

TOURNAMENT EVENTS 1

This article provides HârnMaster rules for the tournament events mentioned in the *Tournaments* (#4721) and *Olokand Castle* (#5618) articles.

THE JOUST

Complete rules for resolving the Joust are available in *HârnMaster Third Edition*.

THE MELEE

The Melee is best resolved by breaking the mass combat down into a series of skirmishes. *Battle-Lust* rules can be used to resolve skirmishes between squadrons of knights on the Tourney Lists.

The Chief Marshal splits the participants into two teams (the Red and White teams at the Royal Chelebin Tournament of Chivalry), with each team comprising roughly 40% Heavy Horse (GAC 3) and 60% Medium Horse (GAC 2). Each team is organized into up to three cavalry centads, with each centad comprising up to six squadrons of about 10 knights per squadron.

Each participant should be armed with the following:

- *Blunted Lance* (WT 8lbs, WQ 11, A/D 25/5, Impact 4b, PR 60d)
- *Rebated Broadsword* (WT 3lbs, WQ 12, A/D 15/10, Impact 3b, PR 50d)
- *Knight Shield* (WT 5lbs, WQ 13, A/D 5/20, Impact 2b, PR 60d)

Knights often spend extra on purchasing superior versions of these weapons.

Each squadron has its own guidon (a small standard) to rally around, and each cavalry centad has a standard to serve as a mustering point and rallying flag. In *BattleLust*, the guidon grants a Command Roll bonus of +10 to the squadron leader. The standard increases the centad leader's Command Range to 100' (20 hexes). Although the flags have inherent advantages, confusion erupts if they fall and all affected knights must make a Morale Check.

Typically, each team assembles its cavalry at opposite ends of the Tourney Lists. Squadrons usually form into rows two ranks deep, with the flag bearer in the second row. At the beginning of the

the Melee, centad leaders command their squadrons to Maneuver towards the enemy. As the knights draw closer, the squadron leaders signal a Charge with lances couched.

After the opening charge, the battle quickly degenerates into chaos. It is then up to leaders to command their units to perform effectively in the Melee.

Generally, the winning team is the one with the most men left on the field by the end of the day.

ARCHERY CONTEST

In the archery contest, the target is generally set up at 100 yards range. It has a bull worth five points, then three concentric rings valued at three, two and one point (from inner to outer).

When shooting at the target, scoring is handled as follows:

Normal MS:	1 point
Substantial MS:	2 points
Normal CS:	3 points
Substantial CS:	5 points (bull)

Note: A *substantial success* is one where the success roll is equal to the lower half of EML.

Typically, each archer is permitted to shoot 12 arrows at the target using a longbow (Long Range: EML -40). Whoever has the highest aggregate score is the winner.

LOG HURLING

Log hurling is a contest to determine who can throw a large log farthest from a line. Aside from being very heavy, the actual weight of the log is irrelevant, as long as all participants use the same one and throw from the same line.

Log Hurling is a unique physical skill, useless in most situations except in this contest. It is automatically opened when it is about to be used:

STR STR AGL (Hir/Nad/Tai+1) OML SB4

The contest is resolved by testing Log Hurling EML and cross-indexing the success level with the thrower's SI on the VALUE ENHANCEMENT TABLE (SKILLS 20), and adding the enhancement value to a roll of 1d6. Whoever has the highest score after 3 tries is the winner.

TOURNAMENT EVENTS 2

WRESTLING CONTEST

The wrestling contest can be quickly resolved using HårnMaster's Grappling rules (COMBAT 8). For a more tactical contest, use the *Advanced Grappling Rules* described below.

□ Advanced Grappling Rules

If the grappler achieves any "strike" result (e.g. A★1), a hold on the opponent has been gained. Each character then rolls:

3d6 + Strength – Physical Penalty

The grappler adds any (A★) or (B★) dice to his roll; if the opponent makes a Grapple defense, he can add any (D★) or (B★) dice to his own roll. A wrestler who exceeds his opponent's score by at least five (5) points is assumed to have thrown the other to the ground – otherwise, the hold is broken.

For example, Grondal makes a Grapple attack against Huren, who attempts to Dodge. Grondal achieves CS and Huren only MF: an A★2 result. Thus, Grondal adds 5d6 to his effective Strength, whereas Huren adds only 3d6. Grondal's total score is 31; Huren scores 28. Since Grondal's score is less than 5 points higher than Huren's, the hold is broken.

If a character exceeds his opponent's score by at least 10 points, the opponent suffers 1d6 blunt impact to a random (Mid Zone) location from being thrown. If the character's score exceeds his opponent's by at least 15 points, the impact is 2d6.

Note that wrestlers may also employ strike attacks (e.g. punches, kicks). The first contestant to force his opponent into a prone position is the winner, although sometimes it is necessary to knock sore losers unconscious.

Wrestlers are not permitted to use weapons or wear armor in the ring. They should also be bare-chested.

□ Dirty Tricks

Some wrestlers do not "play fair", resorting to underhanded methods to gain an advantage. Some smear oil all over their skin, to make themselves more slippery and difficult to grab (the opponent suffers an EML -10 penalty to his Grapple attack). Others clench short iron bars in their fists to increase the impact of their punches (+1b). Others still employ their friends to assist by holding or striking the opponent should he venture near the cordon. The list goes on.

QUINTAIN

The quintain is generally utilized as a pastime to improve jousting techniques. It is not normally used in competition. The jouster tilts at the quintain with a blunted lance, usually at a trot or canter. He must make a Steed Command Check (COMBAT 21) followed by a roll against Lance AML:

Substantial CF: Rider misses the quintain and crashes into the shield! He is thrown from his saddle (automatic CF on the Unhorsing Roll).

Normal CF: Rider strikes the quintain but is struck hard by the counterweight. An Unhorsing Roll -20 is required to stay in the saddle.

Substantial MF: Rider strikes the quintain but is struck by the counterweight. An Unhorsing Roll is required to stay in the saddle.

Normal MF: Rider barely misses the quintain and rides past.

MS: Rider strikes the quintain but must dodge the counterweight to avoid being struck.

CS: Perfect strike! Rider strikes the quintain squarely and rides past without being hit.

Note: A substantial failure is one where the failure roll is equal to the upper half of the difference between 100 and EML.

RUNNING AT THE RINGS

Another pastime indulged in by knights awaiting their turn in the Lists is called "running at the rings". The object is to charge at a trot towards a wicker ring suspended from a scaffold and attempt to carry it off on the tip of the lance.

The knight makes a Steed Command Check to charge at the target. Lance AML is affected by the result of the Steed Command Check, and a further -30 penalty due to movement and small target size.

With CS/MS, the knight successfully carries off the ring. With MF/CF, the knight misses.