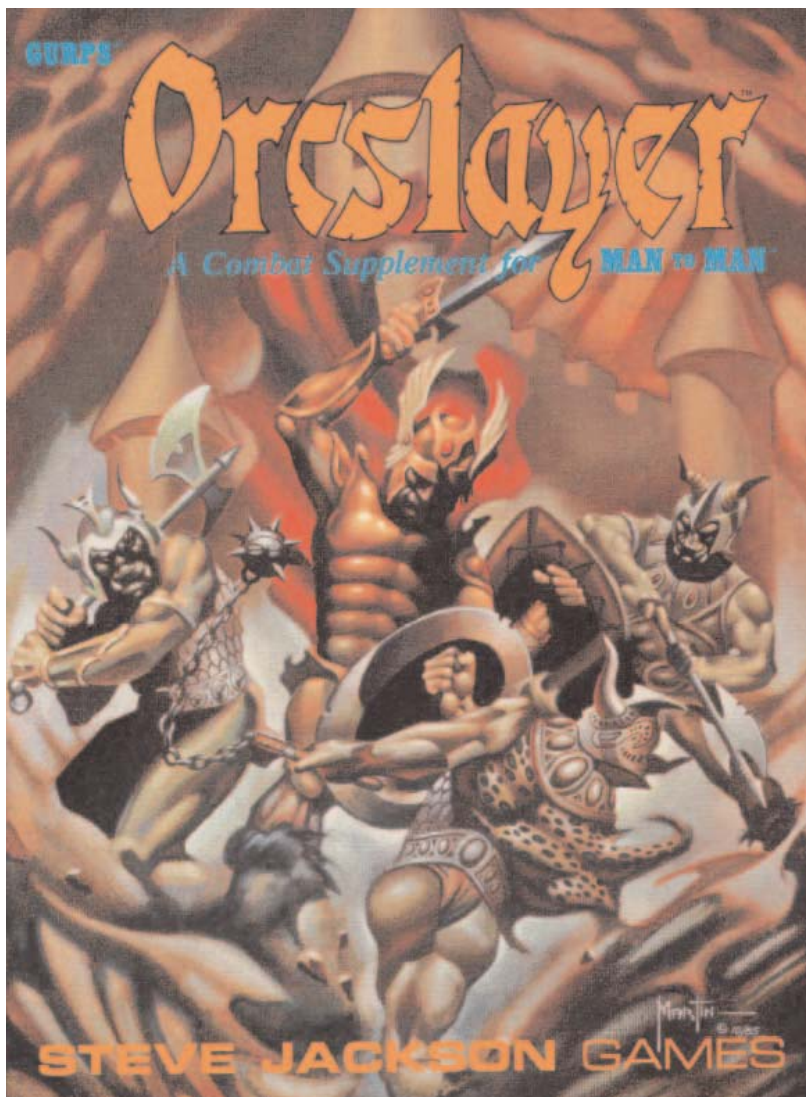


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Orcslayer is the first combat adventure for *Man to Man*. It's both a combat game and a roleplaying adventure. Nine linked combat scenarios are divided by roleplaying "interludes" — a whole new concept in adventure supplements.

Orcslayer also includes the NPC Reaction Table from *GURPS*; random encounters; four new maps (double-sized Castle Keep, Castle Wall that can be duplicated to completely surround the Keep, and Cavern); and 15 pre-generated NPCs of several different races. The book is suitable for three-hole punching.

Orcslayer is set in the fantasy kingdom of Caithness — which can become part of any GM's game-world. Further adventures will use the same background, allowing the adventure to continue.

But first, you must survive *Orcslayer*!

This PDF is a scanned copy of the last printed edition of *Orcslayer*. No changes or updates from that edition were made, but we have appended all known errata to the end of the document.

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Orcslayer™

A Combat Supplement for **MAN TO MAN™**



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Orcslayer™

A Combat Supplement for *Man to Man*

and the

Generic Universal RolePlaying System

By Warren Spector and Steve Jackson

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INTRODUCTION

Orcslayer is the first *Man to Man* campaign adventure. It consists of *nine* linked combat scenarios, separated by “interludes” of travel, rest, and interaction. Each situation is different and will require different tactics. But the scenarios are not just excuses for head-bashing — they provide some interesting roleplaying opportunities as well. There are friends to be made, allies to enlist, enemies to avoid, traps to spot, and more . . .

