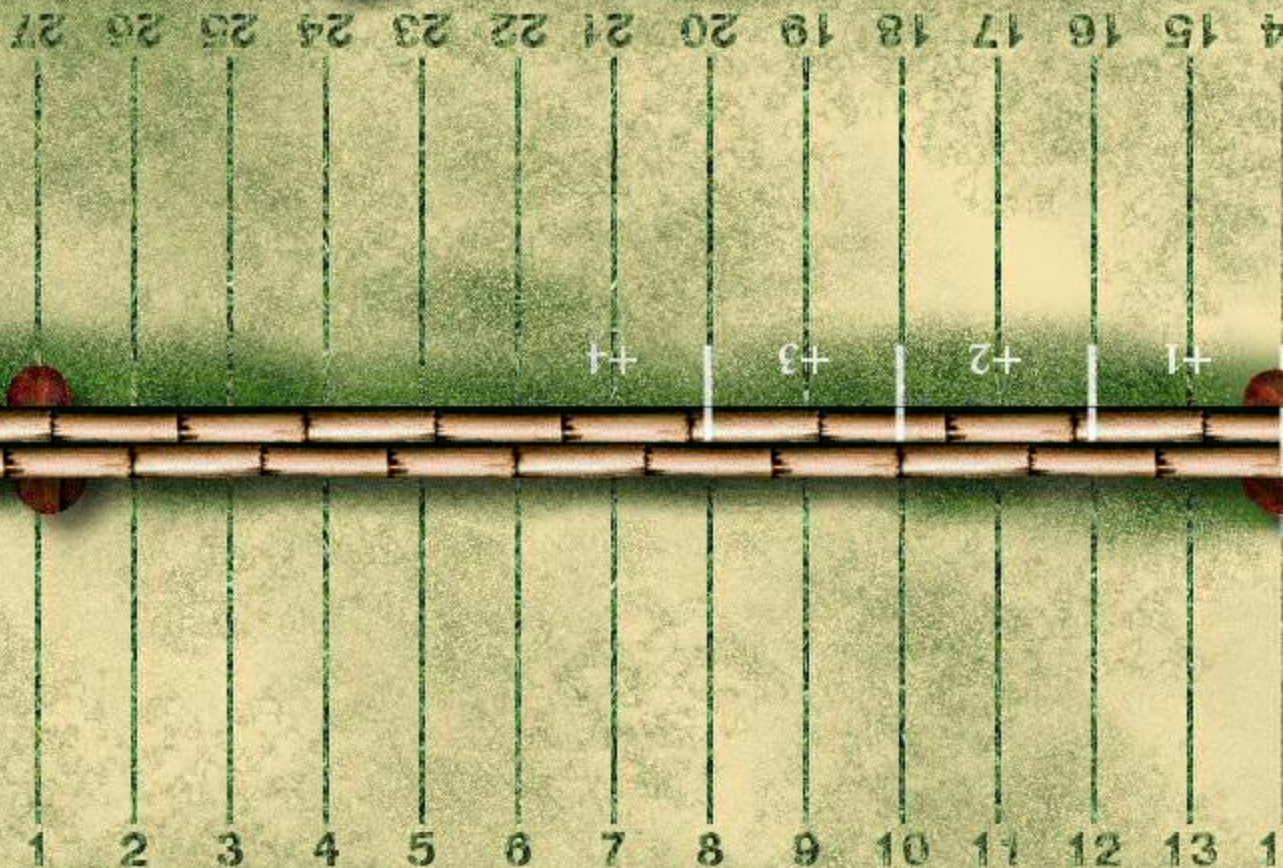
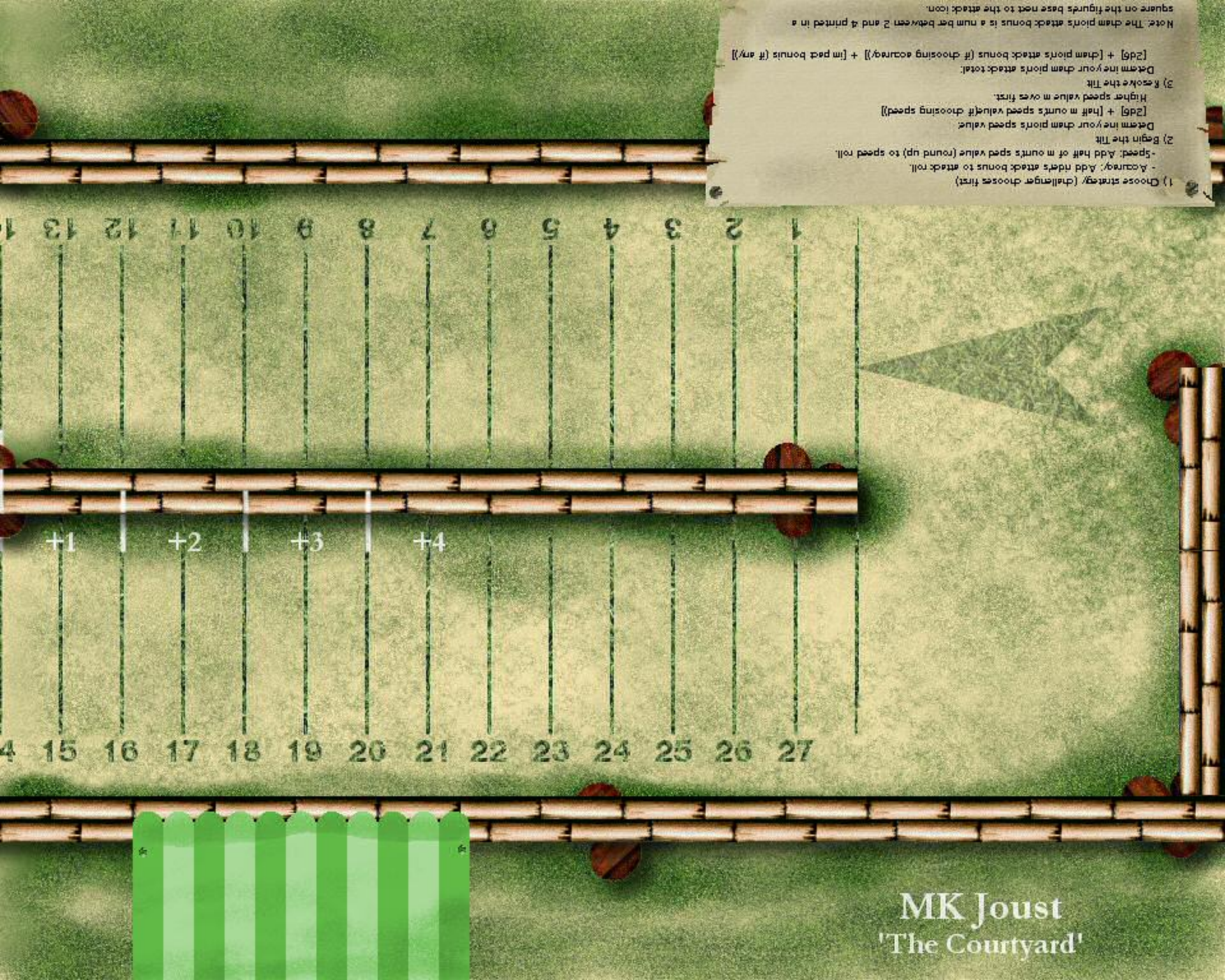


