



The 9th Age

Grand Campaign Rules

Jousting Rules

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Holding a Tournament

All competing players must pay the same fee, set by the host, to enter the tournament. This can be a set amount of Realm Gold, or something else of relatively equal value (e.g. a Magical Artefact, a piece of land etc.)

There must be an even number of competing teams.



Forming a Jousting Team

Each Jousting Team consists of six competitors.

All competitors have the following characteristics:

M	WS	BS	S	T	W	I	A	Ld	Armour Save
4	5	5	3	3	2	5	3	8	4+

Skills

Each competitor may choose a Jousting Skill from the following:

- Youth – a youth automatically receives a Favour. On the first day, instead of rolling normally, roll a single D6 and treat the result as a double.
- Devotion – this competitor automatically receives a Favour. On the first day, instead of rolling normally, this competitor receives 3 Favours.
- Discipline – this competitor does not have to roll to for Unhorsing the first time they are wounded for both the Joust and the Arena.
- Impetuous – this competitor always strikes and wounds first with a lance, regardless of which plays are chosen by either competitor.
- Ardour – this competitor gains +1 S when using a lance.
- Temper – this competitor rolls two dice on the first Pass of the Joust and the Charge in the Arena.
- Disdain – this competitor completely ignores the first wound they suffer in the Joust (but not the Arena) and also do not have to test for Unhorsing for that ignored wound.
- Purity – this competitor may never use Swipe or Dodge, but may re-roll Armour Saves.
- Valour – this competitor automatically receives a Favour. On the first day, instead of rolling normally, roll a single D6 and treat the result as a double.
- Jousting – this competitor automatically hits with a lance.

All members of a Jousting Team must have a different Skill.

Alternative Weapons

Each competitor may choose an Alternative Weapon from the following:

- Double-handed Weapon: +2 S but strike at Initiative 0.
- Hand weapon: Strike at Initiative 10.
- Hand Weapon and Shield: opponent has -1 to hit.
- Halberd: +1 S.
- Two hand weapons: +1 A.
- Flail: +2 S for first round of combat.

All members of a Jousting Team must have a different Alternative Weapon.

The First Day – Gaining Favour

On the first day of a Jousting Tournament, the competitors pray to their gods or seek admirers.

Roll 2D6 for each competitor (unless the competitor has the Youth, Devotion, or Valour Skill), then consult the following table to see how many Re-Rolls the competitor has:

2D6 Roll	Number of Re-Rolls
1	1
2	2
3	3
4	4
5	5
6	6

Re-Rolls can be used at any point during the Second and Third Day.



The Second Day – The Joust

On the second day, the jousting teams challenge each other.

Randomly assign each team to play another team.

Each team must write down the names of their competitors and place them in a team hat.

A competitor is drawn from each team hat – these competitors will face each other.

The Joust

The aim of a Joust is to knock your opponent off their horse, or break the most lances upon them. Each joust consists of three Passes.

A Pass

A pass consists of three actions – Choosing a Ploy, Striking, and Wounding.

Jousting Ploys

Each competitor secretly chooses one of the following ploys:

1. Aim for Shield: You automatically strike and wound before an opponent who chooses any other ploy.
2. Aim for Helm: You have +1 S for this Pass. You strike and wound after an opponent who Aims for Shield, but before an opponent who Aims for Crest.
3. Aim for Crest: You have -1 to hit for this Pass. If you hit, roll a D6. On a 4+ you knock off the opponents Crest and gains two Lance Breaks. Regardless, roll to wound as normal. You strike and wound after an opponent who Aims for Shield or Helm, but before an opponent who Swipes.
4. Swipe: You have +1 to hit for this Pass. You strike and wound after all other ploys.
5. Dodge: You do not strike this Pass, but your opponent has -2 to hit for this Pass. If your opponent has the Jousting Skill they must now roll to hit on a 3+.

Once chosen, the ploys are revealed.

In the event that both competitors are striking at the same time, roll off to decide who strikes first.



Skirmish Rules

Striking

Roll to hit your opponent on a single D6 using standard 9th Age to hit rules.

Wounding

Roll to wound your opponent using any hits you have made for the Pass, using standard 9th Age to wound rules. Note that you do not gain a strength bonus for using a lance and charging.

You gain one Lance Break for every wound roll you successfully make, even if that wound is saved.

Roll Armour Saves where appropriate.

If a competitor is wounded but still has wounds left, roll a D6. On a 1-3, the competitor is Unhorsed and automatically loses the Joust.

If a competitor loses all their wounds, they are Unhorsed and automatically lose the Joust.

Winning a Joust

If you Unhorse your opponent, you win the Joust.

Otherwise, the competitor with the most Lance Breaks at the end of the Third Pass wins the Joust.

If the competitors have the same amount of Lance Breaks at the end of the Third Pass, they must continue Jousting until one has more Lance Breaks at the end of a Pass, or one is Unhorsed.

The winner of a Joust continues on to day three. Losers are eliminated from the Tournament.



The Third Day – The Arena

All wounds from the previous day are recovered.

Write down the names of all competitors and place them in a single hat.

Draw two names. These competitors will now face each other in the Arena (even if they are from the same team).

The Charge

The first round of Arena combat is treated exactly like a Pass from the Second Day, however, Lance Breaks are not counted (only wounds and Unhorsings).

Remaining Fighting

The competitors now fight with their alternative weapons. These confer the bonuses listed earlier, not those presented in the 9th Age rules.

The opponents now fight using the normal 9th Age rules for close combat. Continue until one opponent (or both) is Unhorsed (by losing all their wounds or by rolling a 1-3 following a failed Armour Save).

Winning in the Arena

When a competitor wins their Arena fight, their name is placed into a second hat. The loser's name is discarded. Fight all Arena battles from the first hat until there are no names left in the hat.

You must now draw names from the second hat, repeating the process until one competitor remains and is crowned the winner of the Tournament.

