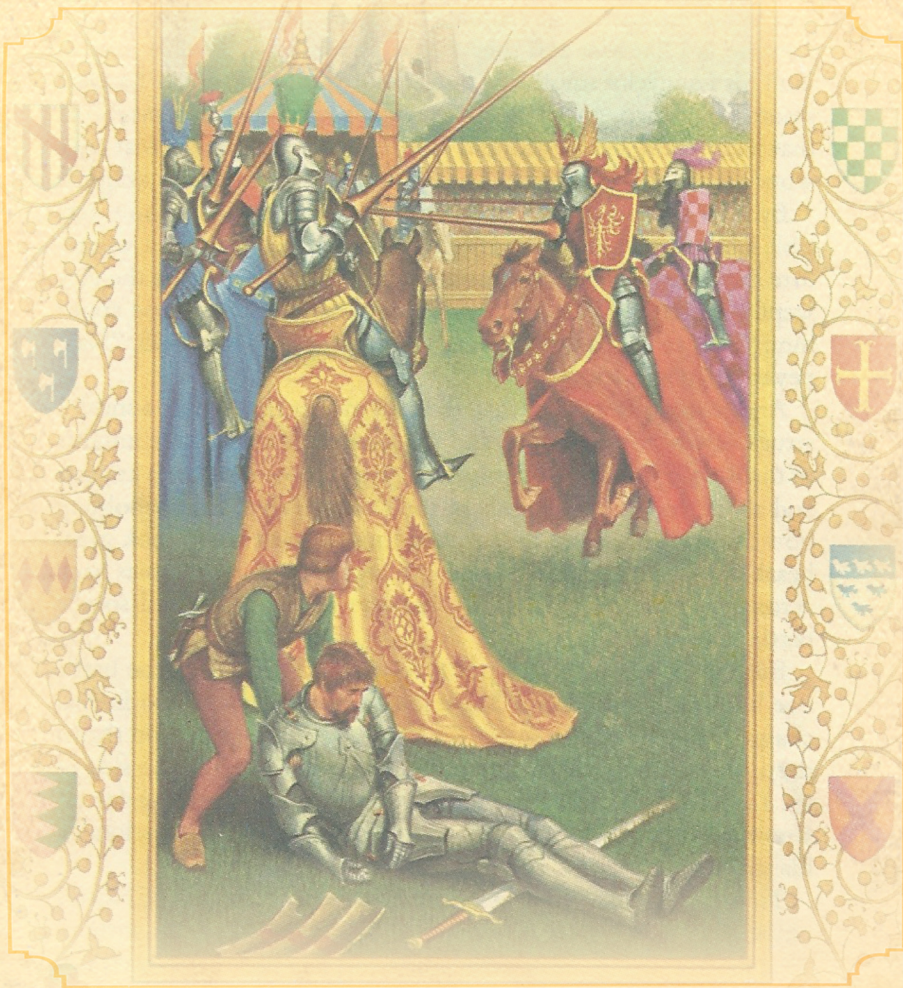



JOUST

HEROES OF THE LISTS



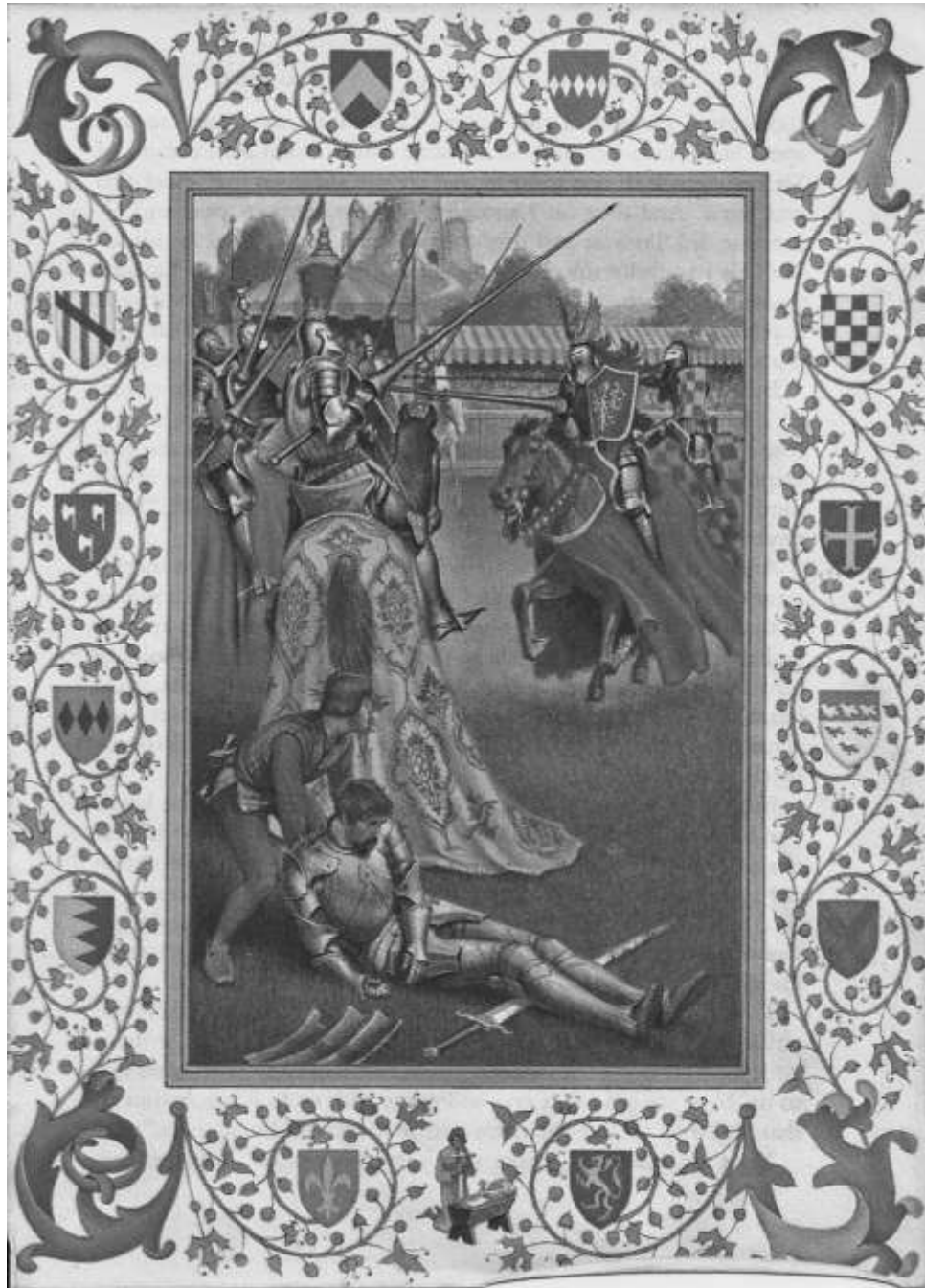
JOUSTING IN THE HIGH MIDDLE AGES
TWO HOUR WARGAMES

KEN SIDENBLAD  ED TEIXEIRA

BASED ON THE RED SANDS BLUE SKIES- HEROES OF THE ARENA -SYSTEM

JOUST

HEROES OF THE LISTS



Written by Ken Sidenblad

Based on the Red Sand Blue Skies - Heroes of the Arena System

JOUST- HEROES OF THE LISTS

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JOUST- HEROES OF THE LISTS

INTRODUCTION

The crowd packed the stands, all dressed in their finest clothes, a riot of color, pennants and banners flapped in the breeze, there was a clarion call of trumpets, and the crowd fell to a hush. In twos, the Knights paraded into the Lists, horses draped in color tossed their heads and stamped their hooves to the jangle of golden spurs. The sun shone in splendor on shield and harness. Passing the Berfrois the ladies and damsels threw favors of scarves and sleeves to their favorite Knights. The presiding prince proclaimed the rules, and the heralds announced their champions.

The Tournament was the epitome of chivalry. It was the pride and delight of the nobility and their chance to revel in their own valor and beauty.

While hunting was the favorite sport of the nobility, tournaments were by far the most avidly attended organized activity of the period. A tournament was a contest with blunted weapons. The object was the same as in real combat, to vanquish your opponent. While killing your opponent was discouraged (by disqualifying the perpetrator), non-lethal injuries were accepted as part of the game.

Those who demonstrated their ability in the joust won enormous respect from their peers, as well as the admiration of the commons, and the adoration of the many ladies in attendance. Perhaps most important of all, the victors won a lot of money. Not only were the winners of various events awarded prizes by the organizer of the tournament, but it was customary for the loser to pay the winner, an amount representing what one would have to pay as a ransom if defeated and captured in combat and the cost of horse and armor (harness) forfeited by the loser.

Some successful Knights made over a million Florins a year competing in tournaments.

HOW MANY PLAYERS

Joust - Heroes of the Lists can be played with as few as one player to as many players as you

have Knights. *Joust - Heroes of the Lists* comes with six Knight counters but as it lends itself to being played with miniature figures, playing up to twelve Knights at once is easy to do.

Remember that as you become more familiar with the game mechanics your games will take less time to play.

EQUIPMENT NEEDED TO PLAY

You will need the following items to play *Joust - Heroes of the Lists*:

- The Lists included in the game or a similar flat surface
- Knights. We've included six counters in *Joust - Heroes of the Lists*
- Six sided dice also referred to as d6. Six or more per player is ideal.
- Knight Roster. We've included a blank roster that can be copied for your personal use.
- Pen or pencil to write on the rosters as needed. If desired you can laminate the roster and use erasable markers.

THE LISTS

The board or table represents the *Lists*, the area where the joust occurs. Running down the middle of the List is a wooden fence called the *Tilt*.

THE DICE

Joust - Heroes of the Lists is played with six sided dice also known as d6. You will be asked to roll a set number of d6 based upon the test that is being attempted. The dice are used in a variety of ways. They are:

INFO DICE

Sometimes you will be asked to roll one or two d6 to provide some information. When rolling 1d6 the result is read as rolled. When rolling 2d6 you add the scores together. To remind you to roll 1d6 or 2d6, we've placed a "1" or "2" in the upper left hand corner of the table.

