

The Flail Snails Jousting Tourney

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Flail&Snails Jousting Rules

Each participant creates a Knight (Fighting Man or Cleric) to enter the lists. Roll 3d6 (in order of STR, INT, WIS, DEX, CON, and CHA) for your character's starting abilities. Fighting Men roll 2d6 hit points, and Clerics d6. Each Knight also rolls 3d6 x 10 for starting gold pieces.

After determining your starting ability scores and class, you next roll on the character station table to determine your position in the ranks of the Nobility.

KNIGHT'S STATION

2d6 Roll	Starting Station	Armor	Shield	Horse
2	Imposter	-2	-2	-2
3-4	Mercenary	0	0	0
5-9	Bachelor	+2	+1	+1
10-11	Landed	+4	+2	+2
12	Nobility	+6	+3	+3

After determining your station, use the modifiers from the Knight's Station Table above, roll on the starting armor, shield, and horse tables below for your Knight's starting equipment.

STARTING ARMOR

d8+Mods	Armor
0-4	Boiled Leather (AC 8)
5-9	Mail Hauberk (AC 5)
10-11	Mail & Plate (AC 4)
12	Full Plate (AC 3)

STARTING SHIELD

d6+Mods	Shield
0-2	Wooden Round Shield (BF# 1-4)
3-4	Wooden Kite Shield (BF# 1-3)
5-6	Reinforced Round Shield (BF# 1-2)
7-9	Reinforced Kite Shield (BF# 1)

STARTING HORSE

d6+Mods	Horse	Mod to Save	Mod to Dmg
0-2	Riding Horse	-2	+0
3-4	Light Warhorse	0	+1
5-6	Medium Warhorse	+1	+2
7-9	Heavy Warhorse	+2	+3

Your Knight's starting horse affects his Save vs. Unhorsing and his ability to damage an opponent when striking to injure.

The next step is to generate your Knight's squire and his starting retinue of henchmen. This is modified by your character's Station and Charisma score as seen on the tables below.

STARTING SQUIRE & RETINUE MODIFIERS

Station	Mod.	Charisma	Mod.
Imposter	-2	3-4	-4
Mercenary	0	5-6	-1
Bachelor	+1	7-9	0
Landed	+3	10-12	+1
Nobility	+6	13-15	+2
		16-17	+3
		18	+4

STARTING SQUIRE (d10 + Mods from table above)

d10+	Class / Level	HP	AC	Gear
<0	None	-	-	-
1	0 Level	3	10	Sword
2	T1	3	10	Silver Dagger
3	F1	5	8	Boiled Leather, Dagger, Sword
4	T1	4	8	Long Bow, Boiled Leather Armor, Sword, Dagger
5	C1	3	10	Cudgel
6	F1	4	5	Scale Mail, Wooden Round Shield, Sword, Dagger
7	T1	4	10	Short sword
8	T1	3	10	Dagger
9	MU1	3	6	Dagger, Spell Book with Sleep and Read Magic
10	T1	3	8	Boiled Leather, Dagger
11	MU1	4	10	Dagger, Spell Book with Charm Person and Sleep
12	F1	5	6	Ring Mail, Wooden Round Shield, Sword, Dagger
13	F1	5	6	Ring Mail, Wooden Round Shield, Sword, Dagger
14	F1	5	6	Ring Mail, Wooden Round Shield, Sword, Dagger
15	F1	7	4	Mail Hauberk, Wooden Round Shield, Sword, Dagger
16	F1	7	6	Ring Mail, Wooden Round Shield, Sword, Dagger
17	F2	16	5	Mail Hauberk, 2H Sword, Dagger
18	F2	12	4	Mail Hauberk, Wooden Round Shield, Sword, Dagger
19	F2	14	5	2H Hammer, Sword, Dagger, Mail Hauberk
20	C2	10	4	Mace, Mail Hauberk, Wooden Round Shield

STARTING RETINUE (total of modifiers from above)

Total Mod.	Retinue
<0	None, you are alone in the world.
1-2	2 Filthy Peasants you pay to guard your camp.
3-6	5 Men-at-Arms (0 Level) Armed with clubs.
7-9	5 Men-at-Arms (0 Level) Boiled Leather Armor, Swords
9	1 Sergeant (FM1) Boiled Leather, Sword + 5 Men-At-Arms (0 Level) with Spears
10	1 Sergeant (FM1) Ring Mail, Sword + 10 Men-At-Arms (FM 1) Boiled Leather, Spears

Each joust will consist of three passes, and during each pass both contestants must declare the Aiming Point (AP) and Defensive Posture (DP) for the pass. The results of each pass will be judged secretly by the JM (*Joust Master, of course*).