MK Joust 'The Courtyard'



- 1) Choose strategy (challenger chooses first)
 - Accuracy: Add rider's attack bonus to attack roll.
 - Speed: Add half of mount's speed value (round up) to speed roll.
- 2) Begin the Tilt
 - Determine your champion's speed value:
 $[2d6] + [\text{half mount's speed value (if choosing speed)}]$
 Higher speed value moves first.
- 3) Resolve the Tilt
 - Determine your champion's attack total:
 $[2d6] + [\text{champion's attack bonus (if choosing accuracy)}] + [\text{impact bonus (if any)}]$

Note: The champion's attack bonus is a number between 2 and 4 printed in a square on the figure's base next to the attack icon.



MK Joust 'The Courtyard'

- 1) Choose strategy/ (challenger chooses first)
- Accuracy: Add rider's attack bonus to attack roll.
- Speed: Add half of mount's speed value (round up) to speed roll.
- 2) Begin the Tilt

Determine your dragoon's speed value:
[2d6] + (half mount's speed value)(if choosing speed)

Higher speed value moves first.

- 3) Resolve the Tilt

Determine your dragoon's attack total:

[2d6] + (dragoon's attack bonus (if choosing accuracy)) + (im pact bonus (if any))

Note: The dragoon's attack bonus is a number between 2 and 4 printed in a square on the figure's base next to the attack icon.