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ATTRIBUTE DICE

A player will also be called upon to roll Attribute Dice. When this occurs simply roll 1d6 for each point of the required Attribute. Example, if you are called on to roll Horsemanship Dice on the Kick Table and have a Horsemanship of 3 you would roll 3d6. Note that the number of Attribute d6 rolled can be modified by different circumstances. When rolling Attribute Dice you read each one individually.

- If a result of 1, 2, or 3 is rolled you have scored a success.
- If a result of 4, 5, or 6 is rolled you have failed.

When rolling Attribute Dice you will be counting successes with the more successes rolled being better.

BONUS DICE

Bonus Dice are rolled when you, the player, choose to use them or when a Non-Player Knight or NPK is called upon to use them. When rolling Bonus Dice you read them individually.

- If a result of 1, 2, or 3 is rolled you have scored a success.
- If a result of 4, 5, or 6 is rolled you have failed.
- Once a Bonus Die is rolled it is removed from your current number of Bonus Dice.

When rolling Bonus Dice you will be counting successes with the more successes rolled being better.

RECOVERING BONUS DICE

Each time a Knight uses or burns a Bonus Die he discards it and reduces his current total accordingly. However Knights have a chance to recover Bonus Dice when they reach the opposite end of the Tilt.

After three passes in the List, three trips to the end of the Tilt, all Bonus Dice will be recovered before the next Joust.

After each trip down the Tilt, the used Bonus Dice will be rolled to see if they are recovered. When rolling the used Bonus Dice you read them individually.

- If a result of 1, 2, or 3 is rolled you have scored a success and the die is returned to your pool.
- If a result of 4, 5, or 6 is rolled you have failed and the die is lost for the remainder of the joust.

AUTO SUCCESSES

There will times where the player is allowed to count *auto-successes* in addition to any successes he may have rolled. When these occur, add the auto-successes and the rolled successes together to arrive at the total number of successes. Auto-successes occur on the following tables.

- The Kick Table (*rear of book*)
- The Bucks/Rears Table (*rear of book*)
- The Charge Table (*rear of book*)
- The Clash Table (*rear of book*)

PASSING DICE

There will be times where the player will roll 1 or 2d6 versus the Martial Skill or other attribute of a Knight. Here is how it is done:

- Read each result individually and compare it to the Martial Skill or other Attribute in question.
- If the result is lower than the Attribute the die was passed.
- If the result is higher than the Attribute the die was not passed.
- Determine how many d6 were passed and consult the appropriate table. Immediately carry out the results.

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- You can pass 2d6, 1d6, or 0d6. Isn't passing 0d6 failing 2d6? *No, because you are counting how many d6 you pass.*
- Note that whenever you are asked to Pass Dice a result of a "6" *may* be an automatic failure. When it is it will be listed on the appropriate table.

TRACKING THE KNIGHTS

All the information needed to play a Knight in *Joust - Heroes of the Lists* can be found on the Knight Roster (*rear of book*). Each player must have one roster for each Knight he plays and one for each Non-Player Knight or NPK.

STARS AND GRUNTS

Joust - Heroes of the Lists is played with two classes of Knights. They are Stars and Grunts.

STARS

These Knights are you, and are also referred to as Player Knights. These are the Knights that the campaign revolves around.

Stars should begin with ten Attribute Points (page, 5).

GRUNTS-NON-PLAYER KNIGHTS

These are the Non-Player Knights also referred to as NPK that may joust with you or against you in the Lists. They will come and go as your campaign progresses.

All NPK are controlled by the game mechanics.

STAR ADVANTAGES

Being a Star in *Joust - Heroes of the Lists* has two important advantages. These are:

- Larger Than Life
- Cheating Death

LARGER THAN LIFE (LTL)

The Larger than Life rule can be used to capture the cinematic flavor of medieval movies and novels where the Star is a "larger than life" character. This is represented in the following way:

- Stars cannot be killed by anyone with a lower total number of Attribute Points than the Star. Instead the worse result a Star can suffer would be passing 1d6 on the Recovery Test and all Killed results against him are converted to a loss of one level of Prowess instead. This loss is equivalent to passing 0d6 on the Recovery Table (*page, 15*).

CHEATING DEATH

A Star can be killed by any Knight with an equal or greater number of total Attribute Points. This can result from a Killed result or as a result of passing 0d6 on the Recovery Table. When this occurs the Star may declare that he is Cheating Death.

- When a player chooses to Cheat Death he must drop one point in *each* of the three Attributes. This reduction may cause him to change Locales.
- In addition he has his Maximum Attribute Points (*page, 5*) allowed permanently reduced by one.

While injury and death did occur while jousting, it was not a frequent occurrence. Fortunately your Knight should be quite well protected and except for the odd misfortune will have only a slight chance of dying in the Lists.

JOUST- HEROES OF THE LISTS

BUILDING YOUR KNIGHT

In *Joust - Heroes of the Lists* each player can build their Knight in their own unique way. Here is how it's done and in what order:

- Decide if the Knight will be a Star or a Grunt.
- Determine the Signature of the Knight (*page, 4*).
- Choose how to distribute its Attribute Points (*page, 5*).
- Determine the number of Bonus Dice (*page, 5*) the Knight starts with.
- Fill out the Knight Roster (*rear of book*).

SIGNATURE

In *Joust - Heroes of the Lists* we use Signatures to further differentiate the Knights. A Signature is a demonstrated trait that the Knight has that is recognizable during his career. Here is how a Knight gains a Signature.

- Player Knights can choose any one Signature with the following restriction. No Player Knight in the same group (*page, 13, How to Play*) may have the same Signature as another Knight in the group.
- Non-Player Knights (NPKs), including all pre-generated NPKs (*page, 18*) have their Signature determined the first time they are used. Roll 2d6, add the results together and consult the Signature Table to determine if they indeed have a Signature. It is possible that the NPK will not have a Signature. Any Signatures rolled that match the Signature of another Knight of the same group, are re-rolled.
- Players need to note the Signature of the Knight in the History section of the Knight Roster and what effect it has.

2 SIGNATURE

(Adding the results together)

| # | SIGNATURE |
|----------|---|
| 2 (1-3) | <i>Timid:</i> This Knight will subtract 1d6 when rolling on the Charge and Clash Table until he has inflicted a hit on his opponent. |
| 2 (4-6) | <i>Weak Willed:</i> This Knight starts each Joust with three less Bonus Dice than normal. |
| 3 (1-3) | <i>Unsteady:</i> This Knight will roll 1d6 less when rolling on the Charge Table. |
| 3 (4-6) | <i>Slow:</i> This Knight will roll 1d6 less when rolling on the Kick Table. |
| 4 to 6 | <i>No Signature</i> |
| 7 (1-2) | <i>Warrior:</i> This Knight will add 1d6 when called upon to roll on the Clash Table |
| 7 (3-4) | <i>Born in the Saddle:</i> This Knight will add 1d6 when rolling on the Charge Table. |
| 7 (5-6) | <i>Strong Willed:</i> This Knight starts with three Bonus Dice more than normal. |
| 8 to 10 | <i>No Signature</i> |
| 11 (1-3) | <i>Born Lancer:</i> The Knight will always use at least one Bonus Die when rolling on the Clash Table until he has less than half Bonus Dice left. |
| 11 (4-6) | <i>Joyous Knight:</i> This Knight will automatically recover one used Bonus Die after each pass in the List. |
| 12 (1-3) | <i>Ladies' Favorite:</i> This Knight is allowed to use three Bonus Dice, anytime during the joust and in any combination, without having to discard them from their current total. NPKs will roll 1d6 each time they use a Bonus Die. On a score of 1, 2, or 3 he does not discard the Bonus Die. He may do this three times per joust. |
| 12 (4-6) | <i>Steady Seat:</i> This Knight will roll a 1d6 vs. his Horsemanship to remain in the saddle the first time he is unhorsed. If passing he remains in the saddle. |

JOUST- HEROES OF THE LISTS

ATTRIBUTE POINTS

Each Knight has three Attributes that represent how hard the Knight has trained and how good he is. They are:

- Martial Skill (M)
- Prowess (P)
- Horsemanship (H)

MARTIAL SKILL

Martial Skill is a measure of how well the Knight is trained in the use of weapons, in this case the lance.

PROWESS

Prowess is a measure of how physically strong and tough the Knight is.

HORSEMANSHIP

Horsemanship is a measure of how well the Knight handles his mount and his ability to stay in the saddle.

Players will do well to read the Knight Combat Tables (*rear of book*) to see how each Attribute works with each table before choosing how to spend their Attribute Points.

ATTRIBUTE POINTS

Players begin with a set number of Attribute Points (AP) that are used to build their Knight. The APs are to be divided between three Attributes and each Attribute must have a minimum of two AP.

It is recommended that newly created Player Knights start with ten APs. NPK are generated by the Knight Pools (page, 18).

Adding the Attributes from all three categories is called the total number of Attribute Points and is used to determine which Locale (*page, 14*) a Knight can joust in and a reasonable barometer of the overall quality of the Knight.

MAXIMUM TOTALS

The Martial Skill, Prowess, and Horsemanship Attributes each cannot exceed seven.

The Maximum total number of Attribute Points a Knight can ever have is twenty. This number can be permanently reduced when using the Cheating Death rule (*page, 3*).

BONUS DICE

Each player and Non-Player Knight receives Bonus Dice equal to their total Attribute Points.

Players can use as many Bonus Dice as desired when rolling on the Kick, Buck/Rear, Charge and Clash tables found in the rear of the book.

NPK must dice to see when they will use their Bonus Dice.

- In the Kick, Buck/Rear phase the NPK will roll all Bonus Dice. Use a Bonus Dice for each "1" that is scored.
- In the Charge Phase the NPK will roll all Bonus Dice. Use a Bonus Die for each "1" or "2" that is scored.
- In the Clash phase the NPK will roll all Bonus Dice. Use a Bonus Die for each "1, 2, or 3" that is rolled

This information also appears on each table.

