

## **The Field Rage Course**

### **Participants :**

4 competitors at the start of a each jousting session

### **Course :**

0- While the Herald introduces the competitor he takes 1 lap to familiarize the horse with the arena setting. The rider and his assistant stand at the edge of the forest after tracking the enemy... who are resting in a pavilion

1- Stealthing his way to the camp bonfire he picks up a torch from a brasero...

2-...and throws it inside the tent, waking up the enemy whose now making ready to fight back.

3- Pulling his sword, he cuts loose the enemy horse and chase it away, while the occupants of the tent are getting out in arms.

4- The rider forces his way past the enemy and cuts the tip of their lance while charging by.

5- The rider receives a lance from his assistant and rides back towards the shield wall and knocks out an opponent holding a spear.

6- Coming back to the fallen enemy, the rider picks the spear and chase the fleeing one...

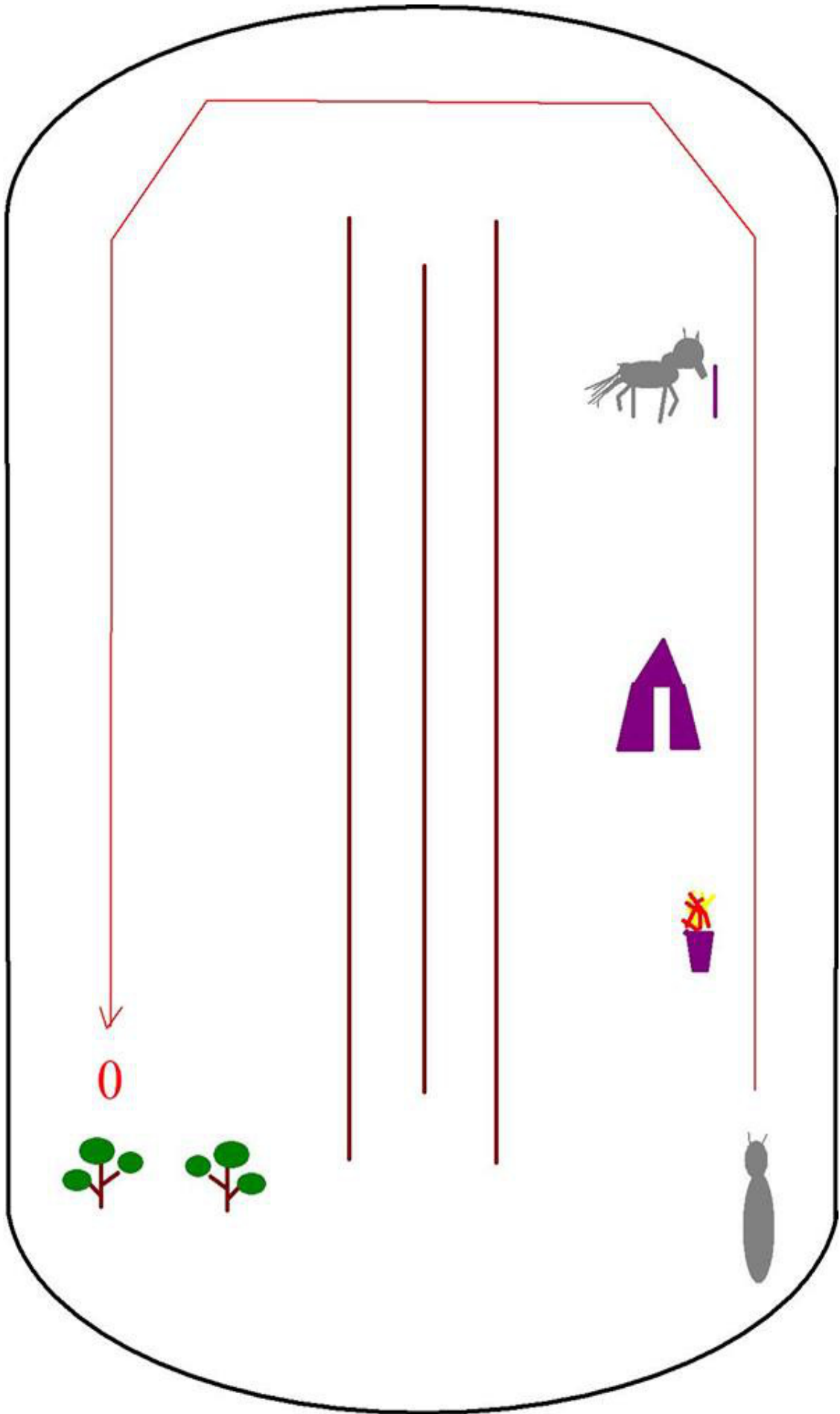
He stabs the Crawler, stopping the run of his last standing partner

