

## *Roll for the Tournament - The Melee on Horseback event*

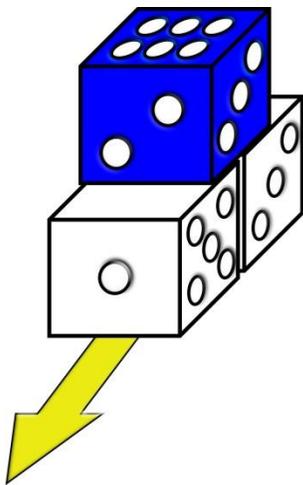
Melee on Horseback is the third event for **Roll for the Tournament** and is a Yahtzee style DICE game where up to four players compete in a combat list on horseback. Each player attacks with club while on horseback trying to score the most undefended hits against their opponents, causing damage and 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.

The Melee on Horseback event is the last 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 Melee on horseback.

Since Melee on Horseback is primarily a Dice rolling game you will be rolling 5D6 throughout the game trying to obtain Poker style rolls. The higher the Poker roll, the better your results.

### **SETUP**

1. Place the Melee on Horseback 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 3D6 of the white dice.
3. To setup your Knight and his horse, take the two white dice and situate them side-by-side so the [1] represents the forward facing and [6] represent the rear facing of the horse.



4. The colored die on top should show [6] and represents the Knights HEALTH, which will change as his health increases or decreases.
5. 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.
6. 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.



7. 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.
8. 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.
9. 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

10. 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
  - 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.
11. 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"

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



13. The game is now ready to play!

### **GAME PLAY**

Melee on Horseback plays similar to the Sword event with the addition of riding and maneuvering a horse. Game Play consists of [4] phases per turn with following phases taken in order:

- Phase 1 - Roll for Initiative to designate player order
- Phase 2 - Roll for Control of your horse
- Phase 3 - Move and Attack – if possible
- Phase 4 - Defend from attack

In the Melee on Horseback event all the Knights are stationed in a large fighting list and all movement take place on a hex grid. A player can MOVE his horse "forward or backward", rotate a # of hexes AND perform [2] attack actions.

### **PHASE 2 - Levels of Control:**

- Ultimate Control - [3] forward or [3] Backward and up to [3] hex face rotations - **5 of a kind**
- Full Control - [3] forward or [2] Backward and up to [3] hex face rotations - **Straight - (1, 2, 3, 4, 5 or 2, 3, 4, 5, 6)**
- Good Control - [2] forward or [2] Backward and up to [2] hex face rotations - **4 of a kind**
- Partial Control - [2] forward or [1] Backward and up to [2] hex face rotations - **Full house**
- Minimal Control - [1] forward or [1] Backward and [1] hex face rotations - **Pair of doubles**
- Barely Controlled - [1] forward and [1] hex face rotations - **3 of a kind**
- Bad Controlled - [1] Backward and [1] hex face rotations - **doubles**
- No control - No horse movement - **less than doubles**
- Out of control - Random horse movement - **1, 2, 3, 4, 6 "worst roll possible"**

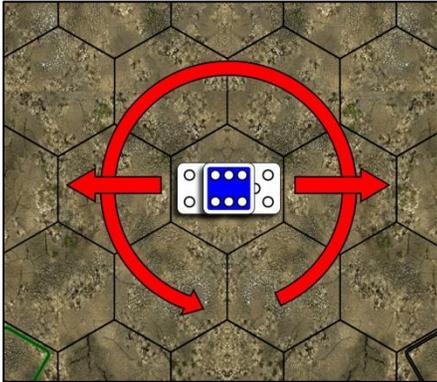
NOTE: the [x] hex face rotations can be performed anytime during the action!

The player with the highest initiative goes first.

## PHASE 3 – Movement and Attacks

### HORSE MOVEMENT

Your horse moves either forward, backward or can rotate within the hex. All movement is based on the control of your mount and during each turn you'll roll to see just how much control you actually have.



