

FULL TILT

TOURNAMENTS IN THE KINGDOM OF BRETONNIA

Nigel Stillman describes the new Tournament Game for Bretonnian Knights in Warhammer.





When 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. On occasions a full tourney is held in order to attract Knights Errant as suitors for the hand of a duke's daughter – a most desirable prize indeed, and what better way for the most worthy Knight to prove himself than by feat of arms in competition with the finest Knights in Bretonnia.

Full Tilt is an entertaining variation of Warhammer that can be played in a small area and within a relatively short space of time. The only models needed are a few Bretonnian Knights, so anyone with a copy of Warhammer will be able to take part. The tourney is a contest between rival teams of Bretonnian Knights who joust against each other for a grand prize and, of course, most important of all, the honour of victory! Apart from the hand of an eligible heiress, prizes at tourneys can be many and varied. Sometimes the prize is a magic item, in which case Knights often compete on behalf of their local grail chapel to which they will donate the prize should they win.

THE FIELDS OF BRETONNIA

The greatest tourneys are held each year in the ducal cities of Couronne, Quenelles, Parravon, Brionne, Bordeleaux, Gisoreux and L'Anguille, but no longer in Mousillon (it's currently occupied by the Undead!). Bretonnian tourneys are usually purely Bretonnian affairs attended by Knights from the various dukedoms, but on rare occasions even Elven or Empire Knights have been known to attend. Usually Elven Knights will only take part in a tourney if the prize is a magic item that they believe to be one of their ancient heirlooms and which they desire to win back.



THE GRANDE TOURNEY

First Day – The Pageant of Honour

The first day of the tourney is devoted to a pageant of honour. The contenders parade around the tourney field and ask for ladies' favours. All contenders are inspected by the heralds for possession of magic items and any misguided individuals found to have such dishonourable items are immediately disqualified in disgrace and struck off the lists. The rest go through to the contests on the second day.

Second Day – The Joust

The second day is the day of the jousting contests. Pairs of Knights joust with each other in a knockout contest. The pairs are determined by lots. The heralds wisely ban personal challenges from friendly tourneys so that Knights cannot use the occasion to pursue personal disputes. Furthermore there is the excitement of not knowing who your opponent is until he stands opposite you on the tourney field! Knights who are unhorsed or beaten on lance strikes are knocked out of the tourney altogether. The rest of the Knights in both teams may take part in the contest on the third day.

The Third Day – The Tableaux de Bataille

The third day is the day of the tableaux de bataille. Knights from both teams alternately challenge the Black Knight for the top prize. The order of contenders is determined randomly for each team by lots.

It is, of course, against a Bretonnian Knight's code of honour to use any magic items in the tourney itself. This is a rule which no worthy Bretonnian would even consider breaking, for to do so would besmirch the Knight's honour and bring shame to his family. Elves and such like will of course ignore the rule if they can get away with it. Sometimes even Bretonnians are caught lapsing from the code of honour and have been forced to go on a quest to redeem themselves! It is also against the rules to take part in a tourney riding a monster instead of a warhorse, but such an infringement of the rules is so easily detected that even Elves wouldn't dare attempt it.

Needless to say Bretonnian tourneys are extremely popular, noisy and ribald affairs attended by hordes of commoners from the surrounding countryside as well as all the nobles from miles around. The inns and taverns are filled to bursting point and the feasting, drinking and carousing goes on for many days. Some Knights wander the rutted tracks of Bretonnia entering one tourney after another earning themselves a valiant reputation. Indeed, winning a tourney is sometimes made an errand of Knighthood and a way of acquiring a retinue, since a successful Knight can expect to be followed by a baggage train of prizes, armour and warhorses and a retinue of grooms, squires and troubadours eager to immortalise his feats in song.



THE JOUST AND THE TABLEAUX de BATAILLE

The tourney in Bretonnia has been refined over the centuries into an art form with many conventions and traditions which can be baffling to foreigners who do not understand the subtle references involved. Tradition dictates that on the first day there is no combat at all. Instead the Knights gather for a parade and to solicit favours from the Bretonnian ladies in preparation for the contests ahead. There are two contests in a proper tourney: firstly there is the joust which takes place over a whole day, and this is followed the next day by the tableaux de bataille. Smaller events often feature only the joust or attempt to cram things together to reduce costs, but a full tourney would not be complete without the pomp of the parade or the final dramatic conflict of the tableaux de bataille.