The Noble Families of Caithness

The player characters are from the families of some of Peredur’s allies — the lords of nearby castle-towns. This doesn’t affect combat — but as an aid to roleplaying, here are brief character sketches of some of those allies. Players can use these as starting points for creating personal histories for their characters, and as explanations for the various quirks that good characters have.

William, Lord of Wallace — Lord William is sharp of wit but usually gentle of tongue. He is renowned for his tact and diplomacy, but once aroused, he can dish out tongue-lashings second to none. His tactical skills make him the envy of his peers. He treats his subjects like sons and daughters. Members of his family have inherited these characteristics (as is the case with all the descriptions following).

Walton, Lord of Simonton — Lord Walton is as sharp of wit as William, but less inclined to curb his tongue. He tends to be impatient. His zeal for battle is unmatched. Though loyal to his friends, he is a vicious foe with few scruples. His ability to command large groups of men is good, but he has a real flair for one-on-one combat, where his favorite tactic is the knife in the back. Advice to foes: Never, never let Walton get behind you.

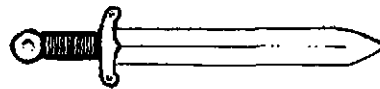
Bruce, Lord of Sterling — Bruce is a master strategist whose flair for bold, decisive action often leaves even his friends breathless. He is bright and determined, traits he has parlayed into wealth and fame equalled only by Peredur. He is a loyal friend, but tends to be a loner.

Berd, Lord of Fordham — Slow and stolid, Lord Berd is the strongest man in several counties. Peasant-born, he rose through the ranks by good humor, obedience, and the ability to use a heavy mace as though it were a baton. He was knighted on the field, and later ennobled. Berd is personally humble but fiercely proud of his position, and loyal to the death.

Man to Man is basically a combat boardgame, but it has strong roleplaying elements that set it apart from other combat games. This supplement is designed to highlight and expand those roleplaying elements — without sacrificing the thrill of clever tactics skillfully executed.

Game Masters: Read through this entire book before beginning play. This will give you a good handle on the big picture — and make it easier to deal with the unexpected things your players are sure to do. Look at the pregenerated characters ahead of time, and — if you want to change them or add new ones — go right ahead. Make sure you have dice, paper and pencils.

Players: Keep reading. The next few sections contain introductory material that your characters would all know. But be ready to stop when you see the warning, so you don’t spoil anything for yourself. *Solitaire Players:* Keep reading past the warning, since you will be your own GM.



Campaign Setting: The Land of Caithness

Welcome to the kingdom of Caithness. It is a land of balmy summers and harsh winters. The landscape is beautiful, with fields, lush forests, and rolling hills. Caithness is in most ways similar to western Europe in the Middle Ages. Magic exists, but it is very uncommon. For the most part, the sword is the ultimate weapon, and the armored knight the ultimate warrior.

Castles — relics of more violent days — dot the countryside. Only the rich and powerful, and their followers, live in castles, however. Others live in the towns that have grown up around the castle walls, or in smaller villages or single farms. Each town or village has a “protector” — a lord or baron who, in turn, owes his fealty to young King Conall VI of Caithness. However, Conall has little real authority outside his own barony of Carrick. There are no standing armies; each lord commands the loyalty of a few knights and a scattering of guardsmen, and can, in an emergency, arm his able-bodied people. Large-scale warfare is almost unknown.

In the more settled parts of Caithness, life is relatively routine. But the farther away you travel from the castle towns, the more unsettled the land becomes. There are ample opportunities for knight-errantry within a few days’ march of almost any castle . . . and some of the borderlands are hazardous indeed.

To the east and south are steppe and hills. Beyond lie the coastal kingdoms of Megalos and Al-Haz, with their sprawling cities, teeming with humans, elves, and dwarves. To the north, the traveller will find mountains riddled with vast underground caverns — dwarven cities, hewn from the rocky mountains themselves.

To the west lie unnamed lands of mystery and menace. Humans rarely venture more than a few weeks’ journey west of Durham, where this adventure begins. The westernmost reaches of Caithness are blazing desert, home to Reptile Men . . . and worse. Beyond the desert . . . who knows?