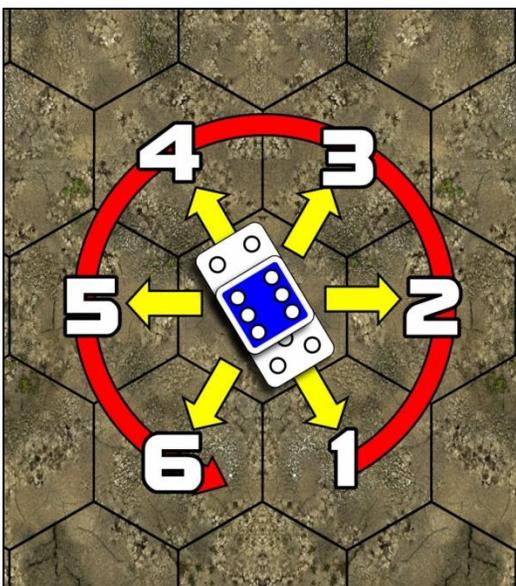
- **Rotate [X] hex facings /move [X] hexes forward or backward /rotate [X] hex facings**
- **move [X] hexes forward or backward /rotate [X] hex facings**
- **Or any combination of the two!**
- **2 attacks can be made at anytime within that movement process: beginning, middle or end of the movement!**

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.

### OUT OF CONTROL

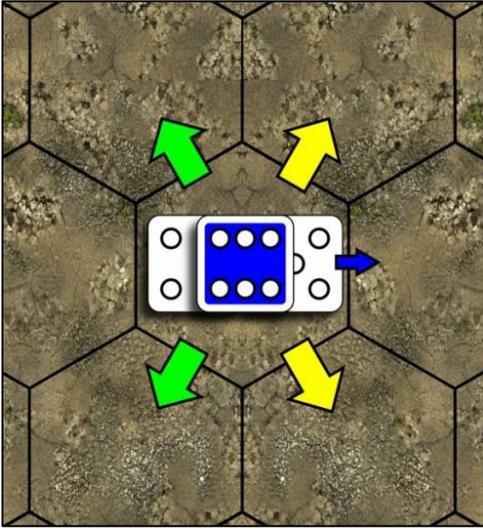
If the result of your horse control roll is "Out of Control", roll 1D6 twice: one for hex rotation and one for # of hexes forward.

On your 1<sup>st</sup> roll rotate the front facing of your horse toward the number rolled. Then if you roll [1 – 3] move 1 hex in that direction "if possible" or [4 – 6] move 2 hexes in the direction of the horse's facing "if possible". If an opponent is blocking your path then no movement is possible and you stay in the original hex.



## PLAYER ATTACK HEXES

The Knight has a limited range of attacks while on horseback and can only reach the hexes in which the yellow and green arrows are pointing. The blue arrow is the forward facing of the horse. An opponent in the hexes with the green arrows is harder to hit since they are slightly behind the player.



### 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 3D6.

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
- **[1, 2, 3, 4, 6]** = **Horse contact!**

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.

**Horse Contact** –If a player accidentally hits an opponent's horse during his attack, he is penalized 5 points and warned! If the player hits the horse a second time he is disqualified and removed from the event!

## **PHASE 4 – 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:

#### **1<sup>ST</sup> 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:

#### **2<sup>ND</sup> 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.

# Melee on horseback 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 HORSE CONTROL:

- Ultimate Control - [3] forward or [3] Backward and up to [3] hex face rotations - **5 of a kind**
- Full Control - [3] forward or [2] Backward and up to [3] hex face rotations - **Straight - (1, 2, 3, 4, 5 or 2, 3, 4, 5, 6)**
- Good Control - [2] forward or [2] Backward and up to [2] hex face rotations - **4 of a kind**
- Partial Control - [2] forward or [1] Backward and up to [2] hex face rotations - **Full house**
- Minimal Control - [1] forward or [1] Backward and [1] hex face rotations - **Pair of doubles**
- Barely Controlled - [1] forward and [1] hex face rotations **3 of a kind**
- Bad Controlled - [1] Backward and [1] hex face rotations **doubles**
- No control - No horse movement - **less than doubles**
- Out of control - Random horse movement - **1, 2, 3, 4, 6 "worst roll possible"**

## PHASE 3 - 5D6 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
- **[1, 2, 3, 4, 6]** = **Horse contact!**

## PHASE4 - 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