Tourneys are usually fought *a la plaisance* which means fighting with blunted weapons. More rarely they are fought *a l'outrance* which means fighting with sharp weapons. Blunted weapons are used in most tourneys so that the best of Bretonnian chivalry is not slaughtered leaving the realm woefully undefended! Serious wounds are rare and the tourney is an excuse for outrageous fun. However, if sharp weapons are used, contenders may be mortally wounded and such contests are therefore reserved for matters of honour or trials by combat serious enough to warrant fighting to the death. The rules described here are intended for tourneys fought *a la plaisance*, so Knights will rarely die or suffer serious injuries.

HERALDS' RULES AND TOURNEY ROLLS

Tournaments are not open to just any old Knight, only to those considered eligible on grounds of renown, prowess, honour, or in some other fashion. This is a matter for the heralds, who are versed in all matters of chivalry, heraldry and honour. The heralds organise the contending Knights into teams, usually two teams, one consisting of all the Knights from the host's dukedom, and the other comprising Knights from the rest of Bretonnia. The heralds are great sticklers for the rules, and not only do they disregard those who are inexperienced or unknown, but also those who are rather too awesome!

To keep matters in hand the heralds maintain carefully worked out lists of eligible Knights called the tourney rolls. Only if a Knight is named on the tourney rolls can he enter the tourney as a contender. The herald selects the teams who will take part

from the list of entrants for each tourney. This ensures that the teams are well matched to make for an exciting contest. Bretonnians are not amused by watching one paladin unhorsing a succession of hopeless contenders, a feat that does nothing for honour or entertainment!

CREATING A JOUSTING TEAM

The tourney is fought between two or more teams of Knights and each team is represented by a player. You and your opponent can start playing straight away each using one of the two example tourney rolls printed at the end of this article. After a while you'll probably want to make up your own team, as it's much more fun! To help you do this we have also provided a blank tourney roll (are we good to you or what?). First each player takes an equal number of Bretonnian Knights. We suggest you try six Knights as this makes a good sized team for a tourney. As you will see on the accompanying tourney rolls, Tournament Knights employ the same profile as a Knightly Hero in a Bretonnian army even though some of the characteristics are simply not used in a joust. You can use any Knight models in a Joust: Knights Errant, Knights of the Realm, Questing Knights or Grail Knights. In a Joust all Knights count the same.

Tournament Knights ride warhorses and carry lances and are perfectly represented by the Bretonnian Knights from the Warhammer box or, indeed, any similarly equipped Bretonnian Knight models. The heralds' rules dictate that Knights may not have magic items or ride monstrous beasts as such things would be an unthinkable affront to the code of chivalry! However, Knights can have Knightly Virtues and may also have a Lady's Favour as described later.

If you want to create your own team just photocopy the blank record sheet at the end of this article. It has spaces for you to fill in details of each Knight's name, his Knightly Virtues and any Lady's Favour he may have been granted. There is also space to record wounds he might suffer during the tourney. Invent a suitable name and shield device for each of your Knights, choose appropriate Knightly Virtues and then roll for a Lady's Favour. You are now ready to begin.



KNIGHTLY VIRTUES FOR TOURNAMENTS

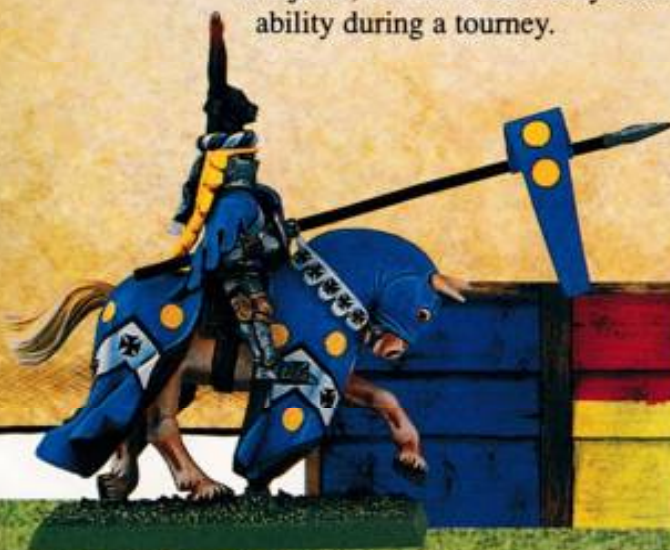
Each Knight is assumed to have the Knight's Virtue. In the joust the Questing Virtue and the Grail Virtue have no effect, so any Knights who would normally have these virtues are assumed to have the Knight's Virtue instead. The effect of the Knight's Virtue in the game is described below. In addition each Knight may also have

