

Post: <http://leaguefactions.net/2014/11/04/avalon-resolution/>

Challenges

MAJOR: Battle against Strength 50 (automata). They get two chances to chip away at this figure with Research and Espionage, as described below. (Normally there'd only be one; basically just transferring both to Military to keep in line with the description.)

- Downgraded from Major because they have significant help from allies.

MAJOR: Fix the sub-nexus to restore the island. Difficulty: 70.

Unification

I'm going to go ahead and say that, with Nami on their side, they're able to convince the valley populations, and the automata in Padonia, to forge an alliance. This might otherwise have required some sort of test.

Preparation for Attack

- A successful Research roll versus a target number of 50 will allow them to temporarily decrease the automata's power by about 25%.
- A successful Espionage roll versus a target number of 50 will allow them to sabotage about 10 Strength (d20) of automata units, further evening the odds.

First, I shall roll their **Research**, which is 20. (They get a bonus +10 on top of whatever they roll, from the Marai.) This is a tough roll for them.

"Research challenges are resolved by rolling faction's Research stat: take their Research stat, then increase or decrease it by up to 100%. Then, compare that to the target number.

Specifically, roll a d101 and subtract 51, yielding a modifier from -50% to 50%. Double that to get an increase or decrease of up to 100% in either direction."

- They rolled a modifier of -84%. Ouch. Needless to say, they do not succeed at finding a way to decrease the power of the automata with magic or science.

Next, I shall roll **Espionage**. They assign **TF** to this. Go, Gambit!

"Factions may assign up to one (suitably sneaky) Champion to personally carry out an especially important Espionage challenge. Doing so gives them a reroll; they take the better result. However, if they fail, or if either roll is a natural 10 or below, the Champion is injured."

- They rolled an 82. Critical success! Their Espionage is doubled from 55 to 110. (They had an unremarkable 41 on their second roll from TF.) 82 gives a bonus of 31%. So, 110

increased by 31% is 144. They succeed. Also, I think I need to revise the crit mechanic rules for subsequent events.

- Let's see how much damage this crazy Cajun does. ... I rolled a 5. So, automata strength drops from 50 to 45. Not terrible.

The Battle

The first step is naval bombardment.

"Factions may, if circumstances permit, bombard their enemies from the sea once before the battle begins. This applies instant casualties to the enemy force. The magnitude of the damage is equal to one-fifth of their Navy score plus or minus up to 50%. (Gangplank's ult still has RNG here.)"

- Their Navy score is 80. One-fifth of that is 16.
- For a modifier, I first flipped a coin. 1 means decrease, 2 means increase.
- Rolled a 2! Increase.
- Rolled a d50 to determine magnitude. Rolled a 48! Wow!
- 16 increased by 48% is 24.
- The automata started at 50. Twisted Fate dropped that to 45. Bombardment reduces that to 21.

Bilgewater Units

Bilgewater has 5 Strength of core units, plus 7 Strength of mercs, for a total of 12. They're also sending Gangplank and Twisted Fate into battle; each of them are Strength 5 (1d9), as Champions; this brings their fighting Strength up to 22, just barely ahead of the automata.

- Buccaneers (Strength 3) [1d5]
 - Gangplank's swarthy crew. At least half of them are drunk at any given time, but they fight pretty hard.
- Bounty Hunters (Strength 2) [1d3]
 - Miss Fortune's posse is small in numbers but fierce and determined.
- (Mercenaries) Blueflame Sea Dogs (Strength 5) [1d9]
- (Mercenaries) Thugs (Strength 2) [1d3]
- Gangplank (Strength 5) [1d9]
- Twisted Fate (Strength 5) [1d9]

Allied Units

The non-crazy automata of Padonia (Strength 10), and the Nyrothians from the valleys (Strength 20), join Bilgewater in its quest. There's that Nami diplomacy at work.

