

TOURNAMENTS

OPTIONAL RULES

This download takes a look at some of the favored sports in Rassilon, as well as rules for tournaments. While the word “tournament” may conjure up images of knights in plate armor tilting on the lists, this is not an image befitting Rassilon. While the same basic principal applies, the events are vastly different.

Many tournaments are held in settlements across the length and breadth of the land, though regional variations to the rules often apply. For instance, the horse warriors of the Drachenlands favor mounted archery at a gallop over static shooting. Only two rules are universal—magic may not be used to affect the outcome of a contest and armor and weapons are generally forbidden.

Naturally, weapons are required for archery and javelin contests. Cross-country skiers with any sense wear leather armor and carry a single weapon as a minimum, for there are many dangers in the wilds. Use of weapons against a fellow competitor is strictly forbidden.

NUMBER OF DISCIPLINES & DURATION

Tournaments can be local, regional, or national. Local event encompasses one village and its immediate neighbors. Regional tournaments a town and its supporting villages or which occur in a larger geographic region, such as an important noble’s holdings. National events are extremely rare, and would likely be sponsored by the domain’s ruler. Only one such regular event occurs—the annual Grand Moot held in Royalmark.

The six main sports and their various disciplines make up a total of 12 different possible events. Not every event need be hosted at every tournament. Indeed, not every location can support all the events—a village with no access to water can hardly be expected to host a swimming competition, and a summer fair in the Hearthlands to honor Sigel won’t see much skiing unless there are some very big mountains nearby.

The minimum number of disciplines held varies by the size of the event. The GM should determine the specific disciplines available. Remember, these are minimums—an event may always include more.

Tournaments also have a minimum duration. Again, factors such as season, location, reasons for the tournament, and the number and type of contests may modify this.

Event	Min Disciplines	Min Duration
Local	Two	One day
Regional	Five	Four days (half week)
National	Nine	Eight days (one week)

NUMBER OF TOURNAMENTS

Tournaments are held all year round, but often take place on the same day (for religious reasons, primarily). Because of this, it is difficult to attend more than a handful each year. To prevent players abusing these rules to earn quick cash and Glory in preference over adventuring, the GM should limit the number of tournaments the heroes can attend in a given year.

Basic guidelines are to limit the number of national tournaments to one per year, regional one or two per year, and local ones to four per year. Glory awards (see page xxx) are restricted to +20 Glory per year through tournaments.

Tournaments are ideal ways to continue playing when a player cannot make a game, especially if an adventure has just ended. The missing hero may be off on a minor quest or recovering from injury. Meanwhile, his comrades discover a country fair and tournament are being held nearby. The GM need only use the Allied Personality table to turn faceless NPCs into characters the heroes can interact with and perhaps create a simple plot, like a robbery or murder.

EVENTS

Tournaments in Rassilon comprise six core events—archery, javelin throwing, knattleikr (a ball game played by teams), skiing, swimming, and wrestling. Many of these are then further divided into different disciplines, resulting in a larger number of actual events.

ARCHERY

Archery contests focus on accuracy. Contestants are given five arrows apiece. Each shaft is marked with colored ribbon to denote the thrower’s identity. A shield is placed at Short, Medium, and Long ranges. The metal boss is removed and replaced with a wooden plug. This is painted white.

Each contestant may freely choose which shield he wishes to shot. The points scored depend on the range

HELLFROST

and the accuracy of the shot, as shown below. Thus, while a contestant can play safe and stick to Short range, one good score at longer range earns far more points. A trick shot, such as splitting an opponent's arrow, gives a -4 to the Shooting roll. However, it scores an additional 2 points.

SCORING TABLE

Range	Success	Raise
Short	1	2
Medium	3	5
Long	6	10

Time is not generally an issue, so all contestants may Aim before firing. Rushed format contests involve firing in rapid succession, which precludes aiming unless the contestant has the Marksman Edge. In most competitions, rushed format is reserved solely for warriors, hunters, and clerics of Ullr, professions considered specialists with a bow, while the standard format is open to anyone capable of pulling a bowstring.

Competition rules can vary immensely, and participants are expected to know which set of rules is being used in advance. Claiming not to know the rules is taken as a sign of incompetence concealed behind a lie.

In short form archery, the highest scorer after five shots wins. If there is a tie for first place, those contestants fire a second round of five arrows to decide the overall winner. Other contests eliminate those who failed to reach a certain score. Those who make the cut fire again, this time with a higher pass mark to reach. Some make the warriors release three rounds of five arrows, with the closest shield being removed after the first round and the next closest shield after the second. Points scored over the three rounds are then tallied to find the victor.

JAVELIN

Javelin throwing is broken down into two categories—range and accuracy.

RANGE

Throwing for range has nothing to do with accuracy—it is simply a test of strength and technique. The throw is highly inaccurate, and thus never used in battle unless facing massed ranks (where accuracy is less important), showing off to try and intimidate rivals, or trying to make a point (i.e. cross this point and you might be killed).

Because no accuracy is involved, range modifiers are irrelevant. Instead, contestants simply make a Throwing roll. Whoever scores the highest wins. Short tournaments allow just a single throw, whereas longer formats allow multiple throws.

ACCURACY

Typically, this event involves striking a round shield

attached to a wooden post, though other objects may be used. Before the Anari conquered their lands, Saxa threw their spears at convicts tied to stakes, with points awarded for the part of the hapless victim they struck. The rules are identical to those for archery contests.

SKIING

Nowhere in Rassilon escapes winter. Skiing is thus as much a way of life as it is a recreational activity. In competition, skiing takes the form of straight downhill racing, slalom, and cross-country.

DOWNHILL

Because it requires a decent slope, downhill competitions are only held in mountainous or extremely hilly areas. Running a downhill contest uses the Chase rules.

Place ten markers on the tabletop to represent the course. The markers aren't intended to represent any specific distance—they are simply to show relative positions along the length of the course. The Obstacle rules are not used; courses are cleared of obstacles before the race begins to prevent accidents.

All contestants race simultaneously, using the action cards and Agility rolls. Each contestant begins off the marker track—his first success moves him onto the first marker. Shoulder barging opponents, kicking up snow, and cutting in front of opponents to force them off balance are all part of the game. Hence, the standard Stunts and Maneuvers can all be used. However, striking a rival is prohibited and results in instant disqualification.

A contestant who goes out of control for any reason and who rolls Skid, Spin, or Slip suffers a -2 penalty to his next Agility roll. Any other result causes the skier to fall (whereupon he suffers 2d6 nonlethal damage), ending his challenge automatically.

Whoever passes beyond the tenth marker first wins the race.

CROSS-COUNTRY

Whereas downhill is about pure speed and slalom is about technique, cross-country skiing is a test of endurance (and speed, since it is a race).

The quickest way to run one of these contests is using the Chase rules as for the downhill contests (see below). Each token used to denote Range Increments can be anywhere from one mile to as much as 10 miles, depending on the length of the course.

The third, fifth, and eighth markers should be of a different color to the others. When a skier reaches one of these he must make a Vigor roll or suffer a level of Fatigue. Over short courses, the race is essentially a sprint and the skiers are pushing hard for the duration. In long distance races, the skiers have to cover the distance by nightfall and thus must continually push onward, albeit at a slower rate than on short tracks.

A level of Fatigue can be removed by using the Steady