one other virtue chosen from the list below. Knights in the same team must all have different virtues, the heralds will not allow a team to include more than one Knight with the same Knightly Virtue. If you are writing your own tourney roll, note down which virtues your Knights have.

VIRTUE

TOURNEY EFFECT

<i>Knight's Virtue</i>	This is the basic virtue of Knighthood. All Knights in the tournament have this virtue. It has no special effect in the tourney except that any Knights may be nominated as Knights Errant. Knights Errant can have no other virtue, but as handsome and dashing young Knights they are naturally destined to win the heart of a fair damsel. A Knight Errant automatically receives a Lady's Favour! Roll a D6 and treat the score as a double.
<i>Devotion</i>	A Knight with this virtue will automatically receive a Lady's Favour entitling him to 3 re-rolls.
<i>Discipline</i>	The Knight practices frequently in the tiltyard and does not have to roll to see if he is unhorsed when he is wounded.
<i>Impetuous Knight</i>	The Knight spurs on his warhorse and so automatically strikes first. This is regardless of which ploys are used in the joust.
<i>Knightly Ardour</i>	During the first pass of the joust the Knight may add +1 to his Strength to represent the vigour with which he enters into the joust.
<i>Knightly Temper</i>	The Knight gains an extra Attack for each hit scored in the tableaux de bataille. Work out how many hits he scores and then roll that many attacks in addition. This virtue is only effective in the tableaux de bataille.
<i>Noble Disdain</i>	The Knight completely disregards the first wound he suffers. He bravely shrugs off the wound with a great show of indifference ("it's only a flesh wound - I've had worse...")
<i>Purity</i>	The Knight may never use a Swipe or Dodge ploy. His extraordinary faith allows him to re-roll failed armour saves! The second result always stands.
<i>Valour</i>	The Knight is so gallant and bold that he automatically gains a Lady's Favour. Roll a D6 and treat the score as a double.
<i>Jousting Virtue</i>	The Knight automatically hits when using a lance. This is the ultimate ability in a joust, but remember only one Knight in any 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 ask the ladies for their favours. The favour is regarded as a lucky token and no doubt this belief has come about because some Bretonnian ladies really are secret enchantresses able to bring good fortune to their favoured Knight. Not that these favours are deemed in any way magical or sorcerous, which would be frowned upon of course. They are merely considered to be lucky in a perfectly ordinary and just way.



The Knight chooses the lady whom he regards as the most beautiful to beg a favour from. If she is flattered by the request, or secretly hopes that the Knight will win the contest (perhaps because her hand in marriage is the prize) she will attach an item of her apparel to the Knight's lance. The more intimate the garment the luckier it is believed to be and the higher the Knight can consider himself in her estimation.

Of course, this custom always delights the multitudes of uncouth Bretonnian peasants and townsfolk whose lewd remarks and whistles often cause the noble ladies to blush. It also requires a lot of bravery on the part of the most beautiful ladies who are invariably asked to give their favour to an embarrassing number of Knights Errant and risk catching a chill by the end of the day. Modest Bretonnian maidens usually attend well prepared in advance with several veils.

LADY'S FAVOURS

2D6 score	Token	Re-Rolls
Double 1	Veil	1
Double 2	Wimple	2
Double 3	Kirtle	3
Double 4	Girdle	4
Double 5	Garter	5
Double 6	Tress	6

ROLL FOR LADY'S FAVOURS

Whether the favours are really lucky no one knows, especially since a favour will boost the courage and confidence of the Knight to the same effect anyway! To represent this, each favour allows the Knight to re-roll one or more dice during the tourney. A re-roll may be used at any time in the tourney, 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 during the tourney until he has none left. The second result always stands and a failed re-roll cannot be re-rolled again.

