

BEN-HUR

MOVEMENT

MOVEMENT BASED ON "WHIPS". 1 WHIP FOR SLOW, 2 WHIPS FOR MEDIUM SPEED AND 3 WHIPS FOR FAST. CHARIOTS START THE RACE ON ONE WHIP AND MAY MOVE UP OR DOWN ONE WHIP PER TURN. FOR EACH WHIP, ROLL A D6 AND MOVE THE CHARIOT A NUMBER OF SQUARES EQUAL TO THE HIGHEST SINGLE NUMBER ROLLED.

CHANGING LANES

CHARIOTS MAY CHANGE LANES WHEN MOVING ALONG THE STRAIGHT SECTIONS OF THE TRACKS. TO CHANGE LANES ROLL A D6. THE MANOEUVRE IS SUCCESSFUL ON A 2+ AT SLOW SPEED, 3+ AT MEDIUM SPEED AND 4+ AT FAST SPEED. IF FAILED THEN THE CHARIOTS MOVES FORWARD ONE SQUARE.

SKIDDING

WHEN A CHARIOT MOVES OUT OF A BEND SQUARE THEN THERE IS A CHANCE THAT IT WILL SKID OUT A LANE. EACH LANE HAS A DIFFERENT SKID VALUE – 5 FOR THE INSIDE LANE, 4 FOR THE MIDDLE LANE AND 3 FOR THE OUTSIDE TWO LANES. TO PASS THE SKID TEST, THE PLAYER MUST ROLL EQUAL OR MORE THAN THE SKID VALUE ON THE SAME NUMBER OF DICE AS THEY ROLLED TO MOVE. I.E. A CHARIOT IN THE MIDDLE LANE GOING AT FAST SPEED MUST ROLL A 4+ ON *EACH* OF THE 3 DICE THAT THEY MUST ROLL.

IF FAILED, THE CHARIOT MOVES OUT ONE LANE AND LOSES ONE POINT OF MOVEMENT.

IF A DOUBLE 1 IS ROLLED FOR THE SKID TEST, THEN THE CHARIOT HAS SPUN OUT OF CONTROL. THE PLAYER'S GO ENDS IMMEDIATELY AND THE CHARIOT MUST SPEND ITS NEXT TURN TURNING THE CHARIOT AROUND BEFORE STARTING AGAIN FROM 0 WHIPS.

CRASHING INTO WALLS

IF THE CHARIOT IS FORCED INTO A WALL FOR ANY REASON THEN THERE IS THE CHANCE THAT THEY MAY TAKE DAMAGE. THE CHARIOT IS WOUNDED ON A 5+ IF IT IS A STONE WALL OR 6+ IF IT IS A HEDGE.

DESTROYING THE CHARIOTS

EACH CHARIOT STARTS THE GAME WITH 5 WOUNDS. IF A CHARIOT IS EVER REDUCED TO 0 WOUNDS THEN IT AND IT'S CREW ARE DESTROYED AND REMOVED FROM PLAY.

RAMMING

RAMMING FALLS INTO TWO CATEGORIES: SIDESWIPE AND SHUNTS. IF THE ATTACKING CHARIOTS MOVES INTO THE DEFENDER DIAGONALLY OR FROM THE SIDE THEN THE RAM COUNTS AS A **SIDESWIPE**. IF THE ATTACKER MOVES IN FROM THE REAR THEN THE RAM COUNTS AS A **SHUNT**.

SIDESWIPE

EACH CHARIOT IS WOUNDED ON A 5+. AFTER THE WOUNDS HAVE BEEN RESOLVED, MOVE THE ATTACKER INTO THE DEFENDER'S SQUARE AND MOVE THE DEFENDER TO THE SIDE ONE SQUARE.



SHUNT

THE DEFENDER IS WOUNDED ON A 5+ AND THE ATTACKER IS WOUNDED ON A 6+. AFTER THE WOUNDS HAVE BEEN RESOLVED, MOVE THE ATTACKER INTO THE SQUARE WHERE THE DEFENDER



IS CURRENTLY AND ROLL A D6 FOR THE DEFENDER. ON A 1-2 THE CHARIOT IS MOVED FORWARD AND LEFT ONE SQUARE, ON A 3-4 THE CHARIOT IS MOVED FORWARD ONE SQUARE AND ON A 5-6 THE CHARIOT IS MOVED FORWARD AND RIGHT ONE SQUARE.

THE JUMP

IF A CHARIOT LEAVES THE JUMP SQUARE THEN THE PLAYER MUST ROLL A NUMBER OF D6 EQUAL TO THE NUMBER OF WHIPS. IF ANY OF THE DICE ARE A 5 OR 6 THEN THE CHARIOT FLIES OVER THE JUMP AND LANDS IN THE SQUARE AFTER THE WATER.

HOWEVER, THERE IS A CHANCE THE CHARIOT IS DAMAGED AND SO ROLL A NUMBER OF DICE EQUAL TO THE NUMBER OF WHIPS USED AND A WOUND IS TAKEN FOR EVERY RESULT OF A 6 ROLLED. THEY MAY THEN CONTINUE THEIR MOVE AS NORMAL.

IF THE CHARIOT FAILS THE ROLL THEN THEY LAND IN THE WATER, AUTOMATICALLY LOSE A WOUND