JOUST- HEROES OF THE LISTS

BEFORE THE JOUST

Now that you have created your Knight and filled out his roster he is ready to joust. But before he can enter the Lists there are still a few things that need to be done. They are:

- Determine if you will be jousting solo or same side against the game mechanics or competitively, head to head (*page, 6*).
- Decide if you will be playing a campaign or one off game (*page, 6*).
- Determine the Locale the joust will take place (*page, 6*).
- Determine the number of combatants (*page, 7*).
- Set up the Lists and the Tilt (*page, 7*).
- Fill out a Knight Roster for each combatant (*rear of book*).
- Determine the entry point of the List for each Knight (*page, 7*).

Let's cover each one of these in more depth.

PLAYING SOLO OR SAME SIDE

Players should know that playing solo or same side is in no way inferior to playing against a live opponent. In some cases it may even be more desirable!

When playing solo or co-operatively, called same side, with all players playing on the same side, the players will match up against Non-Player Knights.

Now you need to see the Attributes and other specifications of your Non-Player Knight opponents. Here is how this is done:

- Go to the Knight Pool section (*page, 18*).
- Go to the table for the Locale in which the joust is occurring (*page, 14*).
- Roll 1d6 for each Attribute and consult the info above the table that may or

may not direct you to alter the Attributes of your opponent.

- Fill in a Knight Roster for each NPK. These can be used over and over and will save you time in future games as well as develop identifiable NPKs such as the *Black Knight of York*.

PLAYING HEAD TO HEAD

If playing head to head or competitively against another player and each of them is running a group of Knights, the opponents are limited to the Knights on hand.

When playing head to head, players are free to match up Knights as they see fit.

CAMPAIGN OR ONE-OFF JOUST

Joust - Heroes of the Lists can be played as a one off game or part of a campaign (*page, 13*) where each tournament ties into and affects future tournaments. In a campaign players will retain one or more Knights trying to increase their Attributes, and gain renown and fortune on the International Tournament Circuit (*page, 14*).

DETERMINING THE LOCALE

Jousts will take place in one of four Locales (*page, 14*). During the campaign game your Knight will start jousting at Fairs and Markets (*page, 14*).

In a one off game the players can pick a Locale of their choice or determine the Locale of the joust randomly by using the Locale Table.

Here's how it's done:

- Roll 2d6 and add the results together.
- Consult the Locales Table to see where the Knight will start.

JOUST- HEROES OF THE LISTS



2

LOCALES

(Adding the results together)

| # | SIGNATURE |
|----|---|
| 2 | <i>Fairs and Markets</i> |
| 3 | <i>Fairs and Markets</i> |
| 4 | <i>Fairs and Markets</i> |
| 5 | <i>Fairs and Markets</i> |
| 6 | <i>Fairs and Markets</i> |
| 7 | <i>Regional Events</i> |
| 8 | <i>Regional Events</i> |
| 9 | <i>Kingdom Tournaments</i> |
| 10 | <i>Kingdom Tournaments</i> |
| 11 | <i>International Tournament Circuit</i> |
| 12 | <i>International Tournament Circuit</i> |

Details on each Locale can be found in the Campaign Rules (*page, 13*). Players are advised to start out at Fairs and Markets (*page, 14*). If they choose otherwise be sure to check out the Total Attribute Points of the pre-generated Knights found on the Knight Pool Table to get an idea of how tough they are.

NUMBER OF COMBATANTS

Jousts ranged in size from small local affairs involving a pair of Knights to huge spectacles involving dozens of entrants.

During the Campaign Game each Knight can fight in the events of that day. This will depend on how healthy he is to participate.

Jousts between pairs of Knights are the most common. In a *pas d' arms* or passage of arms (*page, 19*), a Knight or group of Knights would

take on all challengers. Those playing one off games could use either option. This also lends itself well to same side or solo gaming.

However players should keep in mind that the more Knights they add the longer it will take to play the game. Players should be able to handle comfortably 4-6 Knights at a time once they are familiar with the rules. Your mileage may vary.

SETTING THE SCENE IN THE LISTS

The Lists should be a long open area divided by a barrier known as the Tilt. Since movement is handled in phases at different points along the Tilt, there is no need for measurement.

For miniatures gaming purposes the playing area may be as large or as small as you like. As movement occurs along the Tilt the actual size of the Lists is not that important.

Players may also add features such as a *Berfrois*, a grandstand that housed the ladies and nobility, or some pavilions.

FILLING OUT THE KNIGHT ROSTERS

All Knights need to fill out a Knight Roster (*rear of book*).

ENTERING THE LISTS

Each Knight should choose an end of the Tilt to begin from. The Knight will make each pass, trip down the Tilt, beginning from the same end of the Lists.

JOUST- HEROES OF THE LISTS

RULES OF COMBAT

Now that all of the things needed to be done prior to the joust have been done it's time to learn the Rules of Combat.

PLAYING THE GAME

Here's a brief outline of how *Joust - Heroes of the Lists* is played:

- Each Knight starts at opposite ends of the Lists on opposite sides of the Tilt.
- Each Knight will pick the Speed (*page, 9*) at which he intends to charge down the Lists. Each will roll on the Kick Table (*rear of book*). The Speed of the horse will be determined by the results of the Kick Table. Each Knight then notes it on his Knight Roster.
- The Knights are moved towards each other one-quarter of the way down the Tilt.
- Next each Knight will attempt to line up his lance and position himself against his opponent. Each will roll on the Charge Table (*rear of book*). The lance is lined up based on the results of the Charge Table. Each Knight notes the result.
- The Knights are moved towards each other meeting in the middle of the Tilt.
- The Knights will then enter the Clash phase and will roll on the Clash Table (*rear of book*). One or both Knights may strike each other and will roll on the Hit Location (*rear of book*) then Damage Table (*rear of book*).
- Results are carried out immediately. Note any damage on the Knight Roster.
- The results of the Knight's actions may or may not cause him to score points (*page, 12*).

- If neither of the Knights is unhorsed, ending the joust, they will return to their respective ends of the Tilt.
- Each Knight will roll to recover Bonus Dice (*page, 2*).
- Play continues until one of the Knights is unhorsed or three courses are run.

TURN SEQUENCE

Each Challenge will consist of running three courses unless one of the Knights is unhorsed. Each course run will use the following Turn Sequence:

- The first phase is the Kick Phase (*page, 9*). This occurs simultaneously for both Knights.
- Each Knight will verbally declare which Speed he will attempt with his mount. If desiring to be secretive players may choose to signify the speed in secret with a token or d6. Not too chivalrous but if you must, you must. Rolls will then be made on the Kick Table.
- The Speed of each horse will be determined by the result from the Kick Table.
- The second phase is the Charge Phase (*page, 10*) where each Knight lines up for a strike and positions himself in the saddle and his shield against his opponent.
- Rolls are made on the Charge Table.
- The Knights are moved towards each other one-quarter of the way down the Tilt.
- The next phase is the Clash Phase (*page, 10*). This is where lances are shattered and the impact takes place. Both Knights roll on the Clash Table and the results are immediately applied. If blows are struck the striking Knight will roll on the Hit Location then Damage Tables.

JOUST- HEROES OF THE LISTS

- If both Knights remain in the saddle then they return to their respective ends of the Tilt
- Each Knight rolls to recover spent Bonus Dice and the sequence is repeated until three passes have been made. This then ends the challenge or joust.

FLOW OF THE TURN

As you can see *Joust - Heroes of the Lists* does not use a traditional Turn Sequence. Here is a short example of how the phases interact with each other.

Example- Sir Jacques and Sir James take up positions at opposite ends of the Tilt. Both choose a desired Speed for their horses and roll on the Kick Table. Next the Knights move partway down the Tilt and roll on the Charge Table. The roll is modified by Speed and other factors, the number of successes are compared. The results determine the accuracy and maneuvering during the charge which will affect the next phase. Now the Knights are moved next to each other in the middle of the Tilt.

The Knights now roll on the Clash Table using any modifiers for Speed or from the Charge Table. The results are compared looking for successes, and rolls are made on the Hit Location then Damage Tables if blows were struck. If neither Knight was unhorsed they move to the end of the Tilt where they started from.

The Knights roll to recover spent Bonus Dice, points are scored and another course is run. Three courses or the unhorsing of a Knight finishes the joust.

THE KICK PHASE

At the start of the turn or pass, each Knight will declare out loud what Speed he will charge his mount down the List.

They are:

- **Sprint** - The fastest possible Speed. Moving at this speed makes it hardest for the Knight to place the lance on the target but will yield greater damage if he succeeds.
- **Run** - Movement at a run allows for the lance to be placed on target easier than when moving at a Sprint but at the cost of less damage potential.
- **Gallop** - This is the most common and steadiest Speed and strikes a balance between placing the lance and delivering damage.
- **Trot** - The slowest Speed that makes placing the lance on target relatively easy to do but greatly reduces the level of damage when a blow is struck.

The Knights will each roll on the Kick Table (*rear of book*). Here is how it's done:

- Start with 1d6 for each point of Horsemanship.
- Add 1d6 for each Bonus Die used.
- Subtract 1d6 if Battered.
- Subtracts 2d6 if Bloodied.
- Next roll the modified total of d6 looking for successes (a score of 1, 2 or 3).
- Go down the left column to the number of successes that were rolled.
- Go across to the declared Speed of the charge. This will give you the actual Speed. Note this in the Current Speed section of the Knight Roster.
- Move the Knight one-quarter of the way down the Tilt.

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If a Bucks/Rears result is achieved the Knight will roll on the Bucks/Rears Table.

- Start with 1d6 for each point of Horsemanship.
- Add 1d6 for each Bonus Die used.
- Subtract 1d6 if Battered.
- Subtracts 2d6 if Bloodied.
- Next roll the modified total of d6 looking for successes (a score of 1, 2 or 3).
- Go down the left column to the number of successes that were rolled.
- Go across and read the results. This will give you the actual Speed and any modifiers to the Charge Table. Note this in the Current Speed section of the Knight Roster.
- Move the Knight one-quarter of the way down the Tilt.