How many re-rolls the Knight gains depends on the token of the favour. If you are using the example tourney rolls there are already Lady's favours for some of the Knights so just use these. If you are making your own tourney roll then use the table below. The table is based on Bretonnian folklore regarding how lucky each garment is believed to be. By tradition, a Knight may only beg a favour from one lady on the first day of the tourney, and if refused, must go without. To represent this roll two dice for each Knight taking part. If he scores a double, he has sufficiently impressed the lady of his choice to be granted a favour. The double score also indicates the nature of the favour he is given.

THE JOUST

The joust is a contest between two Knights who charge at each other three times with lances. The Knight who knocks his opponent from his horse, or breaks more lances by striking his opponent wins the joust.

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 his team at one end of the tilt and prepares for the contest.

Put the numbered shield counters in a different cup for each team, red for one team and blue for the other. Each number corresponds to a contender on the tourney roll. At the start of each joust select which two opponents will fight each other by taking a random pair of numbers from the cups.

At the end of each joust, the numbers of the unhorsed contenders are discarded.

The number of each winning Knight is put aside to indicate that he goes through to the next contest: the tableaux de bataille.

Scoring in the Joust

The joust consists of three charges or passes. A Knight who knocks his opponent out of the saddle wins outright. Otherwise the winner is the Knight who breaks the most lances upon his opponent!



The Warhammer rules are used to determine if Knights hit, wound and save in the usual fashion.

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. In other words the lance is broken on striking his shield, helm or armour and making a successful roll to wound. 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. The Knight who breaks more lances than his opponent is the winner.

In the event of a draw continue to make more passes until one Knight wins by unhorsing his opponent or by breaking his lance.

The team that wins the



most individual jousts wins the day, but all Knights who won their individual jousts go through to the following day's event: the tableaux de bataille.

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 his shielded side to his opponent.

Choose Jousting Ploys

At the start of each pass while the contenders stand ready to charge, each player chooses one of five jousting ploy cards which we've printed for you. 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. Since both Knights charge together and both are only using blunted 'courtesy lances' the usual strength bonuses for charging with a lance are disregarded (unless the joust is fought *a l'outrance* of course!). Each contender makes only one strike (that is one attack) with his lance. Further attacks on the Knight's profile are ignored, there is only time for a single attack during each pass.

Who strikes first

The choice of jousting ploy determines whether or not a contender strikes first unless a Knightly Virtue automatically gives the Knight the first strike. The jousting ploys are marked with a number indicating the order of striking, the lower

number always strikes before the higher. If both Knights are entitled to strike at the same time, dice to see who strikes first.

Warhorses

Warhorses do not fight because they are separated by the tilt. Not only are the mounts prevented from biting and kicking at each other, but the contenders gain no benefit to their armour saving throw for their horses' barding. This means that a Knight saves on 4+.

Wounds

All Tournament Knights start with two wounds. When a Knight suffers his first wound, roll a dice to see if he is unhorsed. On a score of 1, 2 or 3 he is unhorsed and suffers a second wound as he falls from the saddle at full gallop. The Knight will therefore be seriously injured and automatically knocked out of the tourney. If a Knight suffers a single wound he may continue in the tourney, but any Knight that suffers a second wound is automatically unhorsed and out of the tournament.

A Knight who suffers a single wound, but who wins his joust, goes through to the next day's event, the tableaux de bataille. (A good time to shout of victory!) His wound is recovered automatically in time for the following day's combat.

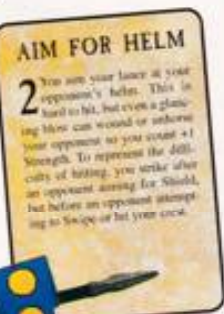
Next Pass

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 his lance is handed a new one.

JOUSTING PLOYS

As the two Knights charge at each other, each must use his skill and judgement to strike his opponent. Each Knight can choose to aim at his opponent's shield, helm, helmet crest, to swipe his lance across his opponent's front, or he might decide to dodge his enemy's lance instead. These tactics are called ploys and each team has its own set of cards with the ploys printed on them. Each Knight secretly chooses a jousting ploy and once they have done so the ploys are revealed. The effect of each ploy is described on the card (we've printed a chart opposite for your convenience) but the most important thing about them is that they establish which Knight strikes first. Each ploy has a number, and the Knight with the lower number strikes first. If both make the same ploy roll a dice to decide which strikes first.

