



Yo Suckas!
Time for a little Combat 101
with your favorite speed freak
Roadburn!



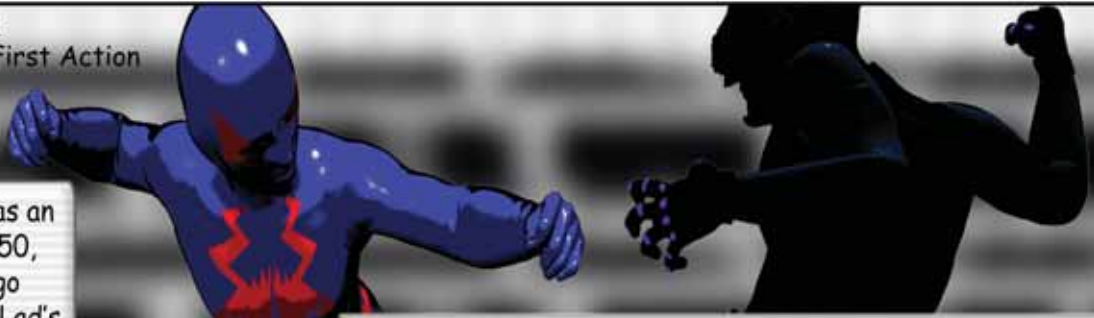
Rad Lad
5 Actions

Wendigo
3 Actions

Rad Lad and ole'
Wendigo offered to
play

ROUND 1
Rad Lad's First Action

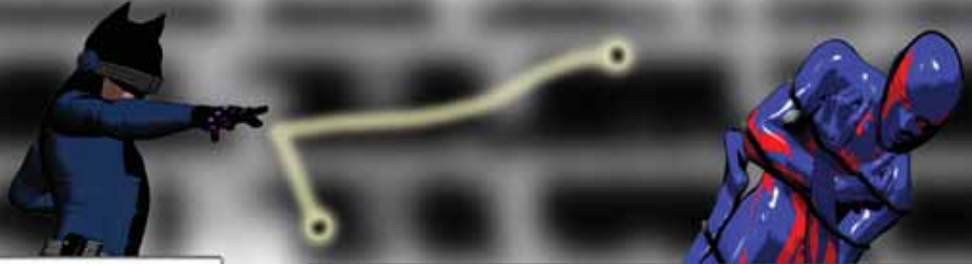
Rad Lad has an
Agility of 50,
so he will go
first. Rad Lad's
First Action
A simple punch.



Rad Lad's Rumble is 30. He rolls 1d10 and gets a 4 (40). Total: 70
Wendigo rolls to dodge. His Agility is 30. He also has Martial Arts as a Special Focus +40. Wendigo rolls 1d10 and gets a 6 (60). Total: 130
Wendigo easily dodges.

Wendigo's First Action

Wendigo's First
Action
Wendigo throws
his bola at Rad
Lad's legs.



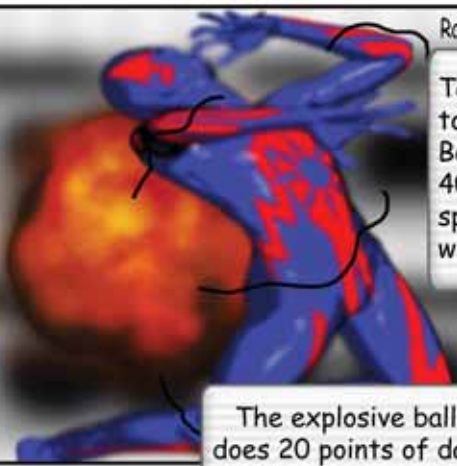
Actions Spent:
Rad Lad -1
Wendigo -2 (1 for his dodge, 1 for his attack)

AGI 30. Wendigo rolls 1d10 and gets a 7 (70). Total: 100
Rad Lad tries to dodge. AGI 50. He rolls 1d10 and gets a 3(30). Total: 80. Rad Lad's gets tangled in the bola.

ROUND 2

Rad Lad's Second Action

Wendigo's Last Action
Wendigo throws an
explosive ball at Rad
Lad. AGI 30. He rolls
1d10 and gets 9 (90).
Total: 120



Tangled, Rad Lad needs
to break free from the
Bola. He has a Might of
40, so this action will be
spent snapping the line
with a lot of effort.

The explosive ball only
does 20 points of damage.
Rad Lad's costume soaks
the damage.

Actions Spent:
Rad Lad -1 (Rad Lad has 2 left)
Wendigo -1 (he is now out of Actions)

ROUND 3
Rad Lad's Last Actions

It's payback time. Rad Lad does a flying kick into Wendigo. Because Wendigo doesn't have any actions left, we don't even need to roll for this. Rad Lad's Might is 40. But Wendigo has some nice armor (20 Rank) so he only takes 20 points of damage (40-20=20).



For his last action, Rad Lad puts Wendigo in a headlock and tells him to tap out. Wendigo's Might is only 20, so he won't be breaking out anytime soon.



He shoots! He scores!
Rad Lad is still the boy!!!!

END OF TURN

And that is a sample of 1 Turn in *G-Core*
Hope you enjoyed!