The Races of Caithness

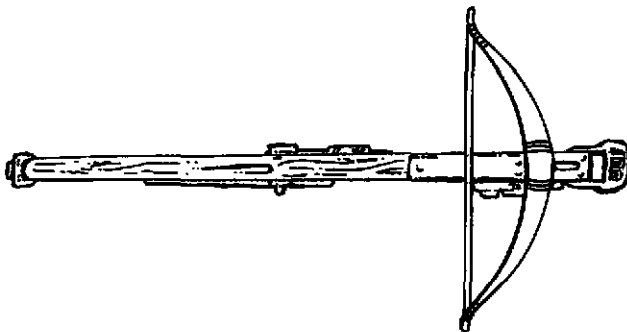
Several races inhabit Caithness; all share a common language. In terms of sheer numbers, humans dominate. Dwarves trade regularly in areas frequented by humans; the jewels mined by the dwarves are great treasures. And the dwarves' weapons-crafting skill is unmatched — they create the finest swords in Caithness.

The dwarves, for their part, take great pleasure in the products of human farms, particularly tobacco and spices. And they delight in the textiles and woodcraft for which the humans of Caithness are renowned. Good trading and good will abound between the humans and the dwarves of Caithness.

Elves are fairly common in the forests that lie between the areas of human habitation. These tree-dwelling folk usually keep to themselves, but they have been known to come to the aid of humans in need of such help as they can offer — food, lodging (for a night or two), even aid in combat. And humans in the deep forest often need help — tales of hobgoblins waylaying the unwary traveller are often heard . . . if less often believed.

In the desert at the western edge of Caithness live the reptile men. These creatures are savage, stupid, and immensely strong. Wise folk avoid them whenever possible . . . Reptile men will eat just about anything, but regard manflesh as a delicacy.

This is the edge of the known world; for generations, no man has crossed the desert and returned to tell the tale. Beyond the desert — or so the old folk say — live the orcs. Sixty years ago, orcs invaded the fertile land of Caithness. Their armies were crushed and thrown back; the orcs retreated west and vanished from mankind's ken. Today, few humans even believe orcs exist. But those old enough to remember the wars insist that the orcs will return . . . someday. That battle may be brewing even now . . .



Characters

This campaign was designed for up to six player characters. If you have more players, increase the number of opponents or their point totals; if you have fewer than six, make the foes a bit easier to deal with. Or the GM may play one of the party as an NPC, giving him an opportunity to make suggestions without interfering with the narrative flow of the game.

The PCs are young fighters, sons (or daughters) of Lord Peredur's fellow nobles. All are human, like most of the Caithness nobility. They come from the families of William, Lord of Wallace; Walton, Lord of Simonton; Bruce, Lord of Sterling; and others of similar rank. These youths are fairly low on the totem pole as nobles go — only 80 points and \$2500 apiece — and have yet to make a name for themselves.

Players: Remember that your characters will have to last through an entire campaign and that excessively low IQs will hurt them. In addition, remember that you are would-be knights — you're trained to fight well-armed and armored foes. In general, you should probably take the heaviest weapons you can afford and/or carry. Fighting styles that do not depend on armor — swashbuckling, martial arts, and the like — are not forbidden, but they are not appropriate to folk of your rank in this part of Caithness.

Fatigue Rules for Campaigns

It is inconvenient to keep track of fatigue on an hourly basis, when you may be marching several days between each combat encounter. The following system should be used instead.

Assume that the distance travelled in a day, when walking on foot, is a direct function of your encumbrance. Under ideal walking conditions, hikers in good shape may plan on going the following distance in one day's march:

No encumbrance	50 miles
Light encumbrance	40 miles
Medium encumbrance	30 miles
Heavy encumbrance	20 miles
Extra-heavy encumbrance	10 miles

In each case, you will spend about the same amount of time on the road . . . but the heavier your load, the more slowly you will walk, and the more often you will drop your pack and rest.

In most cases, time between objectives will be given in terms of miles. Compute the time (and rations) required for each trip according to the speed of your slowest walker; round to the nearest day.

Combat: If the party enters combat while on the road, without having time to rest first, assume (unless specified otherwise) that they have been walking for an hour, and assess fatigue penalties accordingly. Remember that plate armor (i.e., half plate or better) adds 2 fatigue points an hour in hot weather!

