

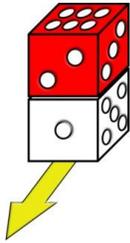
Roll for the Tournament - The Sword event

The SWORD event is second of three competitions held in the Grand Tournament. Knights from around the realm come together once a year and compete for the title of Grand Champion. Over a three day period each knight will participate in three events: The Joust, The Sword Event, and Club Melee on horseback.

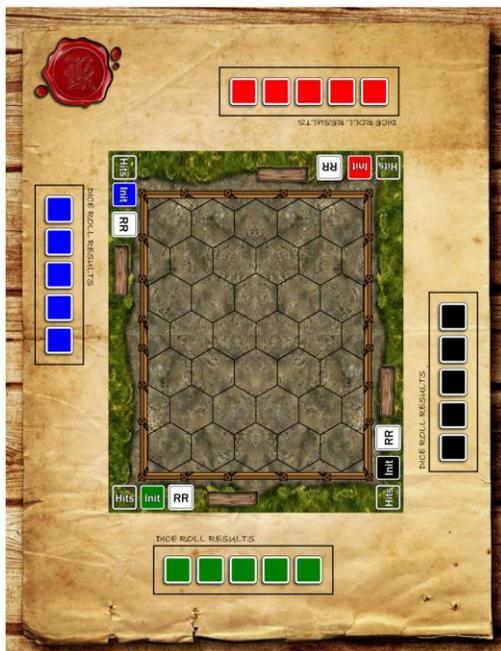
Each event tests a Knight's strength, courage and skill with the lance, the sword, and horsemanship. Points are collected for either winning a match or feats of skill. The Knight who earns the most victory points, along with the most won matches, will be crowned the Grand Champion of the Tournament.

SETUP

1. Place the Sword Arena in the middle of the table so all players can reach it.
2. Each player takes 8D6 in one of the four colors shown on the arena and 2D6 of the white dice.
3. Each player places one of their colored die on top of one of the white die and places them in their corresponding colored corner of the arena.



4. The colored die should show [6] on the top and is the HEALTH DIE which represents that players remaining health.
5. Make sure the [1] on the white die is facing toward the center, this is the FORWARD FACING DIE used for movement and attacks.
6. Next, each player places one of their colored die in their corner of the arena on the outside space labeled "Init" with the [1] showing on top. This die represents the INITIATIVE for that turn and indicates what order the players will moves and attack.
7. The last die for each player to place is a white die on the RR or ReROLL space. This die keeps track of how many rerolls you have available during each turn. As you gain or use rerolls, you will adjust this die up or down.



8. Place the remaining 6D6 in each player's corner. One of the colored D6 will be used to keep track of the number of HITS against an opponent during an attack.
9. Once all the dice have been placed and each player is ready, all players roll for initiative. Each player Rolls 5D6 to see who wins the initiative and get to go first this turn.
10. Based on the following results, the player with the highest initiative will move/attack first and then the player with the next higher initiative will move/attack second, and so on. Each player will tally up their roll and adjust their **Initiative** die in their arena corner marked "Init". This same roll also gives you your starting ReRoll total.

Based on your roll, add the following totals to your Initiative die and RR die.

PHASE 1 – Initiative Roll:

- Highest 5 of a kind = [6] Init & ReRoll value
- Straight (1,2,3,4,5) or (2,3,4,5,6) = [5] Init & ReRoll value
- Highest 4 of a kind = [4] Init & ReRoll value
- Highest Full house = [4] Init & ReRoll value
- Highest 3 of a kind = [3] Init & ReRoll value
- Highest 2 doubles = [3] Init & ReRoll value
- Highest Doubles = [2] Init & ReRoll value
- Highest 5D6 total value = [1] Init & ReRoll value

11. On a tie, the highest valued combination wins. If the combination values are a tie, add up the total of all 5 dice for each player in the tie to see who has the highest total; that player wins! Adjust the initiative dice to represent the "highest to lowest" initiative order
12. On a tie add up the total of all 5 dice for each player in the tie to see who has the highest total; that player wins! Adjust the initiative dice to represent the "highest to lowest" initiative order.
 - a. Example: Two players roll 3, 3, 4, 6, 1 and 3, 3, 1, 4, 2 and tie with doubles, the players add up the total of their dice and the highest total wins the initiative.
13. From these same results on the **Initiative** roll, each player adds the same value to their RR or "ReRoll" die. This reroll bonus can only be used to reroll **Horse Control**, **Attacks** or **Defense** rolls NOT the Initiative roll.

