

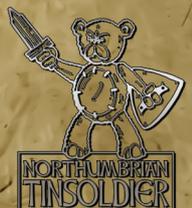
THE GNOMES OF
AGALDURS
KEEP

funded
with
**KICK
STARTER**

TOAD JOUSTING



Knock each others blocks off
and try not to get eaten
by your Toad ...



The day has arrived!!

You exit the stalls upon your noble steed and proceed towards the tourney field, gripping tightly to the reins to avoid sliding backwards from the slippery Toad into the mud. Bessie makes a distinct squelching sound as she waddles forward, leaving furrows in the earth that swiftly fill with rainwater from the night before.

Your squire hands you the lance and tightens the straps of your plate, a steadfast companion by your side since the most humble of beginnings.

It is time...

What you will need

- A model of a Gnome riding Toadback, or some Proxy per player.
- Some dice (D6)
- Some tokens or a pen and paper
- *Optional* Battlemap

Setting up the game

Each player has one Toad Jouster, with the following characteristics:

	Weapon Skill / Hit	Strength	Toughness	No. of Attacks	Armour
Toad Jouster	3+	2	3	1	4+
Toad	-	4	4	0	-

Equipment: The Toad Jouster is equipped with a spear, a shield and light armour.

Orders

Each Toad Jouster belongs to one of six Orders and will display the emblem of his Order as a crest on his shield and helmet. To find out which Order your Knight belongs to, roll a D6:

*. Order of the Shroom

The Gnights of the Order of the Shroom hold themselves to be the truest to the ideals of Toad Jousting. They are the most noble and pure and are consequently regarded as snobbish by the other Gnome Jousting Orders, who throw whatever they have to hand and jeer at them as often as the chance presents itself. The Gnights of the Shroom traditionally wear the cap of a Fly Agaric tied to their helmet. If a Gnome cannot locate a Fly Agaric cap, they will often resort to painting the spotty pattern on their shields.

Gnights of the Shroom gain one re-roll, which may be used once at any time during a single jousting match.

*. **Order of the Pointy Hat**

Legends say that the Order of the pointy Hat was originally founded by a disgraced member of the Order of the Shroom, who had turned up to the field without a helm, unwilling to forfeit the match they competed wearing only a cloth pointy hat. The Gnights of the Order of the Pointy Hat claim to be much tougher than Gnomes of other Orders, This may be down to them training without helms; they have a tendency to shrug off what would appear to be catastrophic injury. Gnights of the Pointy Hat all wear their traditional cloth hat over their helm.

Gnights of the Pointy Hat gain a +1 To toughness while already wounded. Their steed does not benefit from this.

*. **Order of the Shrew**

The Gnights of the Order of the Shrew are exclusively young and daring, riding bravely into battle shouting heroic war cries. They are often greatly popular with the spectators because they provide a good show, though this is because the valiant Gnights are prone to hasty decisions often made poorly. Gnights of the Shrew wear a shrew hair feather duster atop their helm. (no shrews were harmed in the making of the duster)

When two Gnights have chosen the same jousting tactic, Gnights of the Shrew always attack first, unless facing another Knight of the Shrew.

*. **Order of the Lost Bear**

The gallant Gnights of the Order of the Lost Bear were founded long years ago by a young gnome who happened across a small toy bear in the woods. Vowing to return the bear to its rightful owner the young gnome acquired aid from a number of like minded allies. Unfortunately the bear appears to have wandered off at some point and the Gnights now fashion their own toy bears and attach these to their helms.

Gnights of the Lost Bear automatically miss with their first attack in a joust but then automatically hit with their second attack. Further attacks are resolved as normal.

*. **Order of the Shovel**

The Gnights of the Order of the Shovel are a zealous bunch who worship a mystical shovel as their idol, it is a representation of the shovel the First Gnome used to tunnel out from the earth into the light. The shovel of the First Gnome was little more than a triangular rock. The Gnights of the Order of the Shovel wear a triangular rock as a crest affixed to their helm. The type of rock is not relevant and more prestigious Gnights tend to wear fancier stones.

Gnights of the Shovel may re-roll their first failed to wound roll each joust.