Any battle that lasts more than 10 seconds will cost fatigue points as follows:

No encumbrance:	1 point
Light encumbrance:	2 points
Medium encumbrance:	3 points
Heavy encumbrance:	4 points
Extra-heavy encumbrance:	5 points

If the day is hot, add 1 extra point to the above, or 2 extra points for anyone in plate armor or an overcoat.

Marching costs as above, for each hour of march. An hour of marching while lightly encumbered would cost 2 fatigue points (3 in hot weather), and so on.

A night without sleep costs 5 fatigue. Missing a half-night of sleep costs 2 fatigue.

Complete fatigue rules appear on p. 55 of *Man to Man*.

Designing Characters for Campaigns

Designing a character for a campaign is different from designing a character for a one-shot scenario. The most obvious difference is that you're going to be living with your campaign character for a while — which means you had better enjoy playing him (or her). The character with Strength 14 and IQ 7 may be fine for a pure combat scenario, but imagine living with that character through several adventures — adventures in which a low IQ can mean disaster both for you and the rest of your party.

In *Orcslayer*, an adventurer will have to make IQ rolls galore. Often, those rolls will be as important as the amount of damage you can do to an opponent and the frequency with which you hit.

Food and Water

When the party buys equipment, they shouldn't forget food! The travellers' rations listed in the equipment table are the minimum necessary to keep you healthy on the road; missing even one meal will weaken you.

For each meal that you miss, you lose one point of ST. Treat this as fatigue, except that "starvation" fatigue can be recovered only by a day of rest — no fighting or travel, and three full meals. Each day of rest will make up for three skipped meals.

When your ST reaches 3 due to "starvation" fatigue, you start losing HT instead, at the same rate. HT lost due to starvation is regained in the normal fashion.

Water: In temperate areas, where water is easy to come by, just assume that supplies are renewed as needed. But if water is in short supply, watch out! A person (human, elf, dwarf, etc.) needs 2 quarts of water a day — 3 in hot climates, 5 in the heat of the desert! If you get less than you need, you lose a fatigue point *and* a HT point each day. If you drink less than a quart a day, you lose two fatigue and HT points a day. If ST or HT goes to 0 from lack of water (even if that is not the only cause) you become delirious and — if in the desert — die within a day if no help arrives. Fatigue lost due to lack of water is regained after a day of rest with ample water supplies. Lost ST is regained in the normal fashion.

Foraging: In hospitable terrain, you can supplement your supplies by foraging for food. For simplicity, assume that no PCs have specialized "survival" skills, but all will have some familiarity with hunting and camping. On any day, each character can "forage" as the party travels. A successful IQ roll will collect enough edible plants and berries for one meal. (A roll of 17 means you have poisoned yourself; make your HT roll. You lose 1 hit if you make the roll, 1 die of damage otherwise. A roll of 18 means you shared with your friends and the whole party suffers likewise.)

A successful skill roll with a missile weapon (at -4) will bag a rabbit, providing enough meat for two meals. Each character gets one IQ roll and one missile roll each day.

Alternatively, the party can take a day off from travel and do some *serious* foraging. Each character gets 5 IQ rolls and 5 missile-weapon skill rolls. Meat can be smoked over a fire and added to the regular store of rations.

Game Masters: If keeping up with the party's meals doesn't sound like fun, feel free to ignore this whole section. But the desert is much more hazardous if you have to keep track of food and water!

Character Points

During the course of the campaign, the player characters will accumulate character points. These can be spent as soon as earned to improve attributes or *existing* skills. New skills cannot be added until the whole adventure is over.

Equipment for Campaigns

There are important differences between the *equipment* appropriate for one-shot characters and for characters on campaign. If you've never tried a campaign before, you're about to find out just how important Fatigue can be. And if Fatigue is important, then Encumbrance is crucial.

The fact of the matter is this: The more you're carrying, the slower you move *and* the quicker you get tired. In combat, tired fighters turn into dead fighters in a real hurry. Give some thought to carrying less, so you can fight longer and more effectively.

On the other hand, remember you're going to be travelling through parts unknown — no telling how far or how long. You don't want to be caught without a bedroll, food, rope, and the like. Balancing encumbrance and necessity requires some thought.