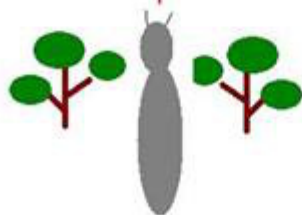
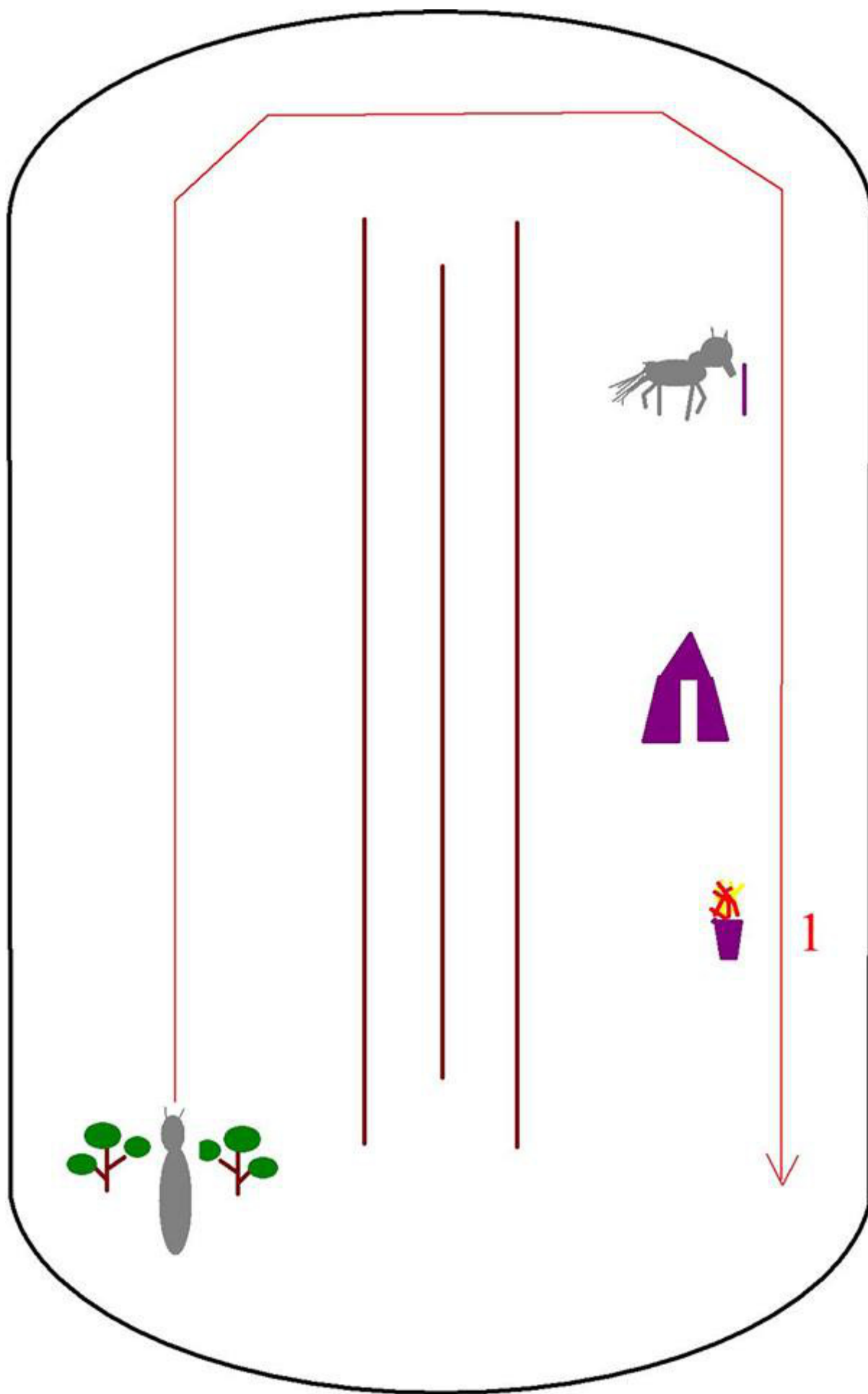
7- He pulls his sword and circles the enemy with his mount forcing him to kneel and to be captured by the assistant.

8- While the Herald praises his deed, the competitor takes a victory lap allowing the reset of the arena.

### **- Competitor :**

Half armoured with open vizor





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