*. **The Unspeakable Order**

The Gnights of this Order try to maintain an aura of deep mystery and will claim to be the oldest and most secretive of all the Orders. The Gnights of the Unspeakable Order have really forgotten what the Order was about in the first place and just won't admit it. The Gnights of the Unspeakable Order are the only Gnights who do not wear crests on their helmets at all and instead favour plain dark grey robes over their armour.

Gnights of the Unspeakable Order may never choose the Swipe or Dodge tactic. They may re-roll their first failed armour save each joust. Attempts to strike at the crest of Gnights of the Unspeakable Order count as strike at the helm instead, as they have no crest.

The Joust

The joust typically goes over three passes, though the players should feel free to agree to some other number if they feel like it. Each pass consists of the following steps:

1. Players select their tactics
2. First player attacks
3. Second player attacks, unless "De-Toaded"

Step 1 - Select a tactic

Before each pass, players begin by placing their Toad Knights about 30-40cm away from each other at either end of the tournament field. We have not added a movement stat as there are many variables that could be added - we would encourage you to create your own house rules with both penalties and benefits (eg puddles for extra slippiness -extra speed, log in the way hindering move) however we shall leave this up to you to decide. Both players then choose one of the six listed tactics that their Toad Knight will perform this turn. Note that players will attack in Order of their tactics, so choosing a low-numbered tactic will give you a greater chance of going first and De-Toading your opponent before they can attack. A simple way of choosing tactics is to take a dice and place it behind your cupped hand, with the top side corresponding to the number of the tactic. Once both players have decided on a tactic, the dice are revealed at the same time. The Tactics you can choose from are as follows:

1. Aim for Shield

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

2. Aim for Helm

You aim your spear at your opponent's helm. This is harder to hit, but even a glancing blow can wound or De-Toad your opponent so you gain +1 Strength this pass. To represent the difficulty of hitting, you strike after an opponent aiming for shield, but before an opponent using any other tactic.

3. Aim for Crest

You can only use this tactic once in the joust. The spear is aimed at your opponent's crest. This is difficult to hit, and will never wound or De-Toad your opponent. Nevertheless it is a great slight upon his honour and counts as two broken spears! To represent the difficulty of hitting, you strike after an opponent aiming for Shield or Helm. You receive a -1 to hit modifier and if you score a hit, the crest is struck off on a further roll of 4+.

4. Aim for Toad

This tactic can be dangerous to use, because although a knight's spear may glance off the armour of his opponent, it will often get stuck in the Toad (Toad Jousting spears are supposed to be blunt, but in practice seldom are) and may De-toad the attacker himself! Attacks against the Toad are different from other attacks in that they are aimed at the steed and not the rider. If an attacker hits the Toad but fails to wound it, they will receive an automatic Strength 3 hit himself with no armour save allowed.

5. Swipe

This tactic is acceptable, but not considered to be very honourable! You swipe with the spear across your opponent's front to knock him from the Toad. It is not difficult to hit with this tactic, but it is rather slow and not very skillful. To represent this, you strike after an opponent using any other attack, but you receive a +1 to hit modifier.

6. Dodge

This is a defensive tactic greatly lacking in honour. You give up your own chance to strike in order to dodge your opponent's spear. This means that you do not strike at all, but your opponent receives a -2 to hit penalty. If both contenders opt for this tactic, then neither will strike at all.

Step 2 - First player attacks

After both players have selected tactics, the Toad Knights are moved towards each other until they make contact. Players then attack in Order of jousting tactics, with lower numbers always striking before higher ones. If both Knights chose the same tactic, roll a dice to see who attacks first.

Then Roll to see if your strike is on target, Knights have a hit of 3+ meaning your roll will need to be 3 or more in order to strike your opponent (taking into account any other hit Modifiers):

Following this in order to determine if you break your spear on your opponent or if it is a glancing blow subtract your strength score from your opponents toughness score and roll a number higher than this on the D6 (after taking into account any other modifiers).

Upon breaking your spear on your opponent they must make an armor save in order to avoid receiving a wound.

Upon receiving a wound roll a D6 to see if they are De-Toaded, on a roll of 1, 2 or three the knight is De-Toaded and immediately loses the joust. If playing a multi day Tournament wounds are recovered on the next day.

Upon receiving two Wounds in a single joust the Knight is automatically De-Toaded.