Of all the ploys the most difficult is to strike the opponent's crest from his helm. This requires great skill and is consequently worth the equivalent of



two broken lances! The dodge is the simplest ploy, and not a very honourable one, in which the Knight tries to dodge aside rather than strike with his lance. Although this means he cannot strike himself, he might do this during the final pass of a joust if he is already leading the score in broken lances, thus denying his opponent the chance to catch up.

THE TABLEAUX DE BATAILLE

The tableaux de bataille is an imaginative and spectacular contest that is very popular with the Bretonnian ladies. The tableaux usually has an elaborate theatrical setting inspired by one of the many chansons, the troubadours' songs which tell of the legendary feats of arms of various paladins of Bretonnian chivalry. This contest is held on the last day of the tourney. The winners of the previous day's jousting challenge the Black Knight in turn, in order to win the top prize. The Black Knight is the best Knight of the dukedom, chosen by the Duke himself, disguised in black armour with no identifying heraldry. He usually unhorses several challengers before someone succeeds in beating him to win the prize!

None Shall Pass!

If the prize of the tourney is the hand of a fair damsel, the heiress to a vacant feudal domain, a mock dungeon tower is set up on the tourney field, surrounded by a moat, over which is a drawbridge. The lady plays the role of a 'damsel in distress' locked up in the tower. She leans out of the window shouting encouragement to the Knights trying to rescue her.

Each challenger tries in turn to cross over the drawbridge and reach the tower to rescue the damsel. Whoever succeeds wins the prize. Unfortunately you can only cross the drawbridge by unhorsing the Black Knight who is the guardian of the tower.

The Ring of Stones

If the prize of the tourney is an enchanted relic, the contenders and spectators make a splendid procession over to a nearby stone circle on the morning before the contest, which is held in the afternoon. This will be the same place where trials by combat are customarily held.

The prize is placed in the middle of the circle on an altar stone. There is only one way into the circle, between two large stones wide enough apart to admit a rider on horseback. Guarding the circle is the Black Knight who cannot leave the circle. Each challenger enters the circle in turn. The only way to claim the prize is to unhorse the Black Knight.

AIM FOR HELM
 2 You aim your lance at your opponent's helm. This is hard to hit, but even a glancing blow can wound or unhorse your opponent so you count +1 Strength. To represent the difficulty of hitting, you strike after an opponent aiming for Shield, but before an opponent attempting to Swipe or hit your crest.



JOUSTING PLOYS

1. Aim for Shield

You aim your lance at your opponent's shield to put maximum force behind the strike. You automatically strike before an opponent using any other ploy.

2. Aim for Helm

You aim your lance at your opponent's helm. This is hard to hit, but even a glancing blow can wound or unhorse your opponent so you count +1 Strength. To represent the difficulty of hitting, you strike after an opponent aiming for Shield, but before an opponent attempting to Swipe or hit your crest.

3. Aim for Crest

You can only use this ploy once in the joust and then only if your opponent actually has a crest on his helm! The lance is aimed at your opponent's crest. This is difficult to hit, and will never wound or unhorse your opponent. Nevertheless it is a great slight upon his honour and counts as two lance breaks! To represent the difficulty of hitting, you strike after an opponent aiming for Shield or Helm, but before an opponent attempting to Swipe. You count -1 to hit and if you score a hit the crest is knocked off on a further roll of 4, 5 or 6.

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 him from his saddle. It is not difficult to hit with this ploy, but is rather slow and not very skillful. To represent this, you strike after an opponent aiming for Shield, Helm or Crest, but you always count +1 to hit.

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 suffers -2 to hit (if he 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.



CHALLENGING THE BLACK KNIGHT

Each contender challenges the Black Knight in turn. The order in which contenders challenge him is determined randomly as for the jousting.

Both the challenger and the Black Knight charge each other with lances, counting only one attack each. The bonus for charging with lance is disregarded as in the joust since the tableaux is also fought *a la plaisance*. Jousting ploys are not used, since both Knights are honour bound to aim for their opponent's shield. Both contenders roll off to see who strikes first in the initial round. If one or other is wounded make a further roll to see whether he is unhorsed and therefore knocked out of the contest. The prowess of the Black Knight is such that he can only be unhorsed on a roll of 1!

