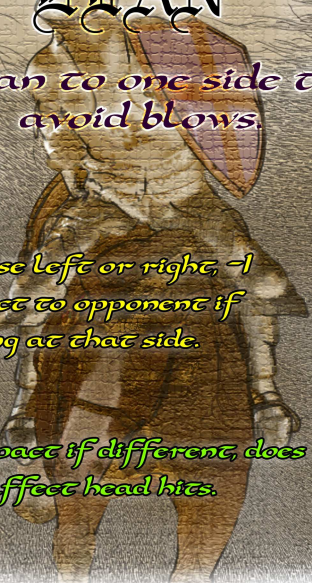


LEAN

Lean to one side to avoid blows.

Choose left or right. -1 Impact to opponent if aiming at that side.

+1 Impact if different, does not affect head hits.



RISE

Move into the impact.

+1 Impact.

-1 Balance, cancels STC FORWARD.



STEADY

Stay as you are.



MOVE SHIELD

Adjust your shield.

Choose Up, Down, Inward or Outward.

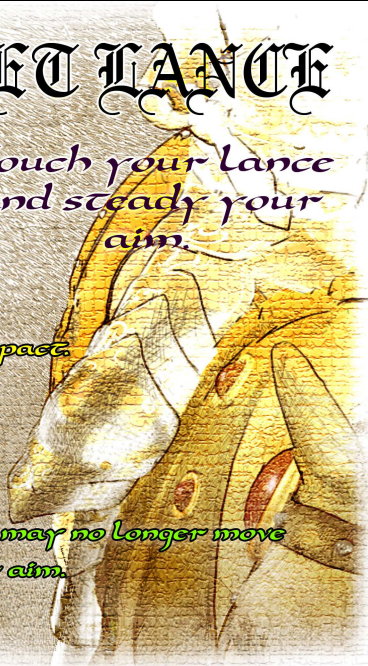


SET LANCE

Couch your lance and steady your aim.

+1 Impact.

You may no longer move your aim.



STEADY

Stay as you are.

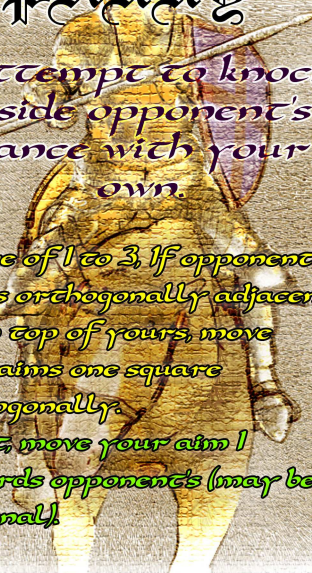


HARRY

Attempt to knock aside opponent's lance with your own.

Range of 1 to 3. If opponent's aim is orthogonally adjacent or on top of yours, move both aims one square orthogonally.

If not, move your aim 1 towards opponent's (may be diagonal).



STC FORWARD

Steady your seat.

+1 Balance.

Cancels RISE.



BRACE SHIELD

Steady your shield.

+1 Balance.

You may no longer play the MOVE SHIELD card.



