

HIPPODROME: THE BEN HUR EDITION

TABLE 1: CORNERING

Roll	Result
2-8	Chariot safely takes the corner
9-10	Chariot safely takes the corner, but takes 1 DP
11	Chariot safely takes the corner, but takes 2 DP
12	Possible Wreck. Roll on Table 2

For every two DP a chariot has, +1 drm (e.g. if chariot has 1 DP, no drm; if 2 or 3 DP, +1 drm; if 4 or 5, +2 drm, etc.) +1 drm for each MP expended TWO OR GREATER than the max safe speed of the most inside lane moved in (e.g. Max safe speed was 6, and if chariot moved 7, no drm; if 8, a +1 drm; if 9, a +2 drm; if 10, a +3 drm, and so on)

TABLE 2: WRECK

Roll	Result
2-3	Chariot slides one lane outward, and takes 2 DP
4-6	Chariot slides one lane outward, and takes 3 DP
7-9	Chariot slides one lane outward, and takes 4 DP
10+	Chariot slides one lane outward, and WRECKS

If sliding chariot enters a space occupied by another chariot, that chariot must give way and move one space back OR one outward one lane (their choice) and take 1 DP.

If the Hippodrome outside wall prevents a slide, the slide is ignored but the chariot gets an additional 2 DP

TABLE 4: WHIP ATTACK

Roll	Result
2-3	Whip permanently lost, but target gets 1 DP
4	Target's horses frightened; target moves one space forward (if unoccupied)
5-7	No effect
8-9	Target moves backward one space OR outward one space (his choice)
10+	Target gets 1 DP

+1 if target no longer has a whip

TABLE 3: WHIPPING FOR SPEED

Roll	Result
2-3	No extra speed; receive 1 DP
4-5	No extra speed
6-7	1 extra MP
8-9	1 extra MP; receive 1 DP
10-11	1 extra MP; receive 2 DP
12	2 extra MP; receive 2 DP

TABLE 5: RAM ATTACK

Roll	Result
2-4	Attacker gets 1 DP
5-7	No effect
8-9	Both chariots get 1 DP
10-11	Target gets 1 DP
12	Target gets 2 DP

SPECIAL CHARACTERISTICS:

- A. SKILLED DRIVER
- B. WELL-BALANCED CHARIOT
- C. SCYTHED CHARIOT
- D. GOOD CHARIOT TEAM
- E. AGGRESSIVE WHIPPER
- F. SMILE OF FATE
- G. WELL-BUILT CHARIOT
- H. FROWN OF FATE
- I. DARING DRIVER
- J. AN HONORABLE MAN
- K. SHREWD TACTICIAN
- L. FABULOUS FINISHER
- M-O. WEAK DRIVER



ROLL 2D6 FOR 9TH (AND SUBSEQUENT) DAMAGE. 7 OR HIGHER = WRECK

CHARIOT DAMAGE TRACK

