

JOUST!

A set of rules for a simple multi-player table-top medieval jousting game.

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(Exodus 20:15 – “Thou shall not steal.”)

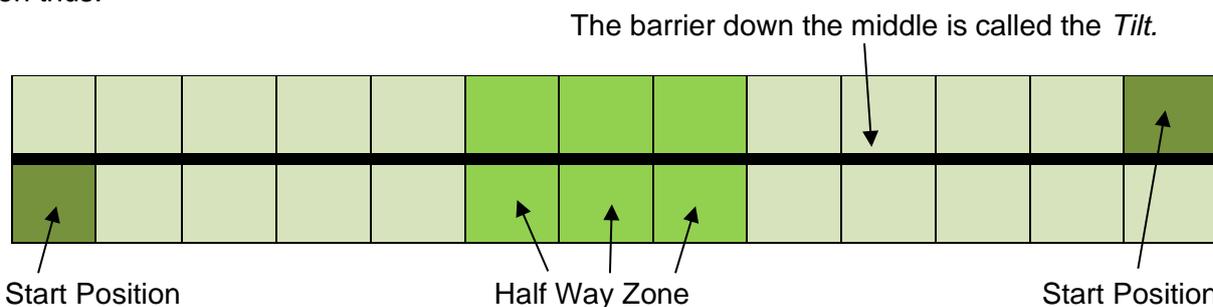


As noted, *JOUST!* is a set of rules for a simple multi-player table-top medieval jousting game.

It can be played with or without miniatures. If using miniatures, then any scale of miniatures can be used.

You, as a player, take on the role of a knight. You can only control one knight during the game.

The track that a joust occurs on is called a *List*. You will need to make (or draw) a simple List to play the game on thus:



Players can use any method that they can all agree on to determine which two knights will pair off against each other. The only restriction is that a knight that has been *unseated* in a joust cannot be involved in the very next joust (because the knight is off having his injuries attended to).

How is the game played?

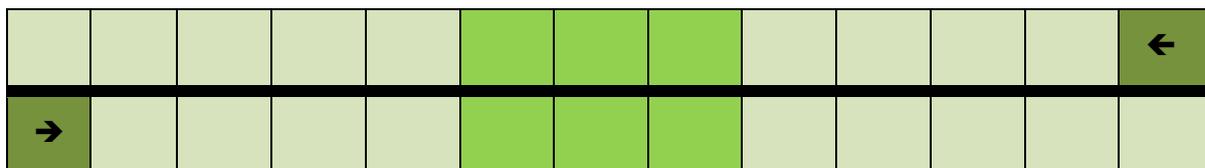
The overall aim of a joust is to *unseat your opponent whilst remaining seated yourself*. When you unseat your opponent, you normally gain a *victory token* (but not always). To win the game, your knight must be the first one to collect an agreed number of victory tokens (say ten).

Each individual *joust* consists of a series of *passes* (charges). Each individual pass consists of a number of *phases* each done in the order as noted.

Before starting a joust, and for an added bit of fun, the other players that are not involved in the joust can place wagers on which knight will unseat the other. Then, when any and all wagers have been agreed to, the joust commences thus:

PHASE 1: PLACE YOUR KNIGHTS

To start, the players place their knights on the List in the start positions facing towards each other thus:



PHASE 2: DETERMINE THE INITIATIVE

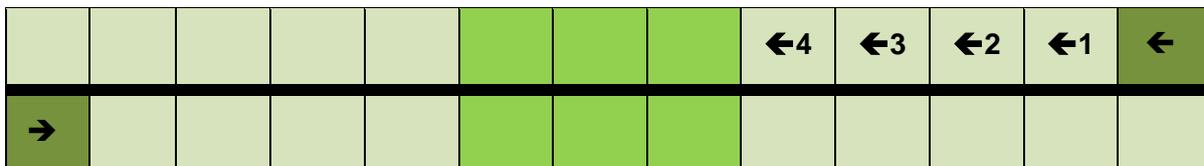
To determine which knight takes the *initiative*, each player simply rolls a D6 (a standard six-sided dice reading 1 to 6); re-roll on a tie. The player rolling the *highest* dice roll has the initiative.

When everyone is ready, the two knights then conduct a *pass* (charge) at each other as set out below.