Your opponent might not be killed by this, but you automatically win the joust. Failing this, causing your spear to break against the opponent's armour also awards points. If you wound your opponent, but they manage to save the wound, your spear is deemed to break and you score a point. Should no knight be De-Toaded after three passes, the one that broke the most spears on his opponent's armour is the winner. Note that Gnomes who break their spears receive a new spear in time for the next pass.

Step 3 - Second player attacks

After the first player has attacked, the second player may then do so, unless they are knocked off his Toad by the first player. Note that players will get to attack even if their opponents have a broken spear result.

Winning the Joust

If one player knocks his opponent off the Toad, they immediately win the joust. If three complete passes have been made without either player being De-Toaded, the winner is the one who got the highest number of broken spear results. If both players have the same number of broken spear results after three passes, the joust goes onto Sudden Death. Both players then throw away their armour and shields (reducing their armour save to a 6+) and make one pass at a time until one Knight is knocked from his Toad. This Gnome is then the loser and is generally consumed by his hungry Toad there is a reason that Gnomes avoid the front end of Giant Toads, which is why they call it "Sudden Death"!

Additional rules

Advantages for the winner

Players are assumed to mainly play one-off games, but if a larger tournament is played, the winner of one joust receives one D6 roll on the table below (the loser may or may not be out of the tournament and may or may not be eaten, depending on the tournament rules. Re-roll if you get an advantage the Knight already has.

1. Characteristics increase

The Knight gains +1 Weapon Skill

2. Characteristics increase

The Knight gains +1 Strength

3. Characteristics increase

The Knight gains +1 Toughness

4. Initiative

When determining who goes first, the Knight subtracts 1 from the number of his chosen tactic. Thus a Knight who chose tactic #2 would go before another Knight who chose the same number count as tied with a Knight who chose tactic #1.

5. Heavy armour

The Knight's patrons buy their prized hero heavy armour in replacement of the light armour, improving the Knight's save to 3+.

6. Choose!

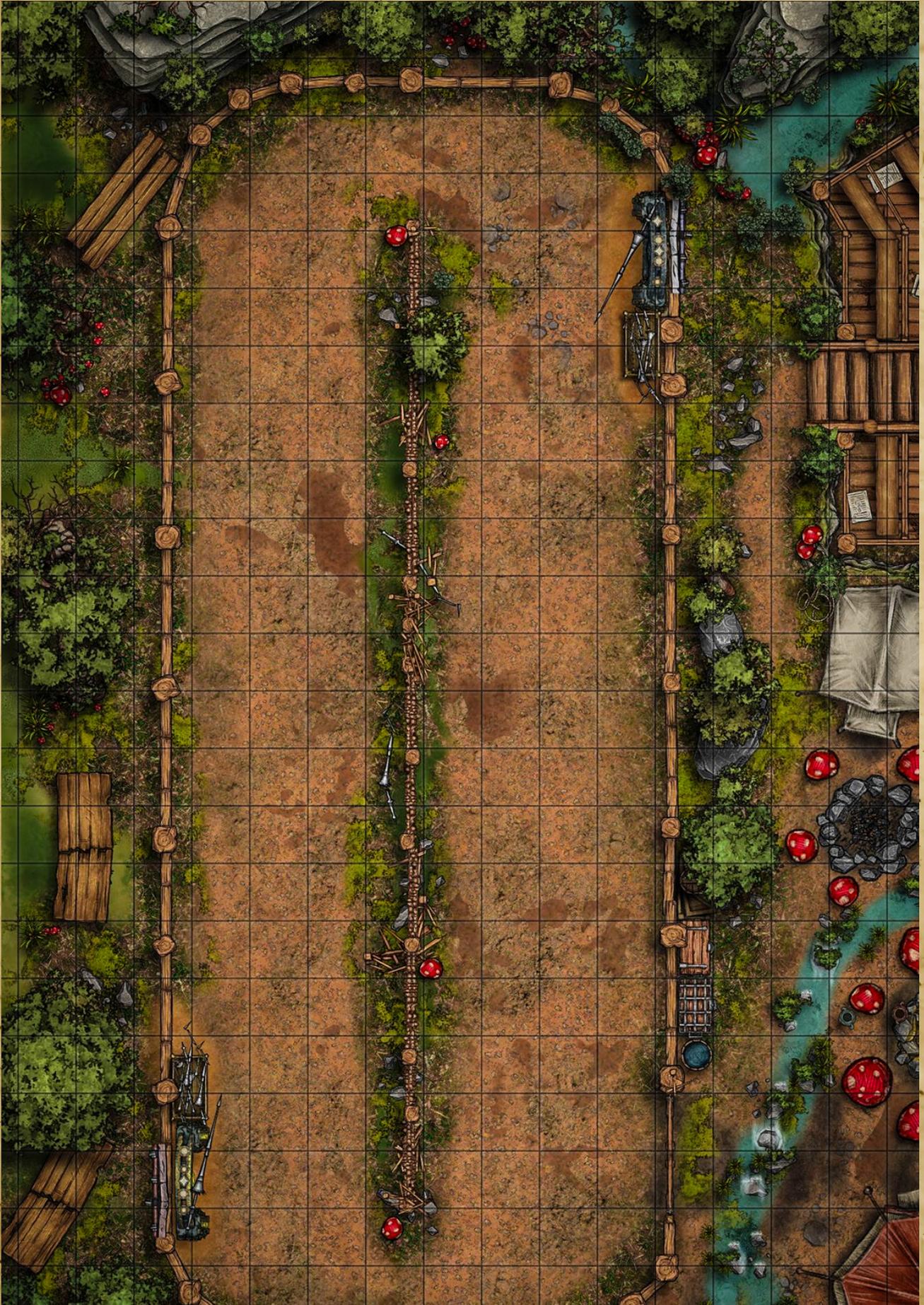
Choose any one of the above.

