

JOUST RESULT MATRIX

	Shield High	Shield Middle-Left	Shield Middle-Right	Shield-Low
Aim point-Head	Break Lance	Hazard	Hazard	Injure Rider
Aim point-Body-Left	Unhorse	Break Lance	Hazard	Unhorse
Aim point Body-Right	Unhorse	Hazard	Break Lance	Unhorse
Aim point-Horse	Injure Horse	Hazard	Hazard	Break Lance

Break Lance: Jousting Lance breaks, real lance roll Joust Skill to avoid break

Unhorse: roll Joust Skill or fall from horse

Hazard: roll opposed Joust Skill: if attacker wins, treat as unhorse; if defender wins, break lance. If both roll over skill, no effect.

Injure: Roll Joust Skill or take 1d6 damage (exploding dice). If you take damage, roll second Joust Skill or be unhorsed