Subsequent rounds of the combat are fought with blunted maces or morning stars which make for a noisy, robust and entertaining spectacle in which both Knights end up with their shields well and truly dented! The Knights now make their full number of attacks, and use Initiative to determine who goes first. The contest continues until one or other of the Knights is unhorsed. If a challenger is unhorsed, the next challenger rides out. As in the joust, warhorse attacks and warhorse barding are disregarded.

Wounds taken by the Black Knight are cumulative and when he has suffered his full wounds he is automatically unhorsed which means that his current opponent wins. Your chances of beating the Black Knight are therefore better if your Knights are not among the first to challenge him!

THE BLACK KNIGHT

The Black Knight wears black armour, a black surcoat and carries a black shield bearing no blazon by which he can be recognised. No one knows the true identity of the Knight who plays the role of the Black Knight. All that you can be sure of is that he will be a Knight of great renown and martial prowess! It could be the Duke himself, the best Knight in the Duke's retinue or a hermit Grail Knight from a remote grail chapel somewhere in the dukedom. According to legend sometimes the King of Bretonnia himself has played the role of the Black Knight in the tournament at Couronne!

	M	WS	BS	S	T	W	I	A	Ld
Black Knight	4	6	6	4	4	3	6	3	9
Warhorse	8	3	0	3	3	1	3	1	5

EQUIPMENT: The Black Knight wears heavy armour, carries a shield and rides a barded Bretonnian warhorse. He is armed with a mace or morning star and lance.

SAVE: 4+ (disregarding barded mount).

KNIGHTLY VIRTUES

The Black Knight has the *Knight's Virtue* as do all Knights, although this has no effect in the tournament. He also has the *Virtue of Knightly Temper* and so gains an extra attack for each initial hit scored. Work out how many hits he scores and then roll that many attacks in addition.

The Black Knight in Bretonnian Folklore

The Black Knight is an old and well known figure of Bretonnian folklore and legend. In his aspect as something to be dreaded, he undoubtedly embodies the age old fear of the Chaos Knight, the Dark Elf rider or the Undead horseman who have plagued Bretonnia since time immemorial. Thus he represents the archetypal adversary of a bold Bretonnian Knight. In his less ominous aspect, he represents the anonymous Knight. Such a Knight may wish to disguise his identity under black, shabby robes, lacking any heraldic device by which he may be recognised. Some Questing Knights do indeed adopt such a garb. There is always speculation as to why a Knight should do this, maybe it is because he must redeem his honour, or has he forsaken the true faith like the villain Maldred?

Whatever the reason, is it not the duty of any virtuous Knight to challenge such a character and force him to yield, so that his identity may be made known?

TOURNEY PRIZES

It will no doubt occur to many players with Bretonnian armies and a passion for all things Bretonnian to make tourneys part of a campaign set in Bretonnia. As always, it is up to the players involved to agree amongst themselves how to do this and how they might adapt the basic rules to take account of the odd visiting team of Elven or Empire Knights. Indeed the campaign could simply take the form of the grand circuit of tourneys in Bretonnia, since each dukedom holds its tourney in a different month to the others, making it possible for Knights to go from one to another amassing renown and prizes as indeed many do! It would of course be great if the tourney prizes were something which you could use in future Warhammer battles, so here are a few suggestions:

Recovery of Characters

Firstly it must be assumed that all Knights eventually recover from wounds received during the tourney unless the tourney was fought *a l'outrance*, using sharp weapons!

For the traditional tourney fought *a la plaisance*, with blunted weapons, roll a dice for each unhorsed character. On a score of 1, his wounds were sufficiently severe for him





to miss the next battle or tourney recovering in the delicate care of the local Grail Damsels. All other scores indicate superficial wounds. If the tourney is fought *a l'outrance* simply reduce the chance that the Knight recovers. Any Knight who was lucky enough to have a Lady's favour may re-roll his recovery score if he has any re-rolls left!

