

Joust

By Peter Cobcroft 2009



This work is licensed under a [Creative Commons Attribution-NonCommercial-ShareAlike 2.5 License](https://creativecommons.org/licenses/by-nc-sa/2.5/).

Description

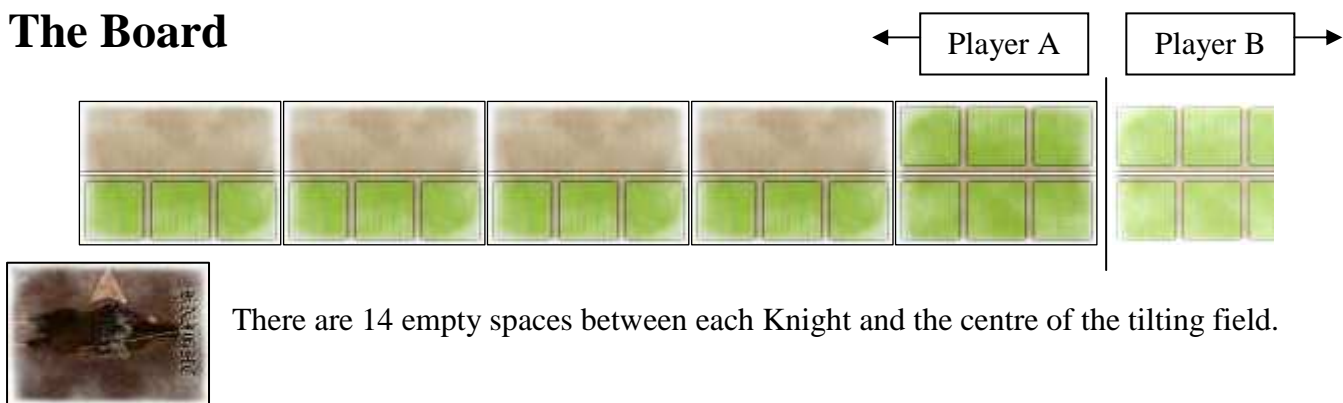
Each player is a medieval Knight in a Jousting tournament. This is a two player card game. Cards are also used for the board, only 2 dice and 2 counters are required. Play consists of using 3 cards each turn from a player's own deck – A card to modify where the lance is aimed, a card to change your horse's speed and a card to move your knight. Cards are not re-used in a tilt.

Equipment

To play this game you will need-

- Shield Cards (4 cards for each player)
- Hit Location Cards (18 cards)
- Aim Cards (9 cards for each player)
- Knight Cards (9 cards for each player)
- Horse Cards (8 cards for each player)
- 1 die to represent speed for each player
- 1 counter to represent your aim point for each player

The Board



Note-

Impact between charging knights may not occur exactly at the centre line, it usually occurs on one side or the other.

Setup

Place the board (4 cards with 3 squares, 2 cards with 6 squares and 4 more cards with 3 squares), and randomly determine the First Player.

The First Player places their aim counter on one of the four starting location on the hit location chart.

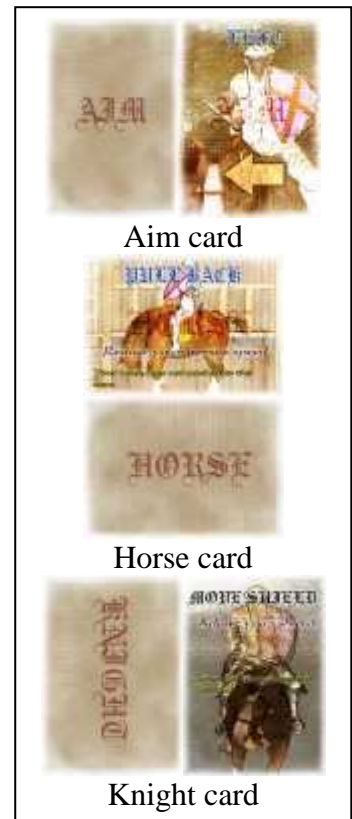
- The other player then places their aim counter on a starting location (it may be the same one).
- The starting locations are **A1, A5, D1, D5**



Horses start at speed 0.

The Turn

1. Both players must put face down in front of them 1 Aim card, 1 Horse card and 1 Knight card.
2. Players turn over **aim** cards and resolve them.
 - o The First Player resolves their card before the other player.
3. Players turn over **horse** cards and resolve them.
 - o The First Player resolves their card before the other player.
4. Both horses accelerate unless cards change their behaviour.
 - o If a horse is travelling at less than 6 speed, increase its speed by 1.
5. Move the horses.
 - o Check for **The Break**.
 - o Check for **The Impact**.
6. Players turn over **knight** cards and resolve them.
 - o The First Player resolves their card before the other player.
7. The other player now becomes the First Player.







Hit Locations

A1 Far left of head Miss <u>START</u>	A2 Left of head Miss	A3 Head +2 Impact	A4 Right of head Miss	A5 Far right of head Miss <u>START</u>
	B1 Left of chest Miss	B2 Chest - Left +1 Impact	B3 Chest - Right	B4 Right of chest Miss
	C1 Left of torso Miss	C2 Torso - Left +1 Impact +1 Balance to opponent	C3 Torso - Right +1 Balance to opponent	C4 Right of torso Miss
D1 Left of Leg <i>BREAK</i> <u>START</u>	D2 Leg - Left <i>BREAK</i>	D3 Horse Disqualified <i>BREAK</i>	D4 Leg - Right +1 Balance to opponent	D5 Right of legs Miss <u>START</u>

The Shield

The shield can be in one of four locations, the default location for the shield is **Outward** unless a player changes it through use of cards.

There are advantages and disadvantages to using a shield in jousting. The advantage is that it lessens the impact of blows and you can therefore retain your balance more easily. The disadvantage is that it is large and makes your profile larger - some areas that would have been misses otherwise, are now hits.

	Down Shield	Impact	Up Shield	Impact	
	B3	-1	A3	-1	
	C3	-2	A4	-2	
	C4	-1			
	Inward Shield	Impact	Outward Shield	Impact	
	B2	-1	A4	-1	
	B3	-2	B3	-2	

The Break

When both knights are at range 0 on the map, impact occurs. Even if this is partway during a horse's move for their speed.

- Any aim point to the left in levels D (D1, D2 or D3) becomes an automatic miss - the body of the opponent's horse blocks the hit.
 - If you have an Impact value above 2, your lance breaks as well.
- Move the horses their full move for their speed.

The Impact

- Each player gets a bonus to their Impact value based on the combined speed at which their horses met at range 0.
 - Speeds 2-5 = +0 Impact
 - Speeds 6-10 = +1 Impact
 - Speeds 11-12 = +2 Impact
- The knight that has moved furthest gains +1 Impact.
 - Count the squares from each knight to their starting locations.
- Add any factors from Knight cards that are still relevant to your Impact total and to your Balance total.
- Add any factors from your shield's position to your balance.
- Add any factors from the hit location being aimed at.

Subtract your opponent's total Balance, from your total Impact

- Impact of 1 = A hit, no result, no points.
- Impact of 2-3 = Break lance. Worth 1 point on the chest, torso or legs, or 2 points if the head.
- Impact of 4 or more = Unhorsed. Automatic win.
 - If both knights are unhorsed, the knight with the highest impact total wins.

After three tilts, if neither player is unhorsed - the player with the highest score wins.