



Jousting Rules

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The Joust

At the start of the Tournament each participating knight will “joust” in a knock out tournament. Knights will be paired of randomly to fight each other, the winner moves on to the next round.

Each round will start with the knights on horse with lances and they will have three attempts to unhorse each other. If neither is unhorsed then the combat will continue on foot until one is declared the winner.

The criteria for winning are decided on between the two combatants before the combat starts. Each fight may be:

- a) First blood;
- b) Until the first person is unhorsed;
- c) Until one combatant cannot continue.

Weapons

During this combat it is assumed that the lances and weapons are blunted and as such only half damage is real, the knight still suffers the effects of the full damage, but sub dual damage is recovered between rounds.

If both Knights agree then they may use un-blunted weapons and inflict full damage. In all cases (except where noted) Knights gain glory in the usual manner for full and sub dual damage. Please see combat section for to hit and damage.

The Arena

Between each round a Knight has the opportunity to drink or gain a lady’s favour. All sub dual damage is recovered at the end of each round. If a Knight feels that he is too injured to continue to the next round then he may back out of the Tourney with no loss of face as long as he has lost at least 4 points wounds. If he has not taken 4 wounds then they lose 400 glory points - 100 glory per wound taken, and the Knight he was supposed to face gains 1D6 x 100 glory and progresses to the next round.

Glory

The winner of the Tourney gains 200 glory and +1 to the dice roll when next requesting a Lady’s favour.

All wounds real or sub dual are recovered before the grand melee starts.

Yielding

At any point a knight can “yield” in which case their opponent is declared the winner. The opponent may ignore the yield and continue to attack, but no glory is awarded for any wounds inflicted and the aggressor loses 100 glory for every wound inflicted. Yielding is also an option in the Grand Melee.

Grand Melee

Turn Order

1. Write down orders
2. Movement (Step out if necessary, i.e. to see if collisions occur)
3. Combat

Movement

Men

| | | |
|------|----|----------------------|
| Walk | 4" | |
| Run | 8" | Use Turning Circle 1 |

Horse

| | | |
|--------|-----|---|
| Walk | 6" | Use Turning Circle 1, or stationary 3" to turn 90 degrees |
| Trot | 12" | 7" – 9" mvmt use Turning Circle 2, 10" – 12" use TC3. |
| Charge | 18" | May move 1 base width to either side. |

Combat

Roll d20 to hit, base of 10 or above required to hit, apply skill adjustments and modifiers to ascertain to hit number. A natural 20 is a critical and double damage is applied. A natural 1 is a fumble, see chart. If hit roll the damage dice, a roll of '5' inflicts a wound, a '6' inflicts 2 wounds.

| Weapon | Damage | To Hit Roll of '1' | Roll of '20' |
|----------------------|--|-------------------------|--------------|
| Sword | 4d | Drop | 2 x damage |
| 2-Handed Sword | 6d | Break | 2 x damage |
| Axe | 4d (+1d vs. Shield) | Break | 2 x damage |
| Mace | 4d (+1d vs. No Shield) | Break | 2 x damage |
| Chain Mace | 5d | Hit self take 5d wounds | 2 x damage |
| Lance (Mounted only) | 7d or 8d (depends on Horse size, see collisions) | Fall, take 3d wounds | 2 x damage |
| Spear | 4d | Break | 2 x damage |
| Dagger | 1d | Break | 2 x damage |

Modifiers to hit base score

| | | | |
|--------------------|-----------|--------------------------|-----------|
| 4 Wounds | + 4 | Walking Horse with Lance | + 2 |
| Foot Vs Mounted | + 2 | Mounted Vs Foot | - 2 |
| Target is shielded | + 2 | Fighting from Prone | + 4 |
| Weapon Skill Bonus | - 1 / lvl | Defence Skill Bonus | + 1 / lvl |
| Attack from behind | - 3 | | |

Each wound inflicted scores 100 Glory, 200 Glory for unhorsing opponent.

- Each man has 8 Wounds, when the Knight reaches 0 wounds he is unconscious and has to spend 15 minutes out of the Grand Melee whilst being healed. If a total of 12 wounds are inflicted (i.e. -4 wounds) the character is dead and all glory is lost.
- If attacker is mounted and uses lance against foot target and kills his opponent he loses all glory acquired and is disqualified from the Tourney.

- If the attacker is mounted and uses hand weapons against foot target and kills his opponent he loses glory won in the current Tourney up to this time.
- If an attacker kills an opponent on equal standing there is no penalty.
- At the end of the Tourney for every 1000 glory attained the Knight may reduce one skill by 1 point. Skills: - Weapon (choose, each weapon has base 10), Ride, or Defence.
- Winner of the Tourney gains – 1 to one skill and a Descrier, second place in the Tourney gains – 1 to one skill

Parry

Any knight armed with a sword can reduce his chance of hitting by up to 4 points and in return decrease any one attackers chance of hitting by the same amount. This skill cannot be used against the same target that you are using your Defence Stat against. You can Defend against one attacker and Parry another.

Collisions

If combatants collided a collision test is required.

| | | | |
|----------|--------|----------|--------|
| Sergeant | Size 2 | Knight | Size 3 |
| Charger | Size 7 | Destrier | Size 8 |

Each combatant rolls a d10 and the highest score is the winner. The loser automatically falls; the winner will fall on a roll of 1 on a d10. Hit from side modifier – 4.

Riders falling from a horse take 3d6 wounds

Ride Checks

Ride checks are required if 4 wounds are inflicted in a single combat or if an obstacle is hit (wall, fence, or tree etc)

Roll above the ride skill on a d20, base of 10. Base modifier of + 1 for each wound, and - 1 for each Ride Skill bonus.

The Arena

A Knight may leave the arena twice during the tourney; he may stay out of the arena for 3 turns only. While out side the arena he may do 1 action per turn.

He may drink a of brandy ROLL 1D6 1 Drunk -1D3W 2-4 +1W 5 -2W\6 +3W

Get a new mount and lance, or replace a lost or broken melee weapon.

Get a lady's favour (Only once) ROLL 1D6 1 Go away -100 Glory 2-4 No Favour 5 +100 Glory (Noble) \ 6+200 Glory (Princess)