CHOOSING THE NPK SPEED

When playing with Non-Player Knights you need to determine what their Horse Speed will be. Here's how it's done:

- Roll 2d6 versus the Horsemanship of the NPK.
- Determine how many d6 were passed and consult the NPK Horse Speed Table.
- Roll normally for the NPK on the Kick Table (*rear of book*).

| | |
|----------|--|
| 2 | <i>NPK HORSE SPEED</i> <i>(Taken vs. Horsemanship)</i> |
|----------|--|

| # D6 PASSED | SIGNATURE |
|----------------|---|
| 2 | <i>Gallop.</i> |
| 1 | <i>If the passing d6 is 2, 4 or 6 then Sprint. If the passing d6 is 1, 3 or 5 then Run.</i> |
| 0 | <i>Trot</i> |

We now move on to the Charge Phase.

THE CHARGE PHASE

The Knights will next roll on the Charge Table (*rear of book*). Here is how it is done:

- Start with 1d6 for each point of Martial Skill.
- Add 1d6 for each Bonus Die used.
- Add 1d6 if the horse is moving at a Trot.
- Subtract 1d6 if the horse is moving at a Run.
- Subtract 2d6 if the horse is moving at a Sprint.
- Subtract 1d6 if Battered.
- Subtract 2d6 if Bloodied.
- Next roll the modified total of d6 looking for successes (a score of 1, 2 or 3).
- Subtract 1 success if the Knight's horse shies from the Tilt.
- Add 1 success for each point of Horsemanship.
- Go down the left column to the adjusted number of successes that were scored.
- Go across and read the results. The column farthest to the right will tell you any modifiers to the Clash or Damage Table that you have earned.
- Move the Knight to the mid-point of the Tilt and into contact with his opponent.

We now move on to the Clash Phase.

THE CLASH PHASE

The Knights will next roll on the Clash Table (*rear of book*). Here is how it is done:

- Start with 1d6 for each point of Prowess.
- Add 1d6 for each Bonus Die used.
- Add 1d6 if he scored a sweeping attack from the Charge Table.
- Subtract 1d6 if Battered.

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- Subtracts 2d6 if Bloodied.
- Next roll the modified total of d6 looking for successes (a score of 1, 2 or 3).
- Add 2 successes if he scored a *straight on attack* from the Charge Table.
- Add 1 success if he scored a *good angle of attack* from the Charge Table.
- Add 1 success for each point of Martial Skill.
- Go down the left column to the adjusted number of successes that were scored.
- Go across and read the results.
- Immediately carry out the results which may cause one or both Knights to roll on the Hit Location and the Damage Tables or both Knights to immediately recover 1 Bonus Dice.

If a hit was scored we move to the Hit Location Table (*rear of book*).

If not then both Knights are returned to their end of the Tilt and Bonus Dice may be recovered (*page, 2*).

HIT LOCATION TABLE

Knights scoring a hit will roll on the Hit Location Table to find out where they struck their opponent.

- Two dice are rolled and the result is totaled
- The result is compared to the table.

The joust was mostly a non-lethal contest that showcased the Knight's skill and horsemanship. Accidents could happen and occasionally an unfortunate soul would die in the Lists.

The Hit Location Table reflects the chance of hitting different areas of the body against a Knight holding a shield in his left hand and lance on the right. The most common place struck is the shield and the next is the chest.

This reflects the reality of going for the largest target area available.

The left leg, right arm and helm are also potential targets, as is the crest. The Hit Location Table favors the higher dice total.

THE DAMAGE TABLE

After finding the location of the hit the results of the impact in terms of damage is determined.

Here is how it is done:

- Start with 1d6 for each point of Prowess.
- Add 1d6 if the horse is moving at a Run.
- Add 2d6 if the horse is moving at a Sprint.
- Subtract 1d6 if the horse is moving at a Trot.
- Subtract 1d6 if a *sweeping attack* was scored on the Charge Table.
- Subtract 2d6 if the Crest was struck on the Hit Location Table.
- Next roll the modified total of d6 looking for successes (a score of 1, 2 or 3).
- Add 1 success if he scored a *solid blow* was landed from the Clash Table.
- Go down the left column to the adjusted number of successes that were scored.
- Go across to the body part that was hit and read the results. Immediately carry out the results.
- Note the wound on the Knight Roster for the purpose of Recovery (*page, 15*)

LANCE BROKEN

The impact of the blow was solid enough to break the lance. This is a factor in Scoring (*page, 12*) and is worth 1 point.

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BATTERED

A Knight who suffers a Battered result has been shaken by the bone jarring impact of the Clash. Whether he had the wind knocked out of him, or has suffered a dizzying or painful blow, he will remain in this state for the rest of the joust.

BLOODIED

The Knight has suffered a serious injury. He is bleeding or has suffered a fracture. His performance will suffer as he continues to joust.

ATTRIBUTE LOSS

The Attribute impacted will be decreased by the amount listed. If any of a Knight's Attributes are ever brought to zero or below he is unable to continue and will Withdraw from the Lists (*page, 12*).

DROP LANCE

The Knight is forced to drop his lance and his opponent will gain 2 points for forcing him to drop it.

UNHORSED

The Knight is unhorsed and the joust is ended. His opponent also scores 5 points.

KILLED!

The Knight has suffered an unfortunate accident and has been killed in the Lists.

CUMULATIVE EFFECTS

Battered and Bleeding results do not stack. Attribute reductions are cumulative however.

Example – Sir Richard is currently Battered, if he receives a result of Bloodied he would still suffer the -2d6 penalty not a -3d6 penalty.

If Sir Guy had a Battered plus -2M result and then suffered another Battered plus -1M result, he would remain at -1d6 for being Battered but would be at -3 to his Martial Skill.

WITHDRAWING FROM THE LISTS

A Knight may Withdraw from the Lists at any point between courses. This allows Knights who are injured to quit the field honorably to avoid serious injury.

A Non-Player Knight will roll on the Non-Player Knight Withdraw Table (*rear of book*) if he receives a Bloodied result.

Example- Sir Guy a Non-Player Knight is struck in the leg and suffers a Bloodied plus -2 P result. His original Prowess was 5 and is now reduced to 3. He now rolls 2d6 and scores a 4 and 2, passing 1d6. If another Bloodied or Battered result is scored against him he will withdraw from the Lists.

RECOVERING BONUS DICE

After each pass or course the spent Bonus Dice will be rolled to see if they are recovered. When rolling Bonus Dice you read them individually.

- If a result of 1, 2, or 3 is rolled you have scored a success and the die is returned to your pool.
- If a result of 4, 5, or 6 is rolled you have failed and the die is lost for the remainder of the joust.

ENDING THE JOUST

The joust can end in one of the following ways:

- A Knight is Unhorsed.
- Three courses are run and the points totaled.
- A Knight withdraws.
- A Knight is Killed.

SCORING

Each Knight scores points based upon his performance during each course. Here's how points are scored:

- 10 Points for Striking a Crest

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- 5 points for Unhorsing an Opponent.
- 2 points for Forcing Opponent to Drop his Lance.
- 2 points if the Opponent Withdraws from the Lists.
- 1 point for Breaking a Lance against an opponent.
- If an Opposing Knight is killed. You are disqualified from the joust and forfeit any points scored during this joust.
- If Striking a Horse. You are disqualified from the joust and forfeit any points scored during this joust.

The Knight with the higher point total at the end of the joust has won. In rare occurrences there can be a tie.

OVERALL WINNER

At the end of the Day of Events (*page, 15*) all points scored, for each joust, by each Knight are tallied and the Knight with the highest total gains Fame equal to his total Attribute Points. In addition he also receives 100 Gold Florins (*page, 17, Wealth*) equal to this total Attribute Points

If this Knight has the most points but has lost a joust *no one* can be awarded the Fame Bonus or Gold Florins.

CAMPAIGN RULES

Now that you are familiar with the Combat Rules let's take your Tournaments a step further. This section will allow you to link your Tournaments together where each one has an effect on the next.

When finding rules or procedures that contradict those found in the non-campaign section of the book these rules replace them.

HOW TO PLAY

There are two ways to play the campaign game:

- Players may choose to create and follow the career of one Knight.
- Players may choose to play a jousting group or fellowship of 4 - 6 Knights.

TIME IN THE CAMPAIGN

Time in *Joust - Heroes of the Lists* is tracked in Monthly Turns based around the seasons. Jousts will take place in the Spring, Summer and Fall of each year, with three months for each season. Winter is an off season.

The Campaign starts in the Spring of 1362. This is the period after the Peace of Brétigny ended the first half of The Hundred Years War. Without the prospect of war Knights have turned to Tournaments to occupy their time.

The campaign game lasts as long as desired. *Joust - Heroes of the Lists* is perfect in that it can be played for awhile, left alone and then picked up months later without missing a beat.

THE PLAYER'S JOURNAL OR "DEAR DIARY..."

It is a good idea for the player to keep some sort of journal for his Knight in addition to its Knight Roster. This can be as simple or as elaborate as you like. With skill and luck your Knight will have a long and successful career and keeping a journal can help you keep your Knight's information straight. Each Knight

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Roster has a section called History that can be used for this if so desired.

LOCALES

Knights will start in one of four areas called Locales. As your Knight enters tournaments and wins he will gain Fame (*page, 15*) and Wealth (*page, 17*). He will work his way up from jousting in County Fairs and Market Days perhaps even reaching the International Tournament Circuit.

Let's cover each Locale in more detail:

FAIRS AND MARKETS

Knights usually start their careers competing in Tournaments held in Fairs and on Market Days in areas close to home. This also includes the Vespers Tourney held on the eve of larger events where young Knights and squires had a chance to show off their skill before the other assembled Knights and nobles.

When a Player Knight reaches thirteen or fourteen total Attribute Points he has gained enough of a reputation to move up to the next level of competition.

REGIONAL EVENTS

When a Knight reaches a total of thirteen or fourteen Attribute Points he has reached a level of renown that allows him to be invited and to compete in larger tournaments. Wedding Feasts for minor nobility, large Regional Tournaments such as the Tournament of York are examples. Greater prizes and payments for forfeited horse and armor can be gained along with increased fame and glory.