PHASE 3: CONDUCTING A PASS

First, the player with the initiative rolls 1D6 and moves his knight forward directly towards his opponent this 1D6 number of squares. A knight cannot cross the tilt, and cannot go backwards.

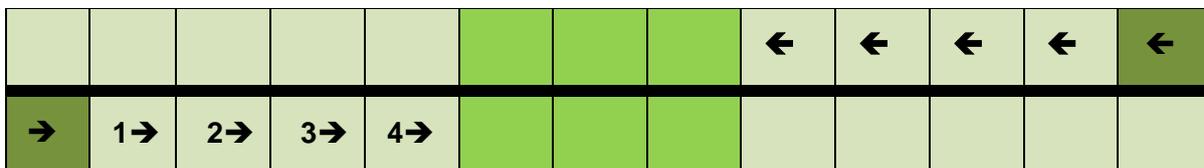
For example, say the player with the initiative rolls a 4. The player moves his knight forward four squares thus:



The player controlling the other knight then rolls 1D6, and moves his knight forward directly towards his opponent this 1D6 number of squares. Again, a knight cannot cross the tilt, and cannot go backwards.

Now, when moving towards each other, if your knight comes **directly alongside** the other knight, then both knights immediately **stop at that position and the strike takes place** (see Phase 4: *Resolving the Strike*).

Continuing the above example: Say the other player also throws a 4. That player moves his knight forward four squares along the Tilt thus:



Now, since neither knight has yet come directly alongside the other, then the knight with the initiative rolls a 1D6 again, and continues to move his knight forward towards his opponent this 1D6 squares.

Players keep rolling in this alternating fashion until the knights come directly alongside each other.

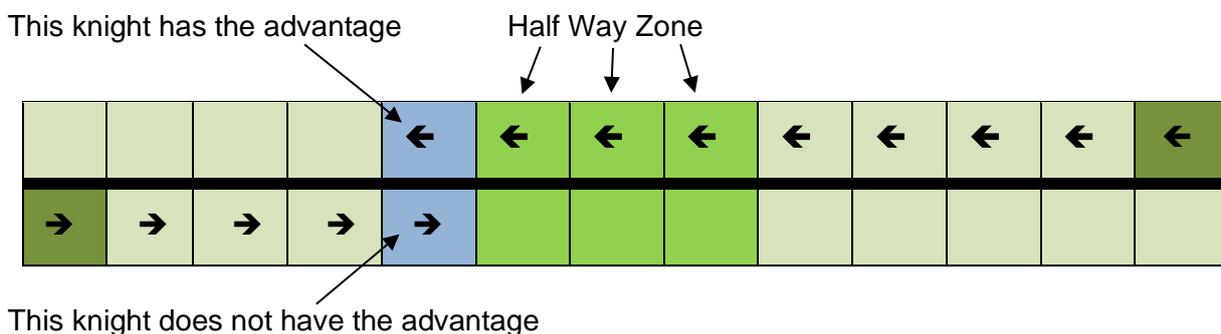
Continuing the above example: Play passes back to the knight with the initiative. That player (say) rolls a 5. He begins to move his knight forward a further five squares. However, after moving four squares, his knight comes has alongside his opponent, and so his knight stops there thus:



Now that the knights are directly alongside each other, the players stop moving, and proceed to *resolve the strike* (see below).

PHASE 4: RESOLVING THE STRIKE

First, if your knight has charged **past the half way zone**, then you knight has the **advantage**. For example:





Having the *advantage* means that you get to roll your knight's *hit location dice* AND determine the result of that roll before the other player gets to roll his knight's hit location dice and determine the result of his dice roll.

Therefore, if a knight with the advantage manages to *unseat* his opponent first, then his opponent doesn't get to roll at all.

In the situation where both knights meet somewhere in the Half Way Zone, then both knights roll their hit location dice at the same time, and determine the result their dice rolls at the same time.

Now, **a knight always starts a joust with zero injury points**. A knight's *injury point level* then accumulates (builds up) during the joust as the knight suffers hits that result in a number of *injury points* (see below). Players can keep track of their accumulated injury points by using a dice or some other convenient method.

Now, if a knight accumulates **six or more injury points**, then that knight's injury level means that he is **unable to continue**, and this will have a bearing on the final outcome of the joust (see page 4).