Jousting Prizes

Each Knight who successfully gets through the jousting of the second day of the tourney wins great renown and gains experience. To represent this you might consider raising any one of his profile characteristics by +1 as long as no characteristic is ever raised more than once. This is done after all jousting is over, but before the tableaux de bataille on the third day. A character who enhances his profile in this way would be able to use his new profile in subsequent tourneys or in battle. He might also add to his heraldry a special blazon to show that he is a victor in the joust, a striped lance perhaps or a laurel wreath around his helm.

The Prize of the Tableaux de Bataille

This is the ultimate prize of the tourney. If the tableaux de bataille was the tableaux of the dungeon tower then the prize would be the hand of the damsel herself. There is more to this prize than a fair Bretonnian damsel, perhaps a castle and feudal domain complete with a modest retinue of: 1 Mounted Squire, 1 Foot Squire, 1 Man-at-arms and 1 Archer. The Knight would then



automatically become a Knight of the Realm if he is not one already. If the Knight is fielded in your army you might perhaps add his retainers to your army at no extra points cost although you would still pay the points for the Knight himself.



If the tableaux de bataille was the tableaux of the stone circle, then the prize would be a magic weapon up to a value of 50 points, which was recently discovered somewhere in the dukedom, or brought back from an errantry war in some far flung place. Such a weapon must be chosen randomly from the Magic Weapon cards by cutting the deck. It can then be used by the character in battle at no extra points cost, but still counts as part of his usual quota of magic items.

Wounded Knights

On the whole, it is rare for contenders to be mortally wounded in a tourney. Knights who are dragged off the field as casualties are usually just stunned, have cuts and bruises or the occasional broken bone. This is mainly because of their effective armour and padded jerkins worn beneath and also because, unlike in battle or trial by combat, a Knight will not deliver the coup de grace to an opponent in a friendly tourney.

Wounded Knights who are not unhorsed have their wounds bandaged up after the day's events and can continue to take part in further tourneys or battles with their full Wounds value.



BLUE TEAM TOURNEY ROLL



KNIGHT 1

Francois Theriault

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Francois has the Knight's Virtue, He has a Lady's favour, the Girdle.



KNIGHT 2

Etoile Le Loup

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Etoile has the Knight's Virtue, He has a Lady's favour, the Kirtle.



KNIGHT 3

Huc de Brionne

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Huc has the Knight's Virtue and the Jousting Virtue.



KNIGHT 4

Alphonse de Bordeleaux

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Alphonse has the Knight's Virtue and the Virtue of Purity.



KNIGHT 5

Gaston d'Anjou

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Gaston has the Knight's Virtue and the Virtue of Knightly Temper



KNIGHT 6

Villars de la Verite

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Villars has the Knight's Virtue and the Virtue of Discipline.



Here are the two example tourney rolls so that you can start playing Full Tilt straight away...



RED TEAM TOURNEY ROLL



KNIGHT 1

Jehan Le Concourant

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Jehan has the Knight's Virtue. He has a Lady's favour, the Veil.



KNIGHT 2

Artois Trintignat

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Artois has the Knight's Virtue. He has a Lady's favour, the Garter.



KNIGHT 3

Jaques de Gisoreux

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Jaques has the Knight's Virtue and the Virtue of Devotion.



KNIGHT 4

Louis de Parravon

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Louis has the Knight's Virtue and the Virtue of Knightly Ardour.



KNIGHT 5

Marcel de Charlois

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Marcel has the Knight's Virtue and the Virtue of Noble Disdain.



KNIGHT 6

Leon d'Arden

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

Leon has the Knight's Virtue and the Jousting Virtue.





BRETONNIAN TOURNEY ROLL



KNIGHT 1

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

KNIGHTLY VIRTUES & FAVOURS



KNIGHT 2

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

KNIGHTLY VIRTUES & FAVOURS



KNIGHT 3

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

KNIGHTLY VIRTUES & FAVOURS



KNIGHT 4

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

KNIGHTLY VIRTUES & FAVOURS



KNIGHT 5

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

KNIGHTLY VIRTUES & FAVOURS



KNIGHT 6

M	WS	BS	S	T	W	I	A	Ld	S _{ave}
4	5	5	4	4	2	5	3	8	4+

KNIGHTLY VIRTUES & FAVOURS



...and here is a blank copy of the tourney roll for you to make up your own jousting teams. Just write your Knights' names in the spaces provided and draw their heraldry on the shields.