

FlailSnails Jousting Tourney

Each participant creates a Knight (Fighting Man or Cleric) to enter the lists. Roll 3d6 in order for abilities (STR, INT, WIS, CON, DEX, CHA).

You next roll on the character station table to determine your position in the ranks of the Nobility.

Using the modifiers from the Station Table, roll on the armor, shield, and horse tables for your Knight's starting equipment.

Next generate your Knight's squires & retinue. Modified by your character's Station and Charisma score.

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

STARTING ARMOR

d8+Mods	Armor
0-2	Boiled Leather (AC 8)
3-4	Ring Mail (AC 7)
5-6	Scale Mail (AC 6)
7-9	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 (B# 1-4)
3-4	Wooden Kite Shield (B# 1-3)
5-6	Reinforced Round Shield (B# 1-2)
7-9	Reinforced Kite Shield (B# 1)

STARTING HORSE

d6+Mods	Horse
0-2	Riding Horse
3-4	Light Warhorse
5-6	Medium Warhorse
7-9	Heavy Warhorse

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).

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.

My jousting matrix does not match the Chain Mail rules exactly as I take armor and shields into account.

AIMING POINT (SEE SHIELD DIAGRAM BELOW)

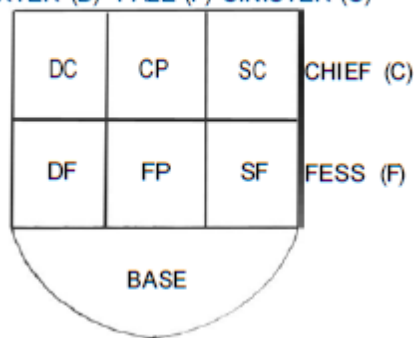
Helm
Dexter Chief (DC)
Chief Pale (CP)
Sinister Chief (SC)
Dexter Fess (DF)
Fess Pale (FP)
SF (Sinister Fess)
Base

DEFENSIVE POSTURES

Lower Helm
Lean Right
Lean Left
Steady Seat
Shield High
Shield Low

THE SHIELD:

DEXTER (D) PALE (P) SINISTER (S)



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