AIMING POINT *(see shield diagram)*

Helm
Dexter Chief (DC)
Chief Pale (CP)
Sinister Chief (SC)
Dexter Fess (DF)
Fess Pale (FP)
Sinister Fess (SF)
Base

DEFENSIVE POSTURES

1: Lower Helm
2: Lean Right
3: Lean Left
4: Steady Seat
5: Shield High
6: Shield Low

Certain DP are not allowed when some AP are used. Use the table below to determine if your DP and AP are compatible. If a JM finds your DP/AP combination illegal, he will determine randomly your DP/AP for the pass. So choose wisely.

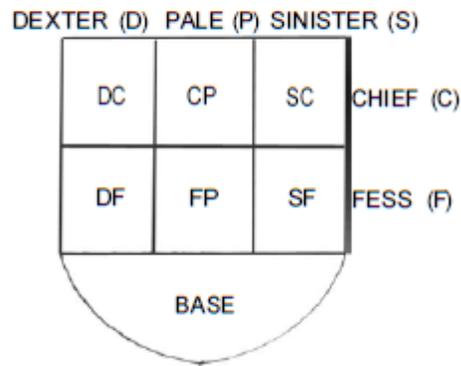
ALLOWED DEFENSIVE POSTURE

Aiming Point	Defense
Helm	4-6
Dexter Chief (DC)	3-6
Chief Pale (CP)	Any
Sinister Chief (SC)	2,4-6
Dexter Fess (DF)	4-6
Fess Pale (FP)	Any
SF (Sinister Fess)	4-6
Base	1,4-6

JOUSTING TABLE

Aiming Point	Defensive Posture					
	1	2	3	4	5	6
Helm	M	M	M	H	U	M
Dexter Chief (DC)	U	B	M	B	B	M
Chief Pale (CP)	B/U/I	U	G	B	B/U	U/I
Sinister Chief (SC)	G	M	B	G	G	U/I
Dexter Fess (DF)	B/U/I	B/U	M	B	M	B
Fess Pale (FP)	B/U	G	B	B/U	B/U/I	B
SF (Sinister Fess)	G	M	B/U	G	G	G
Base	B	G	U	B	B/U/I	B

THE SHIELD:



RESULTS

B	-	Broken Lance*
G	-	Glances Off
H	-	Helm Knocked Off*
I	-	Injured
M	-	Miss
U	-	Unhorsed

Any knight who breaks his lance or has his helm knocked off must assume a steady seat (4) next pass.

The Jousting Table above is taken from the Chain Mail rules for jousting. However, please take note of the following additions to the Results table.

- Results of Unhorsed will actually consist of a saving throw based on your STR or DEX score (whichever is best). A failed save means the knight has fallen from the saddle and lost the round (unless both Knights have been unhorsed – see below).
- Results of Broken Lances may also break the defender’s shield (based on a shield’s breaking factor – BF, as seen in the shield table). A Knight may continue the joust without a shield if he has not purchased a backup for such contingencies.
- A result of Injured will require a secret “to-hit” roll versus the defender’s AC based upon the attacker’s level and modifiers. If the Knight is hit for damage, he must also make a saving throw vs. Death to remain on the horse. Regardless of the saving throw, the Knight will take full damage from the hit with the lance. This can sometimes cause death, a risk all tourney Knights must face.

- A result of Helm Knocked Off will require a saving throw vs. Dragon Breath to prevent being unhorsed. A failed saving throw results in a loss (unless both Knights are unhorsed).

SCORING

The object of the joust is obviously to unhorse your opponent, and that results in an immediate win. However you only have 3 passes to attempt to unhorse the opponent. If neither side is able to unhorse the other (or they are both unhorsed on the same pass) then a score will be used to determine the winner. The table below shows the points scored for various hits in the joust. In the event of a draw, both Knights will advance to the next round.

JOUSTING SCORING TABLE

Result	Score
Opponent's Helm Knocked Off (not unhorsed)	+1
Opponent's Helm Knocked Off & Unhorsed In One Pass	+4
Opponent's Shield Broken	+1
Opponent Unhorsed	+3
Opponent Injured	+1
You're Injured	-1
Your Lance is Broken	+1
Your Shield Broken	-1

RANSOM

Each knight must pay a ransom after each loss in a joust or forfeit his armor (not shield) and horse. The amount of ransom is equivalent to the cost of the armor type and horse based on the following price chart (a modified version of the Labyrinth Lord rules).

Mount Type	Ransom
Riding Horse	50gp
Light Warhorse	75gp
Medium Warhorse	125gp
Heavy Warhorse	200gp

Armor Type	Ransom
Boiled Leather	10gp
Mail Hauberk	75gp
Mail & Plate	200gp
Full Plate	350gp