Since you don't know just what you'll be up against, you'd be well-advised to create as versatile a character as you can. In a one-shot scenario, a character who does nothing but swing a sword is fine. In a campaign, you may want something more — no telling when you're going to be called upon to defend a castle wall, or pick off a sniper in the trees (both of which would be easier to do if your character had some missile weapon skills).

To reiterate:

Rule Number One: Don't skimp on IQ when designing a campaign character. You might even want to have one character in the party whose fighting prowess is suspect, but whose IQ is awe-inspiring.

Rule Number Two: Carry only what you need — no more and no less.

Rule Number Three: Don't be a Johnny One Note. Train in a variety of weapons, because you're going to be confronted with a variety of situations.

Rule Number Four: Make sure you're part of a balanced party. In a campaign, any of the rules above can be broken — as long as the players can work together and cover for each other. A balanced party can make up for a multitude of individual shortcomings.

Buying Equipment

You will be able to buy supplies and equipment at the beginning of the campaign. Thereafter, you will be able to buy food any time you are in a town, or passing through friendly farmland. As a rule, equipment is only available in towns; the GM may vary this as much as he wants.

Weapons and armor will *not* be freely available except in towns. You may encounter a farmer or wayfarer who will sell you a weapon, but he will probably want at least double the normal price for it!

Ordinary supplies and equipment are listed below. The GM is free to add any "reasonable" items to this list . . . or unreasonable ones, for that matter.

It is wise to take extra cash — but metal coins are heavy. Each silver piece (\$) weighs one ounce. A gold piece weighing one ounce is worth 40 silver pieces.

6-foot pole. For pitching tents or touching questionable items. 3 lbs., \$5.

Pick (for digging). 8 lbs., \$40.

Crowbar. 5 feet long, of iron. 10 lbs., \$30.

Hammer (a small sledge, not a carpentry hammer). 4 lbs., \$25.

Iron spike or "piton." ½ lb., \$2.

Flint and steel. Weight negligible; \$10.

Torch. Will burn for one hour. 1 lb., \$3.

Lantern. 2 lbs., \$30.

Oil for lantern. 1 pint burns 24 hours. 1 lb., \$3.

Tent (1 person). Includes ropes; no poles needed. 5 lbs., \$50.

Tent (2 people). Includes ropes; a 6-foot pole must be carried or improvised. 12 lbs., \$80.

Tent (4 people). Includes ropes; 2 6-foot poles are required. 30 lbs., \$150.

Tent (20 people). Includes ropes; 16 6-foot poles are required. 100 lbs., \$300.

Blanket (heavy wool). 5 lbs., \$20.

Sleeping bag (for freezing weather). 15 lbs., \$100.

Traveler's rations — one meal of dried meat and cheese. ½ lb., \$2.

Tavern meal — stew, fruit, vegetable, or whatever. \$2 to \$4.

Water — one quart. 2 lbs., usually free.

Wine — one quart. 2 lbs., \$5.

Small ceramic bottle (1 quart). 1 lb., \$3.

Large ceramic bottle (1 gallon). 4 lbs., \$5.

Small wineskin (1 gallon). Weight negligible; \$10.

Large wineskin (5 gallons). 1 lb., \$30.

Small pouch. Will hold 3 lbs. Weight negligible; \$10.

Large purse or pouch. Will hold 10 lbs. ½ lb., \$20.

Backpack (small). Will hold 60 lbs. of gear. 3 lbs., \$60.

Backpack (large, with frame). Will hold 200 lbs of gear. 10 lbs., \$100.

Cord (3/16", supports 90 lbs.). 10 yards: \$1, ½ lb.

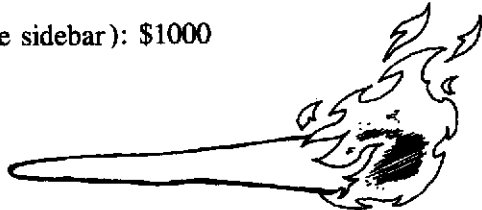
Rope (3/8", supports 300 lbs.). 10 yards: \$5, 1 ½ lbs.

Heavy rope (¾", supports 1,100 lbs.). 10 yards: \$25, 5 lbs.