"The final value can never be greater than 6"

14. Final setup for a 4-player game before the Initiative roll:



15. The game is now ready to play!

GAME PLAY

The Sword Event for *Roll for the Tournament* is a Yahtzee style DICE game where up to four players compete in a combat list. Each player attacks with swords trying to score the most undefended hits on their opponents, causing damage and knocking them out of the competition. Each player starts with 6 health and once their health falls below one, they're removed from the event.

Phase 1 - Roll for Initiative to designate player order

Phase 2 - Move and Attack – if possible

Phase 3 - Defend from attack

Each player can perform [2] actions "move/attack" and [2] hex face rotations per turn.

- Move 2 hexes, along with 2 hex face rotations
- 2 - Attacks, along with 2 hex face rotations
- 1 – Move / 1 – Attack, along with 2 hex face rotations
- 1 - Attack / 1 - Move, along with 2 hex face rotations

NOTE: the 2 hex face rotations can be performed anytime during the action!

The player with the highest initiative goes first.

PHASE 2 – Movement and Attacks:

MOVEMENT

In the Sword event all the Knights are stationed in a small fighting list and all movement take place on a hex grid.

A player can move his knight "forward or backward" in the following manner:

- **Rotate 1 hex facing/move 2 hexes/rotate 1 hex facing**
- **Rotate 2 hex facing/move 2 hexes**
- **Move 2 hexes /Rotate 2 hex facing**
- **Rotate 1 hex facing/move 1 hex/rotate 1 hex facing/move 1 hex**
- **Move 1 hex/rotate 1 hex facing/move 1 hex/rotate 1 hex facing**

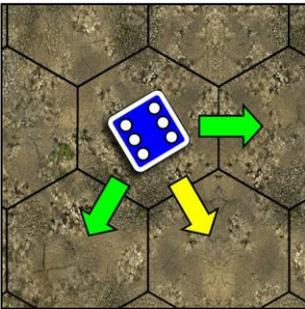
If a player makes contact with another player's piece by trying to move into that player's hex, all movement stops. If the player has an available attack, they can proceed with that attack. The player can still rotate his hex facing if available.

ATTACKS

A player can ATTACK other players in the following manner:

- 2 Attacks / rotate 2 hex facing
- Rotate 2 hex facing / 2 Attacks
- Rotate 1 hex facing / 2 Attacks / Rotate 1 hex facing
- 1 Attack / rotate 1 hex facing / 1 Attack / rotate 1 hex facing
- Rotate 1 hex facing / 1 Attack / rotate 1 hex facing / 1 Attack
- Move 1 hex / rotate 1 hex facing / 1 Attack / rotate 1 hex facing
- 1 Attack / rotate 1 hex facing / Move 1 hex / rotate 1 hex facing
- Rotate 1 hex facing / Move 1 hex / 1 Attack / rotate 1 hex facing
- Rotate 1 hex facing / 1 Attack / Move 1 hex / rotate 1 hex facing

To attach an opponent your player piece must be facing the opponent directly from the front and adjacent to the hex. The yellow arrow shows the only direction you can attack.



Yellow arrow hex

If players attack in a direction of the Yellow Hex, they roll 5D6.

Green arrow hex

If players attack in a direction of the Green Hex, they roll 4D6.

Once a player decides which Hex it is attacking he takes all 5D6 and rolls them together. The results of that roll will determine the number of hits for that attack:

ATTACK ROLLS:

- 5 of a kind = [6] hits
- Straight (1,2,3,4,5) or (2,3,4,5,6) = [5] hits
- 4 of a kind = [4] hits
- Full house = [3] hits
- 2 doubles = [2] hits
- 3 of a kind = [2] hits
- doubles = [1] hit
- Total amount <20 = **MISS**

If a player has any available ReROLLS he can use them to reroll any number of the 5D6 rolls to better his results.