PUTT BACK

Reduce your horse's speed

Your horse does not accelerate this turn

STEADY

Gradually accelerate

No effect

CANTER

Canter faster

+1 speed

PUTT BACK

Reduce your horse's speed

Your horse does not accelerate this turn

STEADY

Gradually accelerate

No effect

GALLOP

Gallop faster

+2 speed

STEADY

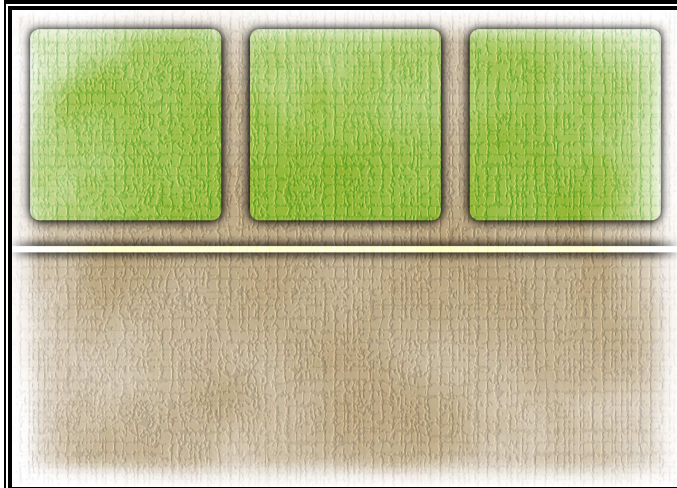
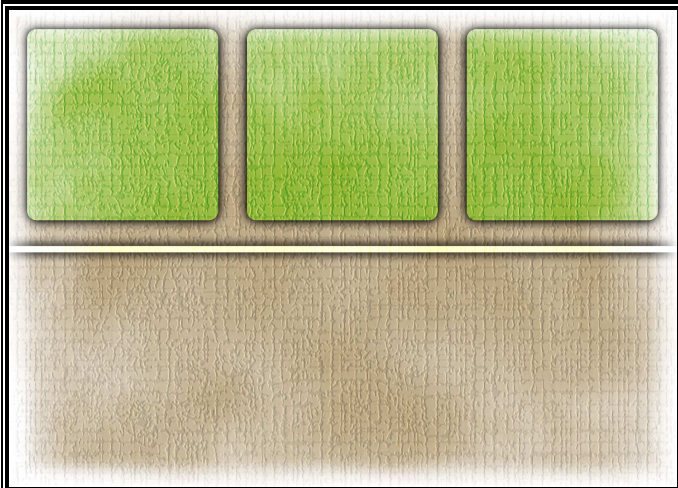
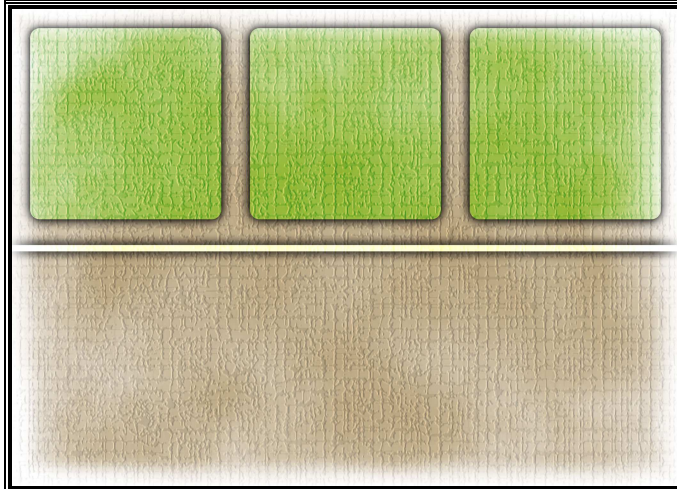
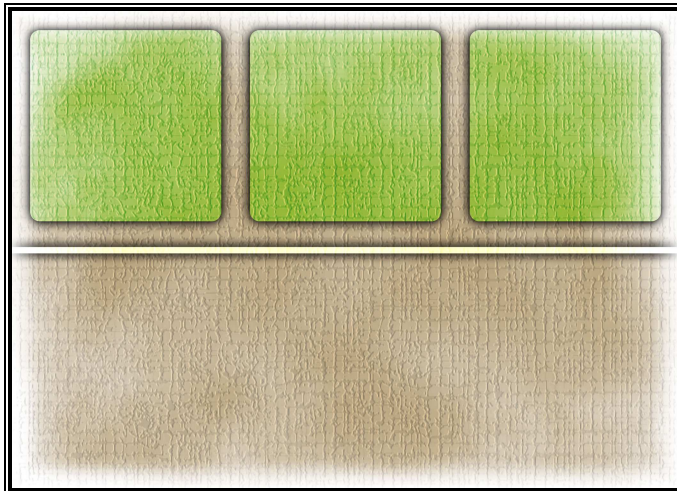
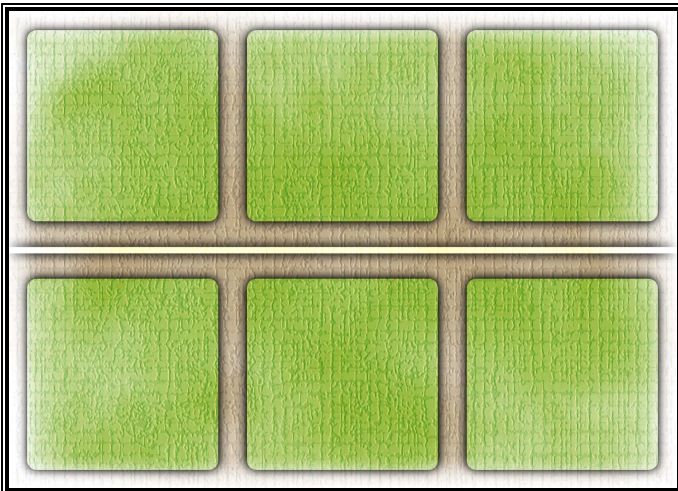
Gradually accelerate

No effect

TWITCH

Your opponent's horse twitches

If your opponent is aiming at Leg Left or right, or Torso Left or right, their aim moves 1 away. -1 speed to opponent.



Combined Speed 2-5 +0 Impact 6-10 +1 Impact 11+ +2 Impact	Moved Furthest +1 Impact	Rise +1 Impact	Set Lance +1 Impact	Lean -1 Impact / +1 Impact	Aim A3 +2 Impact B2 +1 Impact C2 +1 Impact	Down Shield B3 -1 Impact C3 -2 Impact C4 -1 Impact	Up Shield A3 -1 Impact A4 -2 Impact	Inward Shield B2 -1 Impact B3 -2 Impact	Outward Shield A4 -1 Impact B3 -2 Impact
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Sit Forward +1 Balance	Rise -1 Balance	Brace Shield +1 Balance	Aim C2 +1 Balance D3 +1 Balance D4 +1 Balance D1 Break D2 Break D3 Break	Impact - Balance	IMPACT 1 A hit, no score	IMPACT 2-3 Break lance 1 point on chest, torso and legs 2 points for head	IMPACT 4+ Unhorsed, automatic win
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