When a Player Knight reaches fifteen or sixteen total Attribute Points he has gained enough Fame that his name is known throughout the country. He may now be invited to and compete in the next level of competition.

KINGDOM TOURNAMENTS

The tales of the Knight's exploits have spread throughout the kingdom. When he reaches fifteen or sixteen total Attribute Points the Player Knight will now joust against some of the best Knights of the realm. Royal Birthdays, Coronations, and Kingdom Wide Tournaments are now the venues where the Knight will display his prowess and will impress the ladies of the court.

When a Player Knight reaches seventeen or more total Attribute Points he is ready to move to the International Tournament Circuit.

INTERNATIONAL TOURNAMENT CIRCUIT

This is it! The "Big Time"! The Circuit! The best Knights from all Christendom! Huge prizes and a fortune in ransomed horses and arms are yours for the taking. Your deeds sung by troubadours, and your name is on the lips of the fairest maidens in the world.

These are huge multi-day affairs at times with both Jousts a Plaisance and Pas d'Arms. The circuit can be played as a series where the top finishers are allowed to advance and a champion is determined.

MOVING ON

There may be times when the Knight has risen in ability and gotten too good for the Locale that he is in. In these cases he must move on to seek out tournaments where he must face Knights that present more of a challenge. How do you determine how good a Knight is? Simply add the total number of Attribute Points together and consult the Knight Skill Table.

| X KNIGHT SKILL | |
|-------------------------|---|
| ATTRIBUTE POINTS | LOCALE |
| <i>6 to 12</i> | <i>Fairs and Markets</i> |
| <i>13 or 14</i> | <i>Regional Events</i> |
| <i>15 or 16</i> | <i>Kingdom Tournaments</i> |
| <i>17 or more</i> | <i>International Tournament Circuit</i> |

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DAY OF EVENTS

In a campaign the tournament will have at least one Day of Events. Larger tournaments may take place over multiple days at the player's discretion. Each Knight may participate in up to three jousts in the same Day of Events under the following guidelines:

- The Knight cannot increase any Attribute until after the Tournament is completed.
- Bonus Dice are replenished normally at the start of each joust.
- Knights recover from being Battered and any associated Attribute loss at the end of each joust.
- Knights that are Bloodied will retire to the pavilions after each joust.

Note- At the end of each joust means at the end of three courses or until a Knight is unhorsed.

IN THE PAVILIONS

After a tough course of jousting Knights may retire to the pavilions to have their wounds treated and rest for the next Tilt. Knights that become Bloodied must test after each joust to see if they recover:

- Start with the *worse* Bloodied body part. In order this would be the Head, Chest, Arm and Leg.
- Roll 2d6 versus the original Prowess of the Knight, the level prior to the joust.
- Look at each d6 individually and determine how many d6 were passed
- Consult the Recovery Table.
- Continue for all Bloodied body parts.

Example- Sir Ranulf has a starting Prowess of 4 and has received a Bloodied -3 P arm wound. He rolls 2d6 and gets a "3" and a "5", passing 1 die. He recovers the lost Attributes but must sit out the rest of the Tournament.

2

RECOVERY

(Taken vs. original Prowess)

Any result of "6" is an automatic failure

| # D6 PASSED | SIGNATURE |
|-------------|--|
| 2 | <i>Knight recovers lost Attribute Points and fit to return to the Tilts.</i> |
| 1 | <i>Knight recovers all Attribute Points but must sit out the rest of the Tournament.</i> |
| 0 | <i>Knight that has a chest or head wound (Bloodied) will die. Otherwise will recover but his Prowess is immediately reduced by one level. Must sit out the rest of the season, i.e. spring, summer or fall but may return the following season at the reduced Prowess.</i> |

FAME

Knights lived for the chance to gain Fame by their feats of arms. Their deeds were the talk of the courts of Europe. Troubadours sang their praises. In *Joust - Heroes of the Lists* Fame is an important part of the campaign. Here's how your Knight rises in Fame.

TYPES OF FAME

There are three different types of Fame in *Joust - Heroes of the Lists*.

Total Fame – This is the total Fame Points the Knight earns over his whole career. Each time a Knight gains Fame this is added to his current total Fame.

Used Fame – These are Fame points that are spent to increase an Attribute. This is *not* subtracted from the total Fame of the Knight

Leftover Fame – These are Fame points leftover from raising an Attribute that can be added to new Fame to be used to raise more Attributes.

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Example – Sir Jacques starts with zero total Fame. He defeats Sir Mortimer and gains 12 Fame Points. This is his total Fame. He spends this fame to raise his Horsemanship Attribute. This costs him 9 Fame points. He has 3 leftover Fame Points. Later he wins another joust and gains 10 Fame Points he now has 22 total Fame points. He adds the 10 to the leftover 3 Fame points to use to increase his Prowess Attribute. He uses 12 Fame so has 1 Fame point left over.

GAINING FAME

So how does a Knight gain Fame points? It all starts with the total of the Attributes of each opponent.

- If the winner of the joust is *equal* in total Attribute Points to his opponent he wins Fame equal to the total Attribute Points of his opponent.

Example – Sir Jacques has 12 total points of Attributes. His opponent Sir Mortimer has 12 as well. Sir Jacques wins and collects 12 Fame points

- If the winner of the joust is *lower* in total Attribute Points than his opponent he wins Fame equal to the total Attribute Points of his opponent *multiplied by the difference*.

Example – Sir Jacques has 12 total points of Attributes. His opponent Sir James has 15 total points. Sir Jacques wins and collects 15 multiplied by 3 or 45 Fame points.

- If the winner of the joust is *higher* in total Attribute Points than his opponent he wins Fame equal to the total Attribute Points of his opponent *divided by the difference, rounded down*.

Example – Sir Jacques has 12 total points of Attributes. His opponent Sir Ranulf has 9 total points. Sir Jacques wins and collects 9 divided by 3 or 3 Fame points

QUEEN'S FAVOR

The champion of the tournament could be awarded the favor of the symbolic queen of the tournament, The Queen of Love and Beauty etc. It is a great honor and is not easily obtained.

To win the Queen's Favor the champion must have done exceptionally well. He will be awarded the favor if he meets all the following conditions:

- All the opponents he defeated had total Attribute points equal to or higher than his.
- All of his opponents were defeated by being unhorsed
- He ended the tournament with one or more Bonus Dice left.

Winning the Queen's Favor adds 25 Fame points to the Knight's total Fame for the tournament.

USING FAME POINTS

Knights use Fame points to increase their Attributes. Whenever possible the Knight must increase one or more Attributes. This means that you may be forced to increase very low Attributes before a higher one. You cannot save them to increase by more than one point at a time nor not use them to avoid moving up to a tougher Locale. This represents better training, greater renown, and increased social standing. Attributes can be raised by one point in the following manner:

- Decide which Attribute you will raise. This can be Martial Skill, Prowess, or Horsemanship.
- To raise a point of Attribute multiply the existing Attribute point value by the point value you are trying to raise it to. It cannot be any higher than one more than the current Attribute point value.
- This is the number of Fame points that must be spent to raise the Attribute.

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Example – Sir Jacques has a Martial Skill Attribute value of 3. He wants to raise it to 4. He must spend 3 multiplied by 4 or 12 Fame points to do so. After he has raised his Attribute value to 4 he discards the 12 Fame Points that he used.

Although Attributes can only be raised by one point at a time there is no limit to the number of times that it can be raised. Nor is there a limit to the number of Attributes that can be raised at the same time – provided the maximum of seven points per Attribute or twenty total Attribute points are not exceeded.

Example – Sir Jacques has a Martial Skill of 3 and a Prowess of 2. He has earned 36 Fame points. He decided to raise his Prowess by one point. He must spend 2 multiplied by 3 or 6 Fame points to do so. He discards the six Fame points and now has 30 left. He now raises his Prowess from 3 to 4. He must spend 3 multiplied by 4 or 12 Fame points to do so. He discards the 12 Fame points and now has 18 left. He now wants to raise his Martial Skill from 3 to 4. This will cost him 12 Fame points to do so. He discards the 12 Fame points to do so and now he has 6 Fame points left.

Players need to note the left over Fame points that can be used to increase Attributes in the history section of the Knight Roster.

TOTAL FAME

Knights can use Fame to increase their Attributes. In addition they should keep a running total of the amount of Fame points they have won during their career as it could come into play in the campaign as Knights will pair off with the highest Fame versus the lowest, the second highest versus the second lowest, and so on.

Example – Sir Jacques has accumulated 36 Fame points during his career. He also spent 30 of them on Attribute improvement so currently his usable Fame points are six but he still has 36 Fame points for his career.

Players need to note the total Fame points in the Fame section of the Roster.

WEALTH

Un-landed sons that did not go to the Church often looked to make their fortunes in the wars or at tournaments. Since the loser forfeited horse and harness this could be quite profitable. It was customary for the losing Knight to offer payment in lieu of actually turning over horse and armor. In *Joust -Heroes of the Lists*, a Knight's wealth is tracked in Gold Florins. This is a general representation of wealth, and represents Marks, Ducats, and Pounds.

STARTING WEALTH

To get started the player receives a specific number of Gold Florins as their bank. As money exits and enters the player's bank track the total and note it on his Knight Roster. Here are the recommended starting Gold Florins for each Locale, but players can adjust these totals as desired.

- Fairs and Markets = 5,000 Gold Florins
- Regional Events = 10,000 Gold Florins
- Kingdom Tournaments = 15,000 Gold Florins
- International Tournament Circuit = 25,000 Gold Florins

The Player Knight is not required to have the amount listed in the bank to compete in a certain Locale.

ACCUMULATING AND LOSING WEALTH

The cost of ransoming horse and armor is based on the total Attribute Point value of the losing Knight. The value is 100 Gold Florins per Attribute Point.

Example – Sir Fitzwarren has 12 total Attribute Points. If he is defeated he must pay the victor 1200 Gold Florins for the cost of his horse and armor.