- Padonian Automata (Strength 10) [2d9+1]
- Obsidian Valley Warriors (Strength 5) [2d3+1]

- Slate Valley Warriors (Strength 5) [2d3+1]
- Diamond Valley Warriors (Strength 5) [2d3+1]
- Agate Valley Warriors (Strength 5) [2d3+1]

With their allies, Bilgewater's total Strength is 52. Those automata are in trouble.

Enemy Units

- Crazy Automata (Strength 10) [2d9+1]
- Crazier Automata (Strength 11) [2d9+2]

Resolution of battle

Here are the steps:

- If the battle is significant, we'll organize some Featured Matches between the two sides. The winning side will get a bonus.
 - Nope!
- Roll Strength for each unit on each side.
 - Well, okay.
- Buccaneers (Strength 3) [1d5]
 - 5
- Bounty Hunters (Strength 2) [1d3]
 - 1
- (Mercenaries) Blueflame Sea Dogs (Strength 5) [1d9]
 - 9
- (Mercenaries) Thugs (Strength 2) [1d3]
 - 3
- Gangplank (Strength 5) [1d9]
 - 2 (Dammit, GP, you're supposed to look badass in this update. We'll fudge it. There's that bombardment.)
- Twisted Fate (Strength 5) [1d9]
 - 7
- Padonian Automata (Strength 10) [2d9+1]
 - 11
- Obsidian Valley Warriors (Strength 5) [2d3+1]
 - 3
- Slate Valley Warriors (Strength 5) [2d3+1]
 - 7
- Diamond Valley Warriors (Strength 5) [2d3+1]
 - 3
- Agate Valley Warriors (Strength 5) [2d3+1]

- 6

Bilgewater's units, all together, had an estimated Strength of 52, and rolled 57.

Now, as for the scary evil automata:

- Crazy Automata (Strength 10) [2d9+1]
 - 17
- Crazier Automata (Strength 11) [2d9+2]
 - 9

The evil automata had Strength 21, and rolled 26.

- Add up each side's Strength. (Strength is doubled if they're defending their home territory.)
 - Bilgewater: 57
 - Factory: 26
- Apply an army-wide modifier to reflect the uncertainty of battle. Roll a d6 for each side. On a 1, Strength is reduced by 33%. On a 2, Strength is reduced by 10%. On a 3 or 4, no adjust is applied. On a 5, Strength is increased by 10%. On a 6, Strength is increased by 33%.
 - Bilgewater: 4. No adjust.
 - Factory: 6. This increases Strength by 33%, to 34.
- Apply the Featured Match buff. If the winner went 2-1, their Strength is increased by 25%. If the winner went 3-0, their Strength is increased by 50%.
 - n/a
- Compare Strength. The side with the higher Strength wins. This usually means they seize the objective or otherwise prevail plotwise. We might set a minimum margin of victory for certain outcomes.
 - Bilgewater wins! By a margin of 23, which is over 66% of the total Factory strength. Insta-win.
- Determine casualties. The winning side inflicts casualties equal to 25% of their Strength plus 25% of the margin of victory. The losing side inflicts casualties equal to 20% of their Strength.
 - Bilgewater inflicts casualties equal to a quarter of their Strength (so 14) plus 25% of the margin of victory (so 6), for a total of 20. Bilgewater basically obliterates them.
 - The factory's forces inflict casualties equal to 20% of their Strength (so 7).
- Sacrifice units (starting with the lowest-rolling units and moving up) to satisfy casualties. If the remaining amount of casualties is less than a unit's rolled Strength, that unit is immune. For casualty purposes, neither Featured Match bonuses nor the d6-determined army bonus apply. However, the homeland defense modifier (double Strength when defending one's home territory from invasion) does apply for counting casualties.

