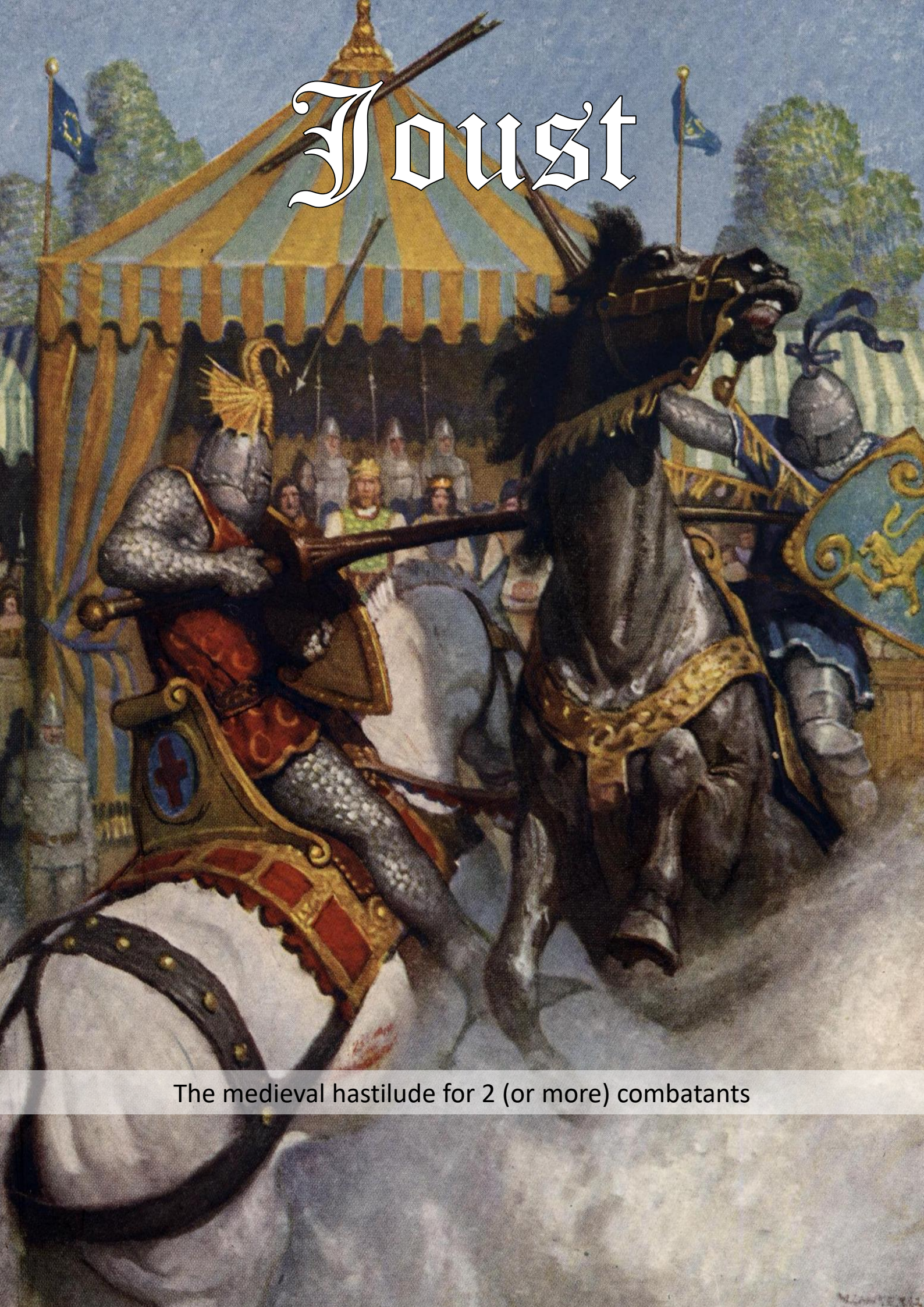


Joust



The medieval hastilude for 2 (or more) combatants

Joust

Jousting is a medieval and renaissance martial game between two combatants on horse.

The joust became an iconic characteristic of the knight in Romantic medievalism.

Requirements

To play a game of Joust with miniatures, players need the following components:

At least one model of a knight on a horse per player. Each knight model has to be on a 1"x2" base.

3 ten sided dice (D10) per player - one of them in another colour than the other two.

(In a game of Joust, a result of 0 on a D10 always counts as a 0 instead of a 10!)