So, to *resolve the strike*, the player first rolls a D12 (a standard twelve-sided dice reading 1 to 12) when and as required. The result of this twelve-sided dice roll is the *hit location* where your lance strikes your opponent, and the *result* of what a hit in that location does is as set out below:

Dice Roll	Hit Location and Result
1.	Left Arm – Your opponent deflects the lance with his shield resulting in no injuries .
2.	Left Hand – Your opponent deflects the lance with his shield resulting in no injuries .
3.	Left Leg – Although your opponent partially deflects the lance with his shield, he still takes a glancing blow to the left leg, and so he accumulates one injury point .
4.	Left Foot – Your lance hits the tilt resulting in no injuries .
5.	Right Arm – Your opponent takes a glancing blow to the right arm, and so accumulates one injury point .
6.	Right Hand – Your opponent takes a glancing blow to the right hand, and so accumulates one injury point .
7.	Right Leg – You have done a most unchivalrous thing. By taking aim in the direction of the right leg, you have clearly taken aim at the opponent's horse! Karma takes over, and so when your lance hits the horse's armour it breaks into two and the broken piece flies back and hits you fair and square in the face. Therefore, YOUR knight accumulates two injury points . Such is karma.
8.	Right Foot – Your lance hits the tilt resulting in no injuries .
9.	Stomach – Although your opponent partially deflects the lance with his shield, he still takes a glancing blow to the abdomen, and so he accumulates two injury points .
10.	Chest – Your opponent barely deflects your lance with his shield and so he takes a reasonably good hit to the chest area. As a result, your opponent accumulates three injury points .
11.	Head – A poor and awkward attempt to block a hit to the chest area allows your lance to slide up your opponent's shield and hit him in the head instead. As a result, your opponent accumulates four injury points .
12.	Full Body – Your opponent momentarily loses sight of your lance, and therefore he fails to deflect it at all. As a result, your opponent suffers a textbook hit to the chest area, and he is unseated and falls heavily to the ground.

(Remember, if a knight with the advantage unseats his opponent first, then his opponent doesn't get to roll his hit location dice at all).

When the result of the strike has been determined (see the previous page), the player then proceeds to determine the *outcome* of the pass in the order as set out below.

First, if a knight has been *unseated*, then the outcome of the pass is determined thus:

If only one knight has been unseated:

In the situation where your knight has unseated your opponent, and your knight has not been unseated, then your knight *wins* the joust and so gains one victory token. This joust is over, and so play moves on to a new joust.

If both knights have been unseated:

In that rare circumstance where both knights have managed to unseat each other at the same time, then this joust is over, and play moves on to a new joust. Remember, the ultimate aim of a joust is to unseat your opponent whilst remaining seated yourself, and this hasn't happened. Therefore, neither knight obtains a victory token.

What happens if my opponent has been unseated, but my knight's injury level means that he is unable to continue?

Again, the ultimate aim of a joust is to unseat your opponent whilst remaining seated yourself. Although your knight is unable to continue because of his injuries, your knight has not been unseated but your opponent has been. Therefore, your knight wins the joust (just) and so gains a victory token. This joust is over, and so play moves on to a new joust.

However, your knight cannot be involved in the very next joust (because he is off having his injuries attended to).

Otherwise, if neither knight has been unseated, then players check their knight's injury levels, and the outcome of the pass is then determined thus:

If both knights are found to be unable to continue:

In the situation where both knights are found to be unable to continue at the same time, then in order to save the reputations of those involved, the Marshal of the Field orders both of them to *withdraw* and attend to their injuries, and then to return at a later time to continue the joust. This joust is over, and so play moves on to a new joust.

Neither of these knights can be involved in the very next joust (because they are off having their injuries attended to). Instead, both knights return immediately after the next joust to continue their joust (and remember that a knight always starts a joust with zero injury points).

If only one knight is able to continue:

In the situation where your opponent is unable to continue because of his injuries, but your knight is able to continue, then your opponent is forced to *yield*. Therefore, your knight wins the joust by *default*, and so gains one victory token. This joust is over, and so play moves on to a new joust.

A knight that is forced to yield cannot be involved in the very next joust (because he is off having his injuries attended to).

And finally:

If both knights are able to continue, then that's what they do – they continue to joust. The two knights proceed to conduct another *pass* at each other (see Phase 1), and they keep conducting passes at each other until one or both of the knights are unseated, or one or both of the knights are unable to continue due to their injuries.