Once the number of hits is determined, place YOUR 1D6 colored HITS DIE with the number of hits shown on the die next to defending player's INIT die in the space provided. This number is the amount of hits the player must defend against to avoid taking damage.

PHASE 3 – Defend:

DEFENDING

A player must immediately DEFEND himself against any and all attacks made against him. To defend against an attack, the defending player has [2] attempts to try and defend all the hits received in each attack against him. Each attack from a player is dealt with separately!

For the FIRST attempt, take all 5D6 and roll them together. The results of that roll will determine the number of hits blocked:

1ST DEFENSE ROLLS:

- 5 of a kind = [6] hits blocked
- Straight (1,2,3,4,5) or (2,3,4,5,6) = [5] hits blocked
- 4 of a kind = [4] hits blocked
- Full house = [4] hits blocked
- 2 doubles = [3] hits blocked
- 3 of a kind = [2] hits blocked
- doubles = [1] hit blocked
- anything less = MISS

After any available Rerolls have been taken the final attempt can be made, take 4D6 and roll the dice together. The results of that roll will determine the number of hits blocked:

2ND DEFENSE ROLLS:

- 4 of a kind = [3] blocks
- 2 doubles = [2] block
- 3 of a kind = [2] block
- doubles = [1] block
- anything less = MISS

Any hits that were NOT blocked will produce damage. Remove the number of blocked hits from the attacking players HITS DIE in the defending player's corner. If there are any hits left on the Hit die, these will be removed from the defending players HEALTH DIE in the list.

If the player takes enough damage to cause his health to go below 1, that player is removed from the list.

Once a player finishes his move and/or attacks, he removes his INITIATIVE DIE from the game board and his turn is over. The player with next lowest initiative takes his turn.

HEALING

A Player can heal [1] health by spending his entire turn doing nothing; no attacks or movement! By doing this they regain [1] health and can adjust their HEALTH DIE by +1. You are not allowed to bring your health above 6!

WINNING THE EVENT

The last player remaining in the list is the winner of the Sword event and receives 5 points. The second to the last player removed from the list earns 2 point. The third and fourth players don't earn any points.

Sword event QUICK roll chart

PHASE 1 - 5D6 INITIATIVE and REROLLS BONUS:

- Highest 5 of a kind = [6] Init & ReRoll value
- Straight (1,2,3,4,5) or (2,3,4,5,6) = [5] Init & ReRoll value
- Highest 4 of a kind = [4] Init & ReRoll value
- Highest Full house = [4] Init & ReRoll value
- Highest 3 of a kind = [3] Init & ReRoll value
- Highest 2 doubles = [3] Init & ReRoll value
- Highest Doubles = [2] Init & ReRoll value
- Highest 5D6 total value = [1] Init & ReRoll value

PHASE 2 - 5D6 MOVEMENT AND ATTACKS:

- 5 of a kind = [6] hits
- Straight (1,2,3,4,5) or (2,3,4,5,6) = [5] hits
- 4 of a kind = [4] hits
- Full house = [3] hits
- 2 doubles = [2] hits
- 3 of a kind = [2] hits
- doubles = [1] hit
- Total amount <20 = MISS

PHASE 3 - 5D6 DEFENSE:

- 5 of a kind = [6] hits blocked
- Straight (1,2,3,4,5) or (2,3,4,5,6) = [5] hits blocked
- 4 of a kind = [4] hits blocked
- Full house = [4] hits blocked
- 2 doubles = [3] hits blocked
- 3 of a kind = [2] hits blocked
- doubles = [1] hit blocked
- anything less = MISS

FINAL DEFENSE ROLLS:

- 4 of a kind = [3] blocks
- 2 doubles = [2] block
- 3 of a kind = [2] block
- doubles = [1] block
- anything less = MISS