One jousting arena (see below).

The Arena

To build the arena, you need at least a "tilt" - the centre bar both contestants ride along before clashing into each other. The tilt needs to be exactly 10" long.

Of course you are free to build as much decoration as you want to: tribunes, market stalls, spectator ranks and whatever else you can come up with to build the stage of the event.

The Teams

As stated above, each player needs at least 1 knight to compete. Each player fields the same number of knights, though. The chivalrous code of honour demands equality among participants!

Phases of the Joust

A Joust is not simply two knights clashing into each other. A Joust is the highlight of an event that could last for multiple days. On each day, the knights are busy with preparing themselves or with participating in the festivities - in one way or the other.

On the first day, the knights try to receive the favour of a fair maiden. A maiden often shows her favour by giving a knight a piece of her gown or her veil.

On the second day, the actual Joust takes place: Wooden lances clash onto steel for the enjoyment of the masses - and the crowd cheers. After the jousting is over, the knights go on and enjoy the festivities - if they still can walk.

On the third day, the winners will be declared. Knights don't count their score while jousting - others do that for them. So the declaration of the winning team has to wait one more day.

A Maiden's Favour

On the first day, each knight tries to gain a maiden's favour.

To do so, for each of your knights roll 2 D10.

If the result shows at least one 0, the knight has received a *Minor Favour*.

If the result is a double (with double-0 counting here, too), the knight has received a *Major Favour*.

A knight having received a *Minor Favour* may reroll any one of his dice once, but has to accept the 2nd result.

A knight having received a *Major Favour* may reroll any two of his dice once (even for the same roll), but has to accept the 2nd result.

When playing with multiple knights on a team, you might want to note down which of your knights has received what kind of favour, if at all.

The Joust

On the 2nd day, the knights meet to show off, who is the best of them all.

They are going to ride against each other. And while taking the opponent off his horse is one way finish the encounter early (as well as being one risky way to score big points), shattering lances is going to score points for the team.

But first, let's start with establishing the encounters. Pitting one knight of one team versus one knight of the other team is called an *Encounter*. To determine which knight is going to *encounter* whom, each player creates a counter with a number for each of his knights. Throw all counters of one team into one pouch and all counters of the other team into another pouch. Now draw one counter out of each bag to determine the pairings for the first *Encounter*, then do likewise for the second *Encounter* and so on, until each knight of one team is paired up with a knight of the other team in an *Encounter*.

For each *Encounter*, the following rules apply:

Two paired knights meet at the tilt.

Place each knight model to the right side of the tilt from his point of view with the front end of his base aligning with his end of the tilt (see fig. 1).



fig. 1: setup

Now look at the dice you have.

Each player should have one die of one colour. This is his *Jousting Die*. The other two dice of a different colour are his *Combat Dice*.

The knights lower their lances, aiming at some part of their opponent.

Each player sets his *Jousting Die* in secret to any value. When each player has set his die, both players reveal their result and may look at the opponent's result.

The result revealed is called the *Jousting Score*.

The knights have aimed their lances roughly at some point of the opponent. As they are charging each other, they *readjust* their aim:

Both players once again hide their *Jousting Dice* and raise or lower their *Jousting Score* up to 2 figures. (So a *Jousting Score* of 5 could be raised up to 7 or down to 3).

Then both players reveal their *Jousting Score* again.

A player having modified his *Jousting Score* not at all or by 1 now *gallops* with his knight forwards by 4" on his side of the tilt.

A player having modified his *Jousting Score* by 2 *trots* with his knight forwards by 2" on his side of the tilt.

If the knights did not *clash* (see below), repeat the *readjusting* as described above.

As soon as both knights stand on opposing sides of the tilt or have passed each other (fig. 2 +3), they *clash*.

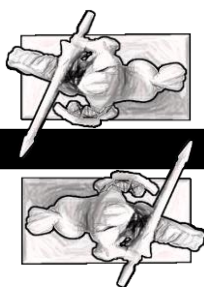


fig. 2: knights opposing each other

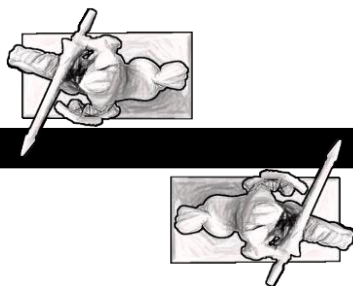


fig. 3: knights having passed each other

As soon as both knights *clash*, the player who has got the lower *Jousting Score* now *attacks* by rolling his *Combat Dice* first. (Remember: A knight having received a *favour* may reroll one or both of his dice.) For each result of

$Combat Die + Jousting Score = 10$ or more

the opponent receives 1 *hit*.