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It is important to note that unlike Fame, the amount of Gold Florins is constant. The amount of ransom paid does not vary based on Attribute Point differences. The better the Knight, the more his horse and equipment is worth.

Wealth can be tracked in the wealth section of the Knight Roster. Success is defined by how much coin you have in the bank.

GOING BROKE

If a Knight's Florins in the bank ever drop below the amount needed to ransom his horse and arms he must retire for the rest of the season *and* miss the next season. He is assumed to go to war or enter the service of another to recover his losses. He may start the following season at the starting Gold Florins for the Locale he qualifies for based on his Attribute Point value.

KNIGHT POOLS

There may be times where players wish to generate some Non-Player Knights such as when forming a group or fellowship. Each Locale will have a Knight Pool that tells you what Knights are able to be generated. Here is how this is done:

- Go to the appropriate Knight Pool
- Next roll 1d6 for each Attribute the Knight has. Depending upon what is rolled; modify that Attribute as outlined on the Knight Pool.
- Fill out a Knight Roster for the Knight.
- The *first* time he enters a joust, roll on the Signature Table and note the results.

Example - When playing a solo game a player wants to generate an opponent. He is playing in the Fairs and Markets Locale. He rolls 1d6 for the opponents Martial Skill and gets a "2" this reduces his Martial Skill by 1 point to a 2. Next he rolls for his Prowess and gets a "3" no effect and a "6" for his Horsemanship which is increased to 4. A Knight Roster is filled out with the NPK information.

His Signature is rolled for the first time he is entered into a joust and a result of 8 is obtained so there is no Signature.

1 FAIRS AND MARKETS

*"1 or 2" reduce Attribute by one
"6" increase Attribute by one*

| ATTRIBUTE | POINTS |
|------------------|--------|
| Martial Skill | 3 |
| Prowess | 3 |
| Horsemanship | 3 |
| Total Attributes | 9 |

1 REGIONAL EVENTS

*"1 or 2" reduce Attribute by one
"6" increase Attribute by one*

| ATTRIBUTE | POINTS |
|------------------|--------|
| Martial Skill | 5 |
| Prowess | 4 |
| Horsemanship | 4 |
| Total Attributes | 13 |

1 KINGDOM TOURNAMENTS

*"1 or 2" reduce Attribute by one
"6" increase Attribute by one*

| ATTRIBUTE | POINTS |
|------------------|--------|
| Martial Skill | 5 |
| Prowess | 5 |
| Horsemanship | 5 |
| Total Attributes | 15 |

1 INTERNATIONAL TOURNAMENT CIRCUIT

*"1 or 2" reduce Attribute by one
"6" increase Attribute by one*

| ATTRIBUTE | POINTS |
|------------------|--------|
| Martial Skill | 6 |
| Prowess | 6 |
| Horsemanship | 5 |
| Total Attributes | 17 |

JOUST- HEROES OF THE LISTS

SPECIAL EVENTS

The Courts of Europe were fond of spectacular events. We've provided one such event for you to use. This event could be used as one Day of Events on a multi-day tournament or used as a one-off game.

THE PAS D'ARMS

The *Pas d'Arms* or *Passage of Arms* is an event where a single Knight or group of Knights shows off their skills. The Knight or Knights send out a proclamation that he/they will take on all jousting challengers at a specific time and place.

- The *Tenan* or *Tenans* were the defenders of a *Pas d'Arms*. The *Tenan* should have at least two Attribute Points more than the challengers.
- In a group or fellowship there will be a sequence of honor, the Knight with the most Fame is accorded the first place, followed by the Knight with the highest Attributes, and lastly the Knight with the most wealth. Ties are broken in that order.
- The *Venan* or *Venans* are the challengers in the *Pas d'Arms*. There will be *Venans* equal to $1/2d6 \times$ the number of *Tenans*.
- Groups of Knights may square off.
- A single Knight may run one course against each of the *Tenans* from the lowest in the sequence of honor to the highest.
- The object for the *Venans* as a group is to defeat the *Tenans*.
- The *Tenans* win by holding out against the *Venans*.
- A single Knight wins by defeating all the *Tenans*.

USING JOUST WITH MONTJOIE AND RSBS-HOTA

Joust - Heroes of the Lists can be used with two other rules sets from Two Hour Wargames.

REP & ATTRIBUTE POINTS

To use with *Montjoie* simply take the Rep of your character in *Montjoie* and apply it in the following way to your Attributes:

- Assign one Attribute a value equal to Rep.
- Assign one Attribute a value equal to Rep minus one.
- Assign one Attribute a value equal to Rep minus two.

To convert from *Joust - Heroes of the Lists* to *Red Sand Blue Sky - Heroes of the Arena* just keep the same total number of Attribute Points and allocate them as follows:

- Prowess converts to Strength.
- Martial Skill to Savvy.
- Horsemanship to Speed.

SIGNATURES

The following table is used to convert the Attributes and Signatures from one set of rules to another.

JOUST- HEROES OF THE LISTS

X SIGNATURE CONVERSION

(From Montjoie to Joust & RSBS - HotA)

| MONTJOIE ATTRIBUTE | JOUST SIGNATURE | RSBS - HOTA SIGNATURE |
|-------------------------------|--|---|
| <i>Faint Hearted</i> | <i>Timid</i> | <i>Fear</i> |
| <i>Coward</i> | <i>Weak Willed</i> | <i>Weak</i> |
| <i>Swift</i> | <i>NA</i> | <i>Counts Speed at one more when in combat on foot</i> |
| <i>Slow</i> | <i>Slow</i> | <i>Slow</i> |
| <i>Agile</i> | <i>Born in the Saddle</i> | <i>Agile</i> |
| <i>Nerves of Steel</i> | <i>Warrior</i> | <i>Frenzy</i> |
| <i>Sickly</i> | <i>Counts Prowess at one less when rolling on the Recovery Table</i> | <i>Counts Strength at one less when rolling on the Recovery Table</i> |
| <i>Runt</i> | <i>This Knight will subtract 1d6 when called upon to roll on the Clash Table</i> | <i>Minus one to Strength</i> |
| <i>Tough</i> | <i>Counts Prowess at one more when rolling on the Recovery Table</i> | <i>Resilient</i> |
| <i>Clumsy Oaf</i> | <i>NA</i> | <i>Slow to React</i> |
| <i>Leader of Men</i> | <i>Ladies' Favorite</i> | <i>NA</i> |
| <i>Iron Man</i> | <i>Steady Seat</i> | <i>Steady</i> |
| <i>Brawler</i> | <i>NA</i> | <i>Brawler</i> |
| <i>Swordsmen</i> | <i>NA</i> | <i>Counts Savvy at one more when in combat on foot</i> |

WEAPONS, ARMOR AND COMBAT

For combat on foot, which was also a part of the Tournament, use *Red Sand Blue Sky - Heroes of the Arena* with the following modifiers:

- All Knights are considered to be Metal Armor (A) on all body parts except for the Head which would be Extra Heavy Metal (A+).
- Count Two-handed Swords as a Trident.

SAMPLE JOUST

To conclude we present a sample joust. In this joust we pit Sir Ector against Sir Roland. Sir Ector bears a red dragon with a red bar above it as his heraldry and Sir Roland bears a black lion rampant beneath a blue bar. For simplicity's sake we will make them identical in Attributes, and neither will have a Signature.

- Martial Skill 4
- Prowess 4
- Horsemanship 4
- Bonus Dice 12

KICK PHASE

Both Knights set up at the ends of the Tilt on opposite sides. The turn starts with the Kick Phase.

- Sir Ector declares he is going to move at a Run.
- Sir Roland declares he is going to move at a Gallop.



- Sir Ector rolls 4 dice for Horsemanship and adds two Bonus Dice. He scores a total of 5 successes and moves at a Run
- Sir Roland rolls 4 dice for Horsemanship and scores 3 successes and moves at a Gallop.

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CHARGE PHASE

Both Knights move one-quarter of the way down the Tilt as they move into the Charge Phase. Here they will line up the lance and position themselves in the saddle and set their shields.

- Sir Ector rolls 4 dice for Martial Skill, and 3 Bonus Dice. He subtracts 1 die because he is moving at a Run. So he rolls 6 dice. He gets 3 successes and 4 auto successes are added for his Horsemanship, for a total of 7 successes.
- Sir Roland rolls 4 dice for his Martial Skill and 4 Bonus Dice. He rolls 5 successes and adds 4 auto successes for Horsemanship totaling 9 successes.
- Sir Roland has scored 2 more successes than Sir Ector and so has lined up for a good angle of attack. This will give him 1 auto-success on the Clash Table.



CLASH PHASE

The Knights are moved next to each other across the Tilt. In the Clash Phase the impact occurs.

- Sir Ector rolls 4 dice for his Prowess and decides to roll 5 Bonus Dice. He scores 7 successes and adds 4 for Martial Skill for a total of 11 successes.

- Sir Roland rolls 4 dice for Prowess and rolls 4 Bonus Dice. He scores 2 successes and adds 4 for Martial Skill. He also adds 1 auto-success for having a good angle of attack for 7 successes.
- Sir Ector wins by 3 or more successes, and delivers a Solid Blow. This will gain him 1 auto-success on the Damage Table.

HIT LOCATION AND DAMAGE

- Sir Ector rolls 2d6, scores an 8 and strikes Sir Roland on the Shield. He now rolls on the Damage Table.
- Sir Ector rolls 4 dice for Prowess and adds 1 die for moving at a Run. He rolls 2 successes and adds 1 for the Solid Blow for a total of 3 successes.



- Sir Ector breaks a lance scoring 1 point and Sir Roland is Battered and has -1 Prowess.

RECOVERY

- Sir Ector has spent 10 Bonus Dice. He rolls them and scores three successes. These three are added to his unspent pool giving him 5 Bonus Dice remaining.
- Sir Roland spent 8 Bonus Dice he rolls them and scores 2 successes, added back to the pool of 4 for a total of 6 Bonus Dice remaining.
- The Knights are returned to their end of the Tilt and prepare to run another course.

