

WARHAMMER

THE OLD WORLD



FULL TILT

FULL TILT

Then there are no wars to keep the Knights of Bretonnia occupied. They hone their skills by means of colourful contests of martial prowess. These contests are known as jousts, tournaments or, in their grandest and most spectacular form, tourneys! Tournaments are held in each of the great dukedoms of Bretonnia several times a year. These are magnificent events lasting for several days and attended by Knights from all over the realm. Smaller affairs are held at the castles of lesser nobles eager to show off their wealth and influence. Knights flock to these tourneys for what better way is there a knight to prove their worth than by feat of arms in competition with the finest Knights in Bretonnia?

Creating a Jousting Team

The tourney is fought between two or more teams of Knights and each team is represented by a player. Each player has a team of three Knights. Come up with a suitably Knightly name for each and note them on your Tourney Roll.

Knightly Virtues

Each Knight in your team has one of the Knight's Virtues. Before the joust begins, each player forms a deck of eight playing cards numbered Ace to 8 and draw one for each of your Knights. For the duration of the Full Tilt, that Knight has that Virtue! Note this down on your Tourney Roll, but do so in secret so your opponent cannot see!

Virtue	Tourney Effect
Ace - Devotion	A Knight with this virtue will automatically receive a Lady's Favour entitling them to 3 re-rolls. (Do not roll Lady's Favours for this Knight)
2 - Discipline	The Knight practises frequently in the tiltyard and does not have to roll to see if they are unhorsed when they suffer a wound.
3 - Impetuous Knight	The Knight spurs on their warhorse and so automatically strikes first. This is regardless of which ploys are used in the joust.
4 - Knightly Ardour	During the first pass of the joust the Knight may Wound on a 3+ to represent the vigour with which they enter into the joust.
5 - Noble Disdain	The Knight completely disregards the first Wound they suffer. They bravely shrug off the Wound with a great show of indifference.
6 - Purity	The Knight may never use a Swipe or Dodge ploy. Their extraordinary faith allows them to re-roll failed saves! The second result always stands.
7 - Valour	The Knight is so gallant and bold that they are a favourite with the crowds. When Rolling for Lady's Favours for this Knight, they will receive D3+1 favours.
8 - Jousting Virtue	The Knight automatically Hits when using a lance. This is the ultimate ability in a joust, but remember only one Knight in each team may have this ability during a tourney.



The Lady's Favour

On the day before the joust, the competitors parade before the assembled crowds where it is custom for the Knights, especially Knights Errant, to ride up to the stands of spectators and bid them to pray on their behalf for the blessing of the Lady of the Lake. Those whose names feature in the prayers of many believe the Lady will look kindly upon them and grant them her favour.

Each Knight will begin the tourney with D3 favours. Roll for each Knight before the tourney begins and make a note in the corresponding space on the Tourney Roll. Again, keep this a secret from your opponent – remember, honesty and integrity are virtues of any true knight!

Each favour allows the Knight to re-roll a single dice during a joust. A re-roll may be used at any time in the joust, but each one can only be made once and is then used up. So a Knight with several re-rolls will gradually use them up as the tourney progresses until they have none left. The second result always stands, even if it is worse, and you may never re-roll a re-roll.

The Joust

The joust is a contest between two knights and consists of three passes. In each pass the two combatants will charge at one another with lances levelled in an attempt to knock their opponent from the saddle, or shatter more lances by striking their rival.

To prepare for the joust, set up the tilt in the centre of your playing area with suitable awnings, tents, and pavilions on either side. Each player lines up their team at one end of the tilt and prepares for the contest.

Preparing Your Knights

Each player takes three playing cards, representing each of their Knights and secretly places them face down in the order they will joust in.

Get Ready

A joust normally has three passes as described above. At the start of each pass put the two Knights facing each other approximately 12" apart at either end of the tourney field and on opposite sides of the tilt. Each contender presents their shielded side to their opponent.

Next, each player creates another deck of playing cards, numbered Ace-5. These will be your Jouster Ploys.

Choose Jouster Ploys

At the start of each pass while the contenders stand ready to charge, each player chooses one of five jouster ploys from their deck of playing cards they have prepared and places it face down. When both players have chosen their cards they are revealed simultaneously and the contenders charge. A battle cry at this moment would be appropriate!

Charge!