(Remember: Rolling a 0 counts as a 0 – not as a 10!)

A knight having received at least 1 *hit* needs to *defend* by rolling 1 die per *hit* received. For each result of 7 or more the knight *defends* and reduces the number of *hits* received by 1. This may reduce the number of *hits* received down to 0.

Whenever a knight *defends* and the *attackers* last movement has been *gallop*, the defender has to reroll 1 successful *defense* and take the 2nd result.

Now have the *hits* score points:

If the *attacking* knight did not score at least 1 *hit* before *defending*, the player does not score a single point. Spectators start throwing rotten vegetables and foul eggs at the knight. (This does not affect the gameplay, though).

If the *attacker* scored any number of *hits* but all of them got *defended*, he has scored a *hit* that left the lance intact. The player receives +1 point.

If the *attacker* scored 1 *hit* that has not been *defended*, he has scored a *hit* that broke the tip of the lance. Additionally he has thrown the other knight *off balance*. The player receives +2 points.

If the *attacker* scored 2 *hits* that have not been *defended*, he has scored a *hit* that shatters the entire lance into multiple fragments, much to the enjoyment of the spectators. Additionally he has thrown the other knight *off the horse*. The player receives +3 points.

If the other knight now is NOT *off balance* or *off the horse*, the roles of *attacker* and *defender* are swapped: The other player now becomes the *attacker*, rolling his *Combat Dice* and adding previously determined *Jousting Score* as described above and the result can be *defended* as described above. Afterwards have each *hit* score points as described above.

If both knights *clash* with the same *Jousting Score*, they *attack* each other simultaneously. Both players may roll for *attacks* and both players may have to *defend*. Also, both players can receive points – all as described above.

While throwing an opponent *off the horse* ends an *Encounter*, breaking lances is scoring points. Also, if a knight breaks a lance, he immediately receives a new one by one of his squires, so the *Encounter* may continue.

Either after 3 *clashes* or as soon as one of the knights finds himself *off the horse*, the current *Encounter* is over, and the next pair of knights meets at the tilt.

Award Ceremony

On the third day, when all wounds have been taken care of, the award ceremony takes place. The knights return to the arena back in the saddle of their horses and ride in circles around the tilt until the king gives a sign to halt them all.

Now tally up the points each knight scored either for himself or for his team during an encounter.

The knight or the team of knights with the highest altogether score wins the Joust.

In case of a tie between two players for the first place, both players select one of their knights and both knights go through one more *Encounter*. That *Encounter* lasts either until one of the knights finds himself *off the horse* or until the third *clash* if after the third *clash* one of the knights has scored more points than the other knight. If after the third *clash* both teams still have the same number of points, the next *clash* leading to one knight scoring more points than the other knight that one knight's team is declared the victorious team.

In a greater tournament with many players participating, you may want to go for the swiss scoring system to determine a single winner: Each player only gets to play 1 knight. All names of the knights are written on counters which are distributed evenly into two bags. On day 2, a pairing is determined by drawing 1 counter from each bag – the two knights drawn face off at the tilt. The knight who scores more points may advance, while the other knight is out of the tournament. If after 3 *clashes* both knights have an equal score, the *Encounter* goes on until one knight gets a higher score.



The Black Knight

Should at any point of time during a tournament for whatever reason a knight find himself without an opponent, the Black Knight enters the tournament. The Black Knight becomes the opponent for this *Encounter*.

To fight the Black Knight, a player starts by selecting his own *Jousting Score*. He then rolls a *Jousting Score* for the Black Knight.

For moving and adjusting the Black Knight's *Jousting Score*, the player rolls a die after adjusting his own *Jousting Score*. Then he consults the following table:

Result	0-1	2-3	4-5	6-7	8-9
Decision	-2	-1	0	+1	+2

„Result“ is the result rolled, „Decision“ is the Black Knight's decision how far and into which direction he adjusts his *Jousting Score*. Adjust the die accordingly or as far as possible and have the Black Knight *trot* or *gallop*, as described above. Now matter how good he fights, being the Black Knight he will under no circumstances ever be declared victor of a tournament! Only a player can ever be declared the victor!

Credits

Cover Image: „Joust“ by N. C. Wyeth
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Joust

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