

**Fortunes Favour Rapier Tournament**  
**2<sup>nd</sup> August 2015**  
**Hosted in Barony of Innilgard by Jarnskeggi the Mad**

**Tournament Format:**

The tournament will be held as a challenge tournament with each challenge consisting of 3 fights. Double kills will be re-fought, disinclined to continue will beat a straight death.

Combatants will receive 1 point per fight win (NOT overall round win) + 1 point each if both agree to participate in rolling dice for fortunes favour (+1 point per round, not each fight).

At the start of the day, each combatant will draw an offhand weapon choice from a hat. Each combatant MUST use this choice or fight single sword. Upon the completion of a round, the round winner MUST take the losers offhand choice (even if they fought single sword, their pick from the hat is still "theirs"), the loser of the round MAY take either the winners offhand choice or re-pick from the hat.

It is the responsibility of each fighter upon challenging and arranging a fight to inform lists + herald of who is fighting, and if you and your opponent are testing Fortunes Favour. The loser of the round is also required to inform lists of the results at the end of the fight.

If there is a final to be fought, it will be best of 5 fights with the option to roll for Fortunes Favour at each fight instead of round.

**Fortunes Favour:**

Upon MUTUAL agreement fighters may choose to test Fortunes Favour. This will involve rolling 1 d6 dice each prior to the fight to determine what scenarios and rules Fortune will set for your fight. These choices are NOT OPTIONAL – AGREE AT YOUR OWN RISK. Declining Fortunes Favour after agreeing to roll will be considered a total forfeit (3 wins for your opponent).

Where indicated Fortunes Favour rules will temporarily overrule your random offhand selection, however you still exchange/re-pick as per existing rules at the end of the round.

The Baron and Baroness may re-roll any dice at will for any fight providing it is not their own fight (if they are fighting)

Finally, testing Fortunes Favour is not meant to be fair, it is meant to be a literal test of luck. Bad things can happen, good things can happen and unfair things can happen. If you do not wish to risk it, please do not use it.

## **Rules of the Dice:**

### **1: *Poisoned Dagger***

Combatant must use only 1 dagger, however any legitimate cut or thrust with that dagger on any part of the opponents body will be considered fatal

### **2: *Mirror Match***

Combatant must use exactly the same weapons & rules as their opponent

### **3: *Gag prize***

You will be required to use an unusual offhand

### **4: *Poisoned***

You are poisoned! You have 60 seconds to win the fight or you die instantly. Please inform Marshals of this so they may time fights

### **5: *Crippled***

You are crippled! Start your fights with your choice of either 1 arm lost or kneeling/posting

### **6: *Armoury***

You looted an armoury on the way here and have free choice of any weapon/offhand combo

### **Double 1: *Lord Jackson duel***

Each combatant has a dagger in their main hand. A rope is tied to each offhand. Please do not attempt to use the rope to bind daggers it causes a safety hazard with tips – the rope is designed to limit distance

### **Double 2: *Weapon Shuffle***

Each combatant uses their normal weapon/offhand choices however their Sword must be used in their offhand, and offhand must be used in main hand

### **Double 3: *Bridge Battle***

You are duelling on a bridge represented by rope on the ground. Stepping even one foot over the bridge will cause you to fall to your death

### **Double 4: *Mutual poisoning***

You and your opponent have poisoned each other! You will both die in 60 seconds unless one kills the other. If you both double kill due to poison it will NOT be re-fought – making it possible to receive no victory points for the round if you both die 3 times to poison

### **Double 5: *Black Knight***

The round will become first to 3 kills instead of best of 3. Upon dying once, a combatant returns to fight missing an arm. Upon dying twice, a combatant returns to fight missing an arm and kneeling/posting

**Double 6: *Gladiatorial Arena***

You and your opponent start with 3 tokens each and lose one each time you die. You are allowed any choice of weapon/off-hands but the list field is surrounded by vicious starving animals. Touching the list field in any form – including fabric just grazing – will result in your instant death.

However the audience may inspire you to new heights. At the start of a Gladiatorial Arena each member of the crowd will receive one token to bestow – or not bestow – as they wish to either fighter of the Gladiatorial Arena at any time. Should one fighter run out of tokens there should be a call asking for any more further tokens to be given before declaring a win. Each fight still awards 1 point to the winner as normal.