JOUST- HEROES OF THE LISTS

KICK PHASE 2

- Both Knights declare they are going to move at a gallop.
- Sir Ector rolls 4 dice for Horsemanship and scores 4 successes and move at a Gallop.
- Sir Roland rolls 4 dice for Horsemanship and subtracts 1 for being Battered. He scores 1 success and he must roll to find the Speed of the horse. He rolls a 1 and the horse moves at a Run.

CHARGE PHASE 2

- Sir Ector rolls 4 dice for Martial Skill and rolls 2 Bonus Dice. He gets 3 successes.
- Sir Roland rolls 4 dice for Martial skill and 3 Bonus Dice. He subtracts 1 for being Battered and 1 for moving at a Run. He scores 2 successes.
- Sir Ector has scored 1 more success and makes a clumsy sweeping attack. This will give him +1d6 on the Clash Table but -1d6 on the Damage Table.

CLASH PHASE 2

- Sir Ector rolls 4 dice for prowess and uses his remaining 4 Bonus Dice plus 1 die for the Sweeping Attack. He scores 4 successes and adds 4 successes for his Martial Skill for a total of 8 successes.
- Sir Roland rolls 3 dice for his Prowess (reduced in last course) and rolls his 3 remaining Bonus Dice. He subtracts 1 for being Battered, and scores 0 successes. He adds 4 successes for his Martial Skill
- Sir Ector wins by 3 or more successes and scores another solid blow!

HIT LOCATION AND DAMAGE



- Sir Ector rolls a 6 on the Hit Location table striking Sir Roland in the Chest.
- Sir Ector rolls 4 dice for his Prowess and must subtract 1 for his clumsy Sweeping Attack. He scores 1 success and breaks a lance scoring 1 point. He now leads 2 to 0 having broken a lance in the first course.

RECOVERY

- Sir Ector rolls his 5 spent Bonus Dice and scores 1 success. He will only have 1 Bonus Die to run the final course.
- Sir Roland rolls his 6 spent Bonus Dice and recovers 4 of them. He's gonna need them.

KICK PHASE 3

- Sir Ector declares he is moving at a Gallop. He rolls 4 dice for his Horsemanship. He scores 1 success so must roll to find the Speed the horse. He rolls a 5 and the horse moves at a Trot.
- Sir Roland declares a Gallop and rolls 4 dice for his Horsemanship but must subtract 1 for being Battered. He gets 2 successes and moves at a Gallop.

JOUST- HEROES OF THE LISTS

CHARGE PHASE 3

- Sir Ector rolls 4 dice for his Martial Skill, uses his last Bonus Die and adds 1 die for moving at a Trot. He rolls 3 successes and adds 4 successes for his Horsemanship for a total of 7 successes.
- Sir Roland rolls 4 dice for his Martial Skill adds 2 Bonus Dice and subtracts 1 die for being Battered. He scores 3 and adds 4 successes for his Horsemanship for a total of 7 successes.
- The Knights have scored the same number of successes so there is no modifier in the Clash Phase.

CLASH PHASE 3

- Sir Ector rolls 4 dice for his Prowess and gets 3 successes, he adds 4 successes for his Martial Skill for a total of 7
- Sir Roland rolls 3 dice for his current Prowess and uses his last 2 Bonus Dice, subtracting 1 for being Battered. He rolls 2 successes and adds his 4 for Martial Skill for a total of 6 successes.
- Sir Ector has won by only 1 success so both Knights strike each other and ignore modifiers for Horse Speed.



HIT LOCATION AND DAMAGE

- Sir Ector rolls 2d6 on the Hit Location Table and scores a 10 striking Sir Roland's shield.
- Sir Ector rolls 4 dice for his Prowess and scores 2 successes, breaking a lance and causing another Battered result which has no further effect. He scores 1 point and that brings his total to 3.
- Sir Roland rolls a 6, a hit on Sir Ector's chest.
- Sir Roland rolls 3 dice for his current prowess. He scores 2 successes and breaks a lance he causes a Battered results and a -2 reduction in Sir Ector's Prowess.

END OF THE JOUST

The joust is over and Sir Ector is the victor with 3 lances to 1. Both Knights will recover from being Battered and Attribute reductions. Both will recover all Bonus Dice before their next Joust.

Sir Ector gains 12 Fame points and gets 1200 Gold Florins from Sir Roland.

** Just a note; With 1 more success on the Damage Table Sir Roland would have unhorsed Sir Ector for a great comeback!*



JOUST- HEROES OF THE LISTS

ACKNOWLEDGEMENTS

Special thanks go out to:

Ed - For allowing me to work on things I enjoy.

Patrick Lewis – The original RSBS guy, the first THW game I ever played.

Lisa - For loving me and putting up with little men.

Marjorie Sidenblad - My grandmother, for reading me King Arthur and the Knights of the Round Table, allowing a small boy to have big dreams.

FINAL WORD

Just wanted to say that Ken has come up with a brilliant little game that combines strategy and planning with a bit of luck. Thanks for putting it together and definitely one of my favorites.

Ed 9/2011

KNIGHT ROSTERS

In this section we provide a Knight Roster. Each Knight has a roster that must be filled out prior to the joust and used to track damage and horse speed.

Here is each area on the Roster and how it is filled out:

Name - The Knight's name. Under this is a blank shield that can be used to draw in the Coat of Arms of the Knight.

Martial Skill - Write in the current Martial Skill Attribute of the Knight subtracting from it as damage is taken.

Prowess - Write in the current Prowess Attribute of the Knight subtracting from it as damage is taken.

Horsemanship - Write in the current Horsemanship Attribute of the Knight subtracting from it as damage is taken.

Bonus Dice - Write the current number of Bonus Dice the Knight has, reducing it as they are used and adding them as they are recovered.

Fame - Write in the total number of Fame points the Knight has accumulated over his career and the current balance of unused Fame that can be used to improve Attributes

Wealth - Write in the current number of Gold Florins the Knight has.

History - Use this section for any note you may want to write.

Joust Record - Use this area to track the performance during the joust.

- The columns are numbered from 1 to 3 across the top. As the event happens fill in the boxes in the column.
- **Speed** - After the Kick Table is used fill in the current Speed of the horse.
- **Charge** - After rolling on the Charge Table fill in the number of successes scored and any modifier to the following Clash Table.
- **Clash** - After rolling on the Clash Table fill in the number of successes scored and any modifier to the upcoming Damage Table.
- **Hit Location** - After rolling on the Hit Location Table fill in the area that was hit.
- **Damage** - After rolling on the Damage Table fill in the damage that was scored.
- **Points** - Place the number of points scored by the Knight in this box.

Scoring - Use this table to determine how many points were scored by the Knight.

NPK Withdrawal - Use this table to determine if a Non-Player Knight must Withdraw from the Lists.

JOUST- HEROES OF THE LISTS

NAME _____

HISTORY _____



MARTIAL SKILL _____

PROWESS _____

HORSEMANSHIP _____

BONUS DICE _____

FAME _____

WEALTH _____

| | 1 ST | 2 ND | 3 RD |
|--------------|-----------------|-----------------|-----------------|
| Speed | | | |
| Charge | | | |
| Clash | | | |
| Hit Location | | | |
| Damage | | | |
| Points | | | |

SCORING

| RESULT | POINTS |
|--|--------|
| Striking Crest | 10 |
| Unhorsing Opponent | 5 |
| Forcing Opponent to Drop Lance | 2 |
| Opponent Withdraws from the Lists | 2 |
| Breaking a Lance against an Opponent | 1 |
| Opposing Knight Killed. Forfeit Joust. | DQ |
| Striking a Horse. Forfeit Joust. | DQ |

2 NPK WITHDRAWAL
 (Taken vs. current Prowess)
 Any result of "6" is an automatic failure

| #D6 | RESULT |
|---------------|--|
| PASSED | |
| 2 | NPK continues. |
| 1 | NPK will withdraw if another Bloodied or Battered result is obtained |
| 0 | NPK withdraws |

JOUST- HEROES OF THE LISTS

THE KICK

(Counting successes)

NPK will roll all Bonus Dice.
Use a Bonus Dice for each "1" that is scored.

| CIRCUMSTANCE | MODIFIER |
|----------------------------|----------|
| Each point of Horsemanship | +1d6 |
| Each Bonus Die if used | +1d6 |
| Knight is Battered | -1d6 |
| Knight is Bloodied | -2d6 |

| SUCCESSES | DECLARED SPEED | | | |
|-----------|----------------|---------------|----------------------|----------------------------------|
| | SPRINT | RUN | GALLOP | TROT |
| 2 or more | Sprint | Run | Gallop | Trot |
| 1 | Run | Gallop | (1-3) Run (4-6) Trot | (1-3) Gallop (4-6) Bucks/Rears * |
| 0 | Bucks/Rears * | Bucks/Rears * | Bucks/Rears * | Bucks/Rears moves at Gallop * |

* Immediately roll on the Buck/Rear Table.

BUCK/REAR

(Counting successes)

NPK will roll all Bonus Dice.
Use a Bonus Dice for each "1" that is scored.

| CIRCUMSTANCE | MODIFIER |
|----------------------------|----------|
| Each point of Horsemanship | +1d6 |
| Each Bonus Die if used | +1d6 |
| Knight is Battered | -1d6 |
| Knight is Bloodied | -2d6 |

| SUCCESSES | RESULTS |
|-----------|--|
| 3 or more | Recovers at attempted speed |
| 2 | Recovers at slower speed/trot recovers at gallop |
| 1 | Shies from tilt -1 success in the Charge |
| 0 | Unhorsed |

2 NPK HORSE SPEED

(Taken vs. Horsemanship)

| # D6 PASSED | SIGNATURE |
|-------------|---|
| 2 | Gallop. |
| 1 | If the passing d6 is 2, 4 or 6 then Sprint. If the passing d6 is 1, 3 or 5 then Run. |
| 0 | Trot |

2 RECOVERY

(Taken vs. original Prowess)

Any result of "6" is an automatic failure

| # D6 PASSED | SIGNATURE |
|-------------|---|
| 2 | Knight recovers lost Attribute Points and fit to return to the Tilts. |
| 1 | Knight recovers all Attribute Points but must sit out the rest of the Tournament. |
| 0 | Knight that has a chest or head wound (Bloodied) will die. Otherwise will recover but his Prowess is immediately reduced by one level. Must sit out the rest of the season, i.e. spring, summer or fall but may return the following season at the reduced Prowess. |

Kick

Recovery

JOUST- HEROES OF THE LISTS

CHARGE

(Counting successes)

NPK will roll all Bonus Dice.