Cable (1½", supports 3,700 lbs.) 10 yards: \$100, 17 lbs.

Light hooked grapnel (can support 300 lbs.) 3 lbs., \$20.

Pack mule (see sidebar): \$1000



New Characters

Combat is dangerous . . . and you are about to go on a very dangerous adventure indeed. Some of your characters will probably die.

Although there is magic in Caithness, it is rare. You cannot depend on resurrection, healing fountains, and similar *deus ex machinae*. A character who dies will probably stay dead.

However, at some points in the adventure, new characters may join the party to replace casualties. The GM will provide details when necessary. Good luck.

Pack Mules

Pack mules are available in any town — or, if the buyer makes a *very good* reaction roll, in any village. They can carry 400 pounds of supplies, weapons, etc, for 30 miles per day. They are not riding animals — attempts to ride them will prove hilariously unsuccessful.

Normally, mules can forage for themselves. In the desert, they require 5 lbs. of feed and 12 gallons of water per day. If they don't get it, they will balk, flee, and/or die quickly. To make planning easier, the players may give mules their daily rations in one lump sum, either at the beginning or end of the day.

If it is necessary to butcher a mule for food, it will provide 30 stringy, unappetizing meals — or 90 if a day is taken to smoke the meat.

Mules will not become a factor in any combat situation. If the PCs engage in combat, the mules will flee. Survivors can retrieve them after the battle.

New Combat Maps

This supplement comes complete with four new maps. By combining these with the maps found in the *Man To Man* rulebook, you can create a variety of battlefields. Each of the scenarios in this campaign includes setup instructions, detailing which maps you'll need and where PCs and NPCs begin. Map reproductions with the scenarios makes setup even easier.

The four new maps bound in the center of *Orcslayer* depict a cavern (which can double as a swamp!), a castle wall, and a large castle.

Cavern Map

The lines marking the walls of the cavern map don't always conform to the hex-sides. This was done to make the cavern look more realistic. Just ignore tiny partial hexes; pretend they don't exist. They cannot be occupied. If there's any question about whether or not a character can stand and/or fight in a partial hex, the Game Master should decide.

For a bit of variety, try using the shaded portions of the map as walls three feet high (or however high you want). Then allow characters to climb them, jump them, or fight across them. For even more variety, use the "cavern" map as a *swamp* map. Just say the shaded "walls" are actually liquid. In this case, characters can jump over the liquid portions and, if they're not careful, fall in. Alternatively, try the map with the *unshaded* portions as liquid.

Castle Wall Map

This map depicts one section of a circular wall. The height of the wall can be varied, as you wish; for the purposes of the scenarios in this book, treat it as 12 feet tall.

New Combat Maps continued next page.

New Combat Maps (continued)

Within the wall are stairs leading to the inner platform, which is 12 feet tall. From here, archers can fire through the arrow slits (the V-shaped openings in the wall). The hex adjacent to the "V" is large enough for one human character. An archer can fire out of one of these slits at no penalty, but anyone trying to fire *into* an arrow slit is at a -6 to hit!

In the platform over the gate is a six-inch-wide slit opening, looking down on the front gate. This allows defenders to see who's knocking on the door and, if necessary, drop oil on them, or rain arrows down upon them.

With some careful overlapping, six of the castle wall maps will completely encircle the castle map (see below) for really big battles. This layout is shown on p. 17.

Castle Keep Map

This is a two-part map. It can represent any floor of a small castle keep. The castle rooms are numbered, for ease of identification. Determine what each numbered room is supposed to be before play begins.

Whether or not the rooms have doors is up to the Game Master. Often, there will be no doors — just hanging tapestries. Furnishings are also up to the GM, and should be determined and placed before play begins.

As on the Castle Wall map, the V-shaped slits on the Keep map are arrow slits. In the first scenario, though, the center arrow slits in the large rooms numbered 2, 3, 4, and 5 are windows. Hexes adjacent to windows should be treated like normal hexes, big enough for two characters.

If the map represents the first floor, the center arrow-slit of Room 2 is a one-hex-wide door — the entrance to the tower. The gate can be varied from castle to castle but, in general, it won't be less than a four-inch-thick wooden slab (or equivalent).