Both contenders charge simultaneously at full gallop. Move the models so that they meet at the middle of the tilt. Each contender makes only one strike (that is one attack) with their lance.

Jousting Ploys

Before the charge, each player secretly chooses a jousting ploy. Once they have done so, the ploys are revealed.

JOUSTING PLOYS

Ace - Aim for Shield

You aim your lance at your opponent's shield to put maximum force behind the strike.

2 - Aim for Helm

You aim your lance at your opponent's helm. Though the helm is hard to hit, even a glancing blow can wound or unhorse your opponent. You Wound on a 3+.

3 - Aim for Crest

In an effort to dishonour your opponent, you level your lance at your opponent's crest. You Hit on a roll of a 5+. If you score a Hit, roll a D6 instead of rolling To Wound. On the roll of a 4+, your opponent's crest has been knocked off and you count as having broken two lances.

Note: once this ploy has been successful, you may not use it again in this joust. Your opponent only has one crest to knock off!

4 - Swipe

This ploy is acceptable, but not considered to be very honourable! You swipe with the lance across your opponent's front to knock them from their saddle. It is not difficult to hit with this ploy, but is rather slow and not very skillful. A Swipe always Hits on roll of 3+.

5 - Dodge

This is a defensive ploy greatly lacking in honour. You give up your own chance to strike in order to dodge your opponent's lance. This means that you do not strike at all, but your opponent Hits on a roll of 6+ (if the knight is entitled to an automatic hit this is modified to 3+ to hit). If both contenders opt for this ploy, then neither will strike at all.

Who strikes first

The choice of jousting ploy (see below) determines which contender strikes first, unless a Knightly Virtue automatically gives a Knight the first strike. The jousting ploys are marked with a number indicating the order of striking, with the lower number always striking before the higher (an Ace represents a 1 here). If both Knights choose the same ploy, roll-off to see who strikes first.

Scoring in the Joust

A match consists of three jousts (one by each Knight), and a joust consists of three passes. A Knight who unhorses their opponent wins the joust outright. Otherwise the winner is the Knight who breaks the most lances upon their opponent!

The player who wins the most jousts wins the match.

Hit, Wounds and Saving throws!

In Full Tilt, each Knight must put their trust in their skill, as well as blessings of luck from the Lady of the Lake.

When you come To Hit, roll a D6. If the result is successful (see chart overleaf), you may then go on to roll To Wound the opposing knight. Again, roll a D6, looking to score the number needed.

Should you both successfully Hit and Wound the opposing Knight, your opponent gets a chance to save themselves (perhaps their armour blocks the blow, or a shield turns the strike aside). They take a D6 and roll it, looking to score the result shown on the chart overleaf.

If they fail the roll, the Knight that has been Hit suffers a Wound! Calamity! If a Knight suffers a single wound they may continue in the joust, but any Knight that suffers a second Wound is too badly hurt and is automatically out of the tournament.

Action	D6 roll required
To successfully Hit the opposing Knight	4+
To successfully Wound the opposing Knight	4+
To make a save against a Wound	4+

Unhorsed!

All Tournament Knights start with two Wounds. When a Knight suffers their first Wound, roll a dice to see if they are unhorsed. On a roll of a 1, 2 or 3 they are unhorsed and suffer a second Wound as they fall from the saddle at full gallop. The Knight will therefore be seriously injured and automatically knocked out of the tourney. On a result of a 4 or more, the Knight manages to remain in the saddle.

Breaking Lances

To the Knights of Bretonnia, breaking a lance in a joust is second only to unhorsing one's opponent!

A lance is deemed to break if you score a successful hit and make a successful roll to wound, even if the wound is saved.

Striking a crest in the same way counts the same as two broken lances.

Keep a tally of the number of lances your Knight breaks. We recommend using a dice for this. The Knight who breaks more lances than their opponent is the winner.

If after three passes neither Knight is unhorsed and they have broken an equal number of lances the joust is declared a draw.

Next Pass

If both contenders are still in the saddle they ride around the end of the hoarding ready to charge again in the next turn. Any Knight who has broken their lance is handed a new one.

Victory!

The team that wins the most individual jousts wins the day. Honour and glory shall be theirs.

TOURNEY ROLL

BLUE TEAM			
Knight's Name	Playing Card	Virtue	Lady's Favours

RED TEAM			
Knight's Name	Playing Card	Virtue	Lady's Favours