Please feel free to adjust these rules to your own liking, add some challenges to the initial movement charge, give your Toad some monstrous traits, add some magic ... it really is up to you! If you do add and change things, we would love to see your ideas please let us know by sharing any fun adjustments on the 'Gnomes of Agaldurs Keep' Kickstarter project page or on our Northumbrian Tin Soldier Facebook feed

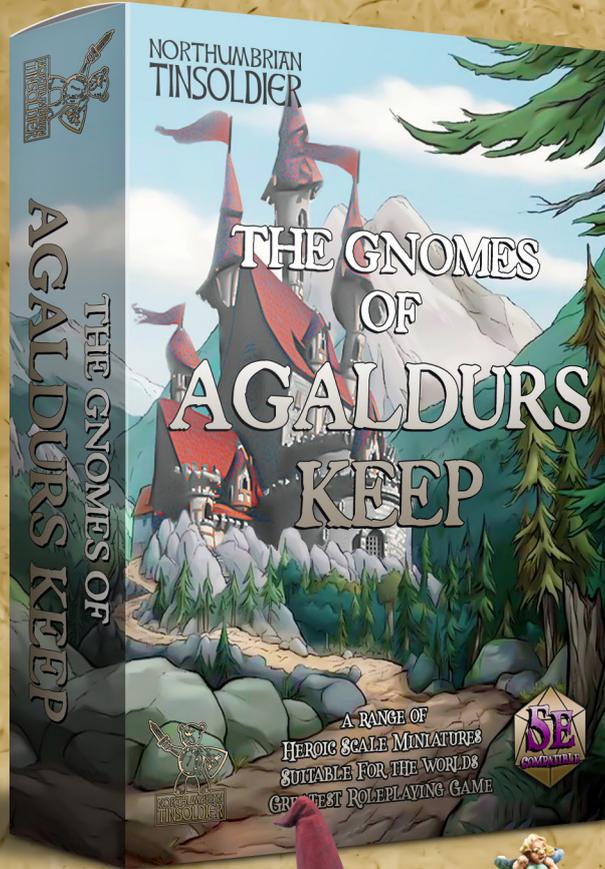
The Tournament Field

Map by Kenneth Fenn

Download the full size map at : www.northumbriantinsoldier.com/tournamentfield.jpg



WELCOME TO AGALDURS KEEP ADVENTURER



The Leader



The Tracker



The Alchemist



The Juggernaut



The Elder



The Fairy Catcher



The Champion



The Shrew Tamer



The Gnight



The Toadlings



The Frogomancer



The Hungry Toad



The Pack Toad



The Warty Toad

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