

Team Conflict Example of Play

Sumit is playing as Ranbeer the Weather Knight. Karen is playing as Karen the Barbarian Mom. Akayla is playing as Purl, the Wizard of Fiber. The group is preparing for a journey to Hömfry, on the shore of Sayfin Sound. To get there, they must travel through the Forgetful Forest and over the Major Mounds. Quinn is the pun-loving GM, and wants to run this as a Team Conflict. He picks a few traits for the journey: The Forgetful Forest and Major Mounds must be overcome, so each provides Invulnerability—the players' team cannot win until they have deactivated those traits. Because supplies will be limited on this journey, the GM also chooses the trait Attrition—the players will take an extra Hit on a Draw. None of this is supposed to be a surprise, so Quinn tells the players which traits were chosen. He tells them that the Journey's goal is for the group to get lost or stranded. The opposition's Advance and Defense scores are each 3.

The players chat a bit and decide that an aggressive strategy is necessary to take out the Invulnerable traits quickly while avoiding being worn down by Attrition.

Sumit: We've got lots of time to prep, right? We can do some preparatory Actions?

Quinn: Yep!

Sumit: Great. Ranbeer is going to use his Stormsight Skill to predict what the weather will be like. That's Scout.

Quinn: Okay, but don't roll until we hear from the girls.

Karen: If Karen heard you call her a "girl" she'd beat you with one arm while using the other to cover Lola's eyes. Anyway, Karen will use her Wild Homemaking Skill to cook up a whole bunch of rations. That's Fortify.

Akayla: Purl will go find some Roving to spin for spells on the trip. Thinking about the mountains, she'll focus on warming and endurance. She'll use her Fiberfinder Skill.

Quinn: Stocking Up, right? Okay, everybody roll.

Sumit rolls a 3, Karen rolls a 1, and Akayla rolls a 6.

Quinn: Okay, Ranbeer, you know how rough the first part of the trip is likely to be. We'll find out when we start round one. You'll get to see one roll in advance.

Sumit: Cool.

Quinn: Karen, you make some great food! Little do you know that your compatriots will find your Murican cuisine to be both disgusting and nutritionally poor. You'll be minus one Advance in round one as everyone but you feels rather ill.

Karen: Snobs.

Quinn: Purl, you find great deals on both Firefox fur and Coarse-hair Shagbeast wool. You get a plus-one to be spent any time you like, after the rolls.

Quinn hands Akayla a card so she doesn't forget her +1.

Akayla: Can I have a baby Coarsehair Shagbeast? Pleeeeease?

Sumit: Shagbeasts seem like great pets when they're little, but when they grow up you'll just have to give it to an overcrowded and underfunded Primate Sanctuary.

Quinn: Okay, round 1! Ranbeer, which roll do you want to scout?

Sumit: Well I'd kind of prefer to see their Defense, but the weather seems more like the journey's Advance.

Quinn: I could see the weather affecting how fast you can cross the terrain, too. Pick whichever you like.

Sumit: Okay, Defense.

Quinn rolls the opposition's Defense die and gets a 5. The opposition has a Defense score of 3, so their total is 8.

Karen: Okay, so we have to beat 8. If we put a +6 into Advance then we're likely to come out okay, especially with Purl's plus-one as insurance.

Sumit: Ranbeer doesn't have much in the way of traveling Skills other than Stormsight. He can keep scouting or he can do basic actions Unskilled.

Karen: Scouting seems really strong. Keep it up! Karen will shout at everyone to push on and keep marching late into the evening. She's using her Mom-voice Skill to boss everyone around. That's All Out Effort. "Come on! If I can do this while carrying the biggest pack and my three-year-old, you better not even think of complaining."

Akayla: Defense seems like a lost cause this round, and a Push will get us closer to our goal, so I guess Purl will use her Spell-knotting Skill and some of the Shagbeast fiber to knit together an endurance spell. That should allow us to press on and get past the forest, eh? Targeted Effort?

Quinn nods. Karen grabs up two dice and rolls one for Advance, a four, and one for Defense, a two. Adding up the scores, the team has an Advance of 9: 4(die) +3(Karen) +2(Akayla) +1(Ranbeer) -1(Karen's failed prep). They have a Defense of 2: 2(die) +1(Ranbeer) -1(Karen's action).

Quinn rolls a 4 for the opposition Advance, and adds 3. The opposition's Advance is thus 7 (4+3), which easily beats the team's Defense of 2. The team's Advance is a 9, which beats the opposition's Defense of 8. The result is a Push.

Quinn: A Push. I take a Hit and so do you. Your team takes a Strike. How do you assign your Hit? Disable a trait or give a Strike?