Use a Bonus Die for each "1" or "2" that is scored.

Charge

| CIRCUMSTANCE | MODIFIER | CIRCUMSTANCE | MODIFIER |
|-----------------------------|----------|----------------------------|------------|
| Each point of Martial Skill | +1d6 | Horse shies from Tilt | -1 success |
| Each Bonus Die if used | +1d6 | Each point of Horsemanship | +1 success |
| Horse moving at Trot | +1d6 | | |
| Horse moving at Run | -1d6 | | |
| Horse moving at Sprint | -2d6 | | |
| Knight is Battered | -1d6 | | |
| Knight is Bloodied | -2d6 | | |

| SUCCESSES | RESULTS | MODIFIERS TO CLASH |
|--------------------------|--|------------------------------|
| 3+ successes more | Knight lines up lance for straight attack | +2 successes |
| 2 successes more | Knight lines up lance for good angle of attack | +1 success |
| 1 success more | Knight lines up lance for sweep attack | +1d6 in Clash/-1d6 to Damage |
| Same number of successes | Knights unable to gain advantage | No modifier |

CLASH

(Counting successes)

NPK will roll all Bonus Dice.

Use a Bonus Die for each "1", "2" or "3" that is scored.

Clash

| CIRCUMSTANCE | MODIFIER | CIRCUMSTANCE | MODIFIER |
|------------------------|----------|-----------------------------|--------------|
| Each point of Prowess | +1d6 | Straight on Attack | +2 successes |
| Each Bonus Die if used | +1d6 | Good Angle of Attack | +1 success |
| Sweeping Attack | +1d6 | Each point of Martial Skill | 1 success |
| Knight is Battered | -1d6 | | |
| Knight is Bloodied | -2d6 | | |

| SUCCESSES | RESULTS |
|--------------------------|--|
| 3+ successes more | Knight makes a Solid Blow Go to Hit Location then Damage Table add 1 success |
| 2 successes more | Knight scores a hit go to Hit Location then Damage Table |
| 1 success more | Both Knights go to Hit Location then Damage Table ignoring modifiers for Horse Speed |
| Same number of successes | Knight unable to couch lance for contact both recover 1 Bonus Die and move to ends of the Tilt |

JOUST- HEROES OF THE LISTS

2 HIT LOCATION

(Adding the results together)

| SCORE | HIT LOCATION |
|-------|--------------------------------------|
| 2 | Horse struck! Knight is Disqualified |
| 3 | Left Leg |
| 4 | Shield |
| 5 | Right Arm |
| 6 | Chest |
| 7 | Shield |
| 8 | Shield |
| 9 | Helm |
| 10 | Shield |
| 11 | Chest |
| 12 | Crest - Score 10 points! |

Hit Location

DAMAGE

(Counting successes)

Damage

| CIRCUMSTANCE | MODIFIER | CIRCUMSTANCE | MODIFIER |
|------------------------|----------|--------------|--------------|
| Each point of Prowess | +1d6 | Solid Blow | +1 successes |
| Horse moving at Run | +1d6 | | |
| Horse moving at Sprint | +2d6 | | |
| Horse moving at Trot | -1d6 | | |
| Sweeping Attack | -1d6 | | |
| Crest Struck | -2d6 | | |

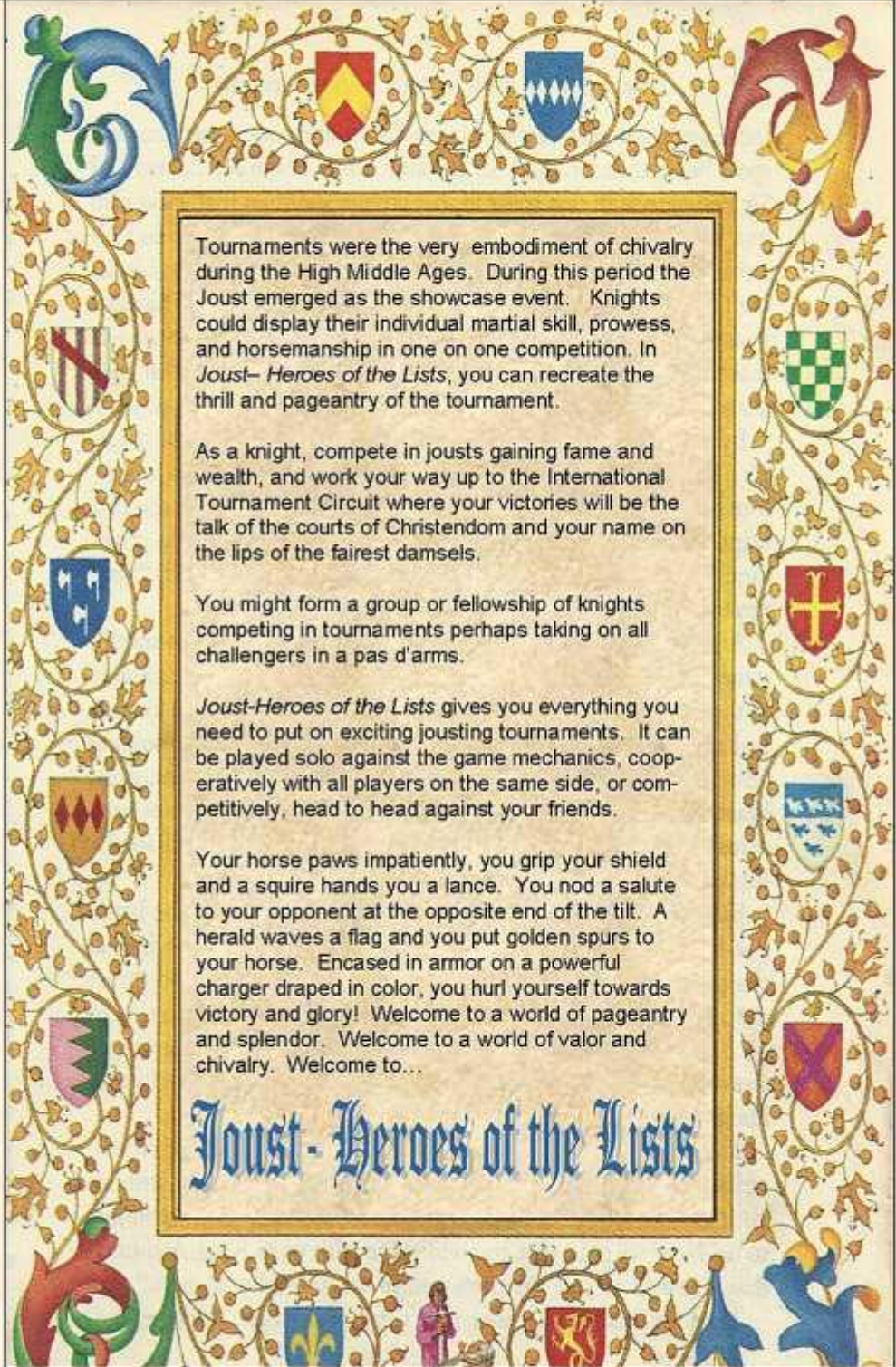
| SUCCESSSES | HELM/CREST | ARM | CHEST | LEG | SHIELD |
|-------------|---|---|--|--|---|
| 1 or lower | Lance broken | Lance broken | Lance broken | Lance broken | Lance broken |
| 2 | Lance broken Battered plus -1 M & -1 P | Lance broken Battered plus -1 P | Lance broken Battered plus -2P | Lance broken Battered plus -1H | Lance broken Battered |
| 3 | Lance broken Battered plus -1M & -2P Also Unhorsed | Lance broken Battered plus -2 P | Lance broken Battered plus -2P Also Unhorsed | Lance broken Battered plus -2H | Lance broken Battered/ plus -1P |
| 4 | Lance broken Bloodied plus -2M & -2P Also Unhorsed | Lance broken Bloodied plus -3 P Also Drop Lance | Lance broken Bloodied plus -3 P Also Unhorsed | Lance broken Bloodied plus -2 HS & -2P | Lance broken Battered plus -2P |
| 5 or higher | Lance broken Killed! | Lance broken Bloodied plus -4P Also Drop Lance | Lance broken Bloodied plus -4 P Also Unhorsed | Lance broken Bloodied plus -3H & -3 P Also Unhorsed | Lance broken Battered plus -2P Also Unhorsed |

Knights in Shining Armor



Inside you will find:

- A full color Tiltyard and knight counters.
- Rules to create your knights.
- A roster to record your knight's information.
- Four different Locales to joust in from Fairs and Markets to the International Tournament Circuit.
- Campaign rules that cover your knight's path to fame and wealth.



Tournaments were the very embodiment of chivalry during the High Middle Ages. During this period the Joust emerged as the showcase event. Knights could display their individual martial skill, prowess, and horsemanship in one on one competition. In *Joust- Heroes of the Lists*, you can recreate the thrill and pageantry of the tournament.

As a knight, compete in jousts gaining fame and wealth, and work your way up to the International Tournament Circuit where your victories will be the talk of the courts of Christendom and your name on the lips of the fairest damsels.

You might form a group or fellowship of knights competing in tournaments perhaps taking on all challengers in a pas d'arms.

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Your horse paws impatiently, you grip your shield and a squire hands you a lance. You nod a salute to your opponent at the opposite end of the tilt. A herald waves a flag and you put golden spurs to your horse. Encased in armor on a powerful charger draped in color, you hurl yourself towards victory and glory! Welcome to a world of pageantry and splendor. Welcome to a world of valor and chivalry. Welcome to...

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