time. *They get a roll of -2 and end up on Fair (+2). They do therefore get pinned in the corner! They retaliate on their action and get -1 for a total of Good (+3).*

JG: *That consequence sounds solid to me. He gets away, but he's got a hunger for revenge.*

The orcs try to press their advantage, but in their excitement and the crowded corner they themselves created, they end up stomping on one another's feet and crossing clubs more often than landing proper blows on the carls.

JG: *Dice hate me. That's my 3rd -4 for the scene! I could argue that the **Cornered!** could get me a reroll, but that's just extending the scene beyond its interesting point. Their leader has run, they're not going to last once Olaf lays into them. A net Poor (-1) result means a 5 shift hit.*

*4 shifts takes one of them out and the other point fills one of the other orc's stress. It's not looking good for them!*

*They aren't bright enough to surrender with their blood up, but the fight's out of them... They can be killed or disabled as you see fit.*

<u>Orc Mob 1</u>	
Orc 1's Stress:	Taken Out
Orc 2's Stress:	Taken Out
<u>Orc Mob 2</u>	
Orc 3's Stress:	Taken Out
Orc 4's Stress:	■□□

RB: I almost chase after the orc commander as he flees the scene, but my battle-lust is instead drawn by the remaining conscious orc and his slumbering friends remaining inside the bar. By the time I'm finished with them they're dismembered corpses littering the sticky floor of the Crusty Shark and my anger finally abates.

After a celebratory drink of mead I fall asleep, to snore loudly through the rest of the evening while the proprietor tidies up quietly, grateful that his inn wasn't burned to the ground.

RB: *Good job, Jack! Nicely run combat with some inventive use of created advantages. I hope everyone else found it a useful illustration of the combat system!*

JG: *Thanks for inviting me to give this a try! I did make an effort to try to create some interesting advantages and some less than obvious consequences because that's where a lot of the fun can be found! But the dice cooperated (if that's what you want to call it!) and gave us a nice little fight with some good swings in momentum!*

*I'll also note for anyone reading that people who actually know one another from prior play can riff off each other's style in many ways we didn't see here... Especially if they've designed either their character or the opposition with certain tricks in mind!*

RB: *Wow, re changes in momentum you got that right! I thought I was going to lose there for a while.*

Orc Commander's Stress:	■ ■ ■
Minor Consequence:	Crisis of Confidence
Severe Consequence:	Cut to the Bone

JG: *I'll also note that FAE suggests (p.39) using the Core-style +1 per extra fighter rule only for particularly tough mooks... So with 3 (rather than 2) stress boxes and Core-style gang-up rules, those were some really tough orcs.*

RB: *Yeaah, still, it gave us longer to demonstrate the combat system, I guess! =)*

JG: *And, of course, the economy is a bit stingy with just one PC... Which is why there wasn't much invoke on the NPC side. With more PCs, there are more fate points changing hands and more aspects being created by PCs without a currently convenient target.*

*Still, I hope this was entertaining and informative. I know it was fun to do!*

RB: *It certainly was!*