- Most of the damage to Bilgewater's side is soaked by Nyrothians. But the Bounty Hunters do get beat up.
- Depending on the scenario, we might roll additional rounds, using the same Featured Match bonuses but rerolling the army bonuses each time.
- For each unit lost as casualties, roll a d3. On a 1, the unit is "lost", and won't return until after the next arc. On a 2 or a 3, they're in retreat, and will be back in time for the next battle. (Undead and Voidlings don't retreat: they're always lost.)
 - Bounty Hunters: roll a 3. They're fine.

Finally, what about the Champions? They each have a 10% chance of being injured.

- Twisted Fate: 5 (safe)
- GP: 9 (safe)

In Conclusion

The factory is retaken, thanks to Gangplank's devastating naval barrage. Neither Twisted Fate nor Gangplank are injured in the fighting. Some Nyrothians do tragically perish, but they do so reclaiming their people's destiny.

Subnexus

The other challenge is a Research challenge. (Uh oh.) It's a Difficulty 70 Research check to fix the subnexus. Fingers crossed, eh?

- Rolled d101. Got an 81 (crit, and 60% buff). NO WAY. Critical success! Research is doubled from 20 to 40. Then, that's increased by 60%, to 64. And finally, Nami adds her +10. They push over the line to 74. WHAT.

They succeed! The island is restored! HOORAY! SNACKS FOR EVERYONE!

Rolls

You joined "Avalon".

CupcakeTrap: CupcakeTrap has joined the room.

CupcakeTrap: Okay, first off, their Research check.

CupcakeTrap: Rolling Research 20 versus Difficulty 50. (They also get +10 on top of whatever they roll, from the Marai NPCs.)

CupcakeTrap: 1D101-51 => -42

CupcakeTrap: cH!+-84 => Error: please check your formula (0+-84%).)

CupcakeTrap: Ouch! -84%.

CupcakeTrap: They fail.

CupcakeTrap: Now, Espionage.

CupcakeTrap: They have 55 Espionage.

CupcakeTrap: 1D101 => 82

CupcakeTrap: Critical Success! Espionage base doubled to 110.

CupcakeTrap: 1D101 => 41

CupcakeTrap: 82 minus 51 is 31. They gain a +31% bonus. That's a total of 144. They clearly succeed.

CupcakeTrap: Let's see how much damage this crazy Cajun does to the automata.

CupcakeTrap: 1D20 => 5

CupcakeTrap: Naval bombardment coin toss. 1 means decrease, 2 means increase

CupcakeTrap: 1D2 => 2

CupcakeTrap: Increase! Rolling d50 to see how much.

CupcakeTrap: 1D50 => 48

CupcakeTrap: Now a bunch of units.

CupcakeTrap: 1D5 => 5

CupcakeTrap: 1D3 => 1

CupcakeTrap: 1D9 => 9

CupcakeTrap: 1D3 => 3

CupcakeTrap: 1D9 => 2

CupcakeTrap: 1D9 => 7

CupcakeTrap: 2D9+1 => 11

CupcakeTrap: 2D3+1 => 3

CupcakeTrap: 2D3+1 => 7

CupcakeTrap: $2D3+1 \Rightarrow 3$

CupcakeTrap: $2D3+1 \Rightarrow 6$

CupcakeTrap: Now the bad guys.

CupcakeTrap: $2D9+1 \Rightarrow 17$

CupcakeTrap: $2D9+2 \Rightarrow 9$

CupcakeTrap: Mods for armies

CupcakeTrap: Bilgewater

CupcakeTrap: $1D6 \Rightarrow 4$

CupcakeTrap: factory

CupcakeTrap: $1D6 \Rightarrow 6$

CupcakeTrap: Bounty Hunters (casualty)

CupcakeTrap: $1D3 \Rightarrow 3$

CupcakeTrap: TF injury check

CupcakeTrap: injured on a 1.

CupcakeTrap: $1D10 \Rightarrow 5$

CupcakeTrap: GP

CupcakeTrap: $1D10 \Rightarrow 9$

CupcakeTrap: Subnexus.

CupcakeTrap: $1D101 \Rightarrow 81$