If the map represents the second floor, that part of room 2 has several 2" holes in the floor, allowing defenders to keep an eye on the front gate below.

Spiral Staircase: The staircase in the center of the tower winds counterclockwise to keep attackers from being able to fight well — their right hands will be toward the wall. Any right-handed fighter who is actually *within* the staircase fights at a -2 going up; lefties fight at a -2 going down. The staircase makes one full turn — 12 steps — from one floor to the next. Each hex contains 2 steps, and is therefore a bit under 1½ feet below the next stair hex.

Going up, you may only enter from the hex marked "bottom." Going down, you may try to jump down from any other hex, but a DX roll is required. A failed roll means you fall.



Setting the Stage

Rumor has come back from the west that orcs — yes, those mythical monsters! — have actually been seen. And not just seen; they have been raiding villages and making off with women.

You — the characters — are all young squires living in the castle of Peredur, lord of Durham. (See sidebar, p. 10, for more about Peredur.) Durham is in central Caithness, far from the western border and the orcs. There has been no orc trouble in this part of Caithness, and most sensible people think orcs are imaginary creatures, dreamed up by peasants with too little to do and too much to drink. Even the squires of Peredur Orcslayer himself, love and respect the old man as they do, have discounted some of his war stories.

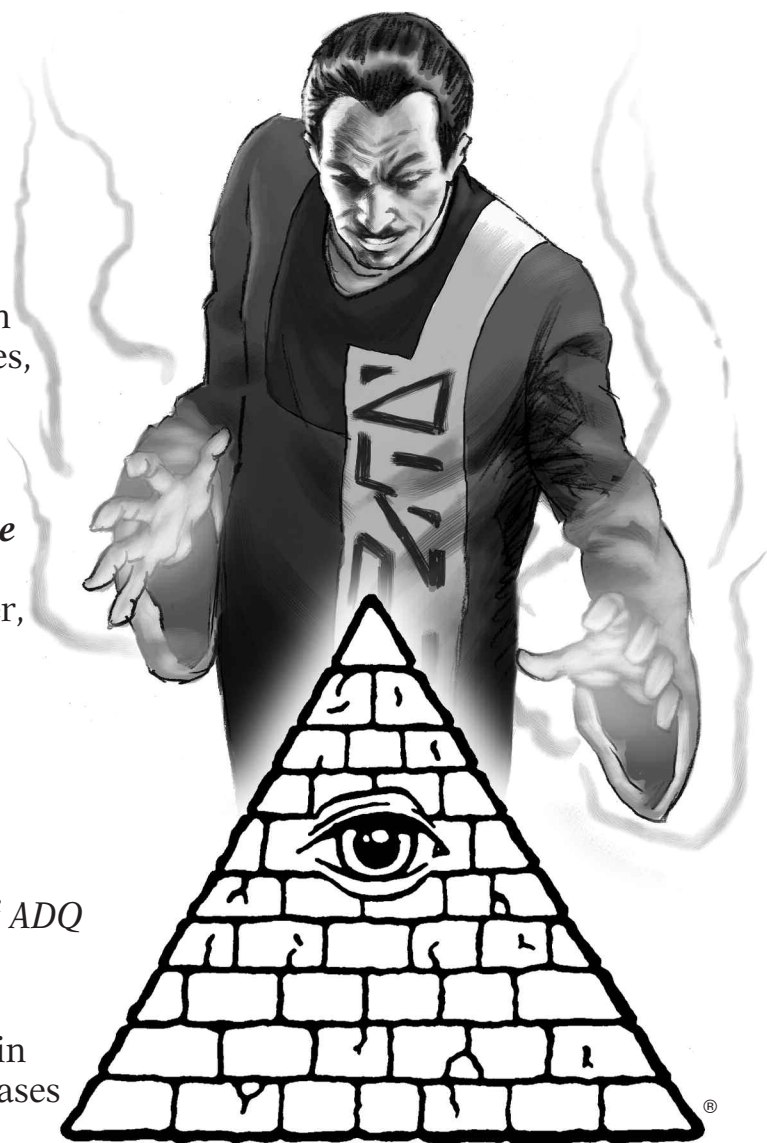
Then, one night while everyone is asleep, the castle is attacked . . .

**PLAYERS:
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