Sumit: Definitely disable a trait! Let's get past the forest.

Akayla: Well, we could disable the Attrition and then we'd be able to take a more defensive approach.

Karen: Nah, let's just go for it. One more round to get past the mountains and then the next round we can win!

Sumit: Okay. So I scouted, and I'd like to see the opposition's Defense again. Let's see what the weather is like on the mountains.

Quinn rolls the opposition's defense die. It comes up a 6.

Quinn: Ouch! Bad weather ahead. Not good for your progress.

Akayla: Let's go more defensive, and aim for a Draw this time. We can use Targeted Effort to generate a Hit to get past the mountains.

Ranbeer Scouts yet again, Karen bosses everyone to push on to the top of the mountains for Targeted Effort, and Purl knits them magical firefoxfur toques for Total Defense. They roll a pair of 2s. So they end up with an Advance of 4: 2(roll) +2(Karen) +1(Ranbeer) -1(Akayla). Their Defense is 6: 2(roll) +1(Ranbeer) +3(Akayla).

The opposition's Defense was 9, which easily stops the team's Advance. Unfortunately for them, Quinn rolls a 4 for an Advance of 7, one higher than their Defense! Luckily, Akayla still has her +1 card, and she uses it now to bring her team's Defense even with the opposition's Advance. Since the players' Advance failed, the result is a Draw.

Quinn: A Draw by the skin of your teeth! Well, the Attrition gets you and you take another Strike from the harsh weather and bad food. You also get to assign another Hit from Targeted Effort.

Karen: Obviously we make it over the mountain pass!

Quinn: Okay, well the Major Mounds are behind you and it's all downhill until you get to Khost.

Skipping ahead, the next round ends in a Push, giving the players another Strike, but putting an end to the Attrition as the team finds plentiful forage in the Morning Vale below the Mourning Veil Falls. In Round 4, despite the team's best efforts, Quinn rolls high again in round 4, leading to another Push. Now the players have 4 Strikes and the Opposition has just 1.

Sumit: Crap! Four Strikes would be a Major Condition for each of us. That's really harsh!

Akayla: We should consider conceding. We'll be lost in the Morning Vale, which doesn't sound too awful. We'll only have 2 Strikes, so we'll get away with just a Minor Condition each. And we'll get to pick something from the loser's list because we did give them a Strike. We'll get something extra for our troubles.

Sumit: That does sound better than dragging our butts into Hömfry and needing to spend a week in bed recovering from acute Murican food overdose. Karen?

Karen: Well I'm outvoted anyway, so I guess that's what we do.

Quinn: No, conceding has to be unanimous. If Barbarian Karen wants to press on, then you're not lost yet.

Karen: Nah, it's okay. We can get lost. It could even be my fault: I'll use my "The Kid's a Runner" Complication. Lola runs off after some pretty bird and we lose the trail while we chase her down.

Sumit: Woah, you get an Action Point, too. Conceding is sweet!

Quinn: Yeah it is! Karen, mark down an Action Point. I'll put a little Twist on your idea. Lola is found by the bird-folk. They are only about 3 feet tall, but they work well together and when you come stumbling into their glade you see Lola up high in the branches, carried there by the birds. You're all Winded from the run, and that takes care of your 2 Strikes. What did you want to pick from the list?

Akayla: Well either it costs us less than we expected, or we get something extra out of it.

Karen: Maybe if it costs us less than we expected, you'd get to keep a bunch of firefox and shagbeast fur and I could have extra rations.

Sumit: Maybe Ranbeer could stumble on an artifact as he runs. Something precious to the bird-folk. Something they had lost. That'd be "get something extra" or a bit like "it costs them more than they expected" if we consider the bird-folk part of the journey.

Karen: Sure. That's a cool idea. That'll come in handy now I'm sure.

Quinn: Okay, cool. But Ranbeer doesn't know it belongs to the birds. All he knows is that it's a bronze amulet with an image of the rising sun. Anyway, when you enter the clearing one of the bird-folk comes down from the branches. Another bird squawks loudly, but the one in front of you scoffs and says to Karen "Ignore him. He's just a bad egg. Always raven and crowin'. His grousing is too much to swallow. He was warning me about your axe. Well I'm not chicken, and I'm swift enough not to get gulled. I'll duck any blow. Well, Human? Your tern. Do you wish us fair or fowl? Are you here to hawk your wares or have you come here on a lark?"

Groans all around. Quinn grins broadly.

Sumit: Guys, we shouldn't have conceded. He's got a whole page of those puns printed out.

Karen: You're telling me he's not winging it? Toucan play that game.

Quinn: Hey! The puns are supposed to be my thing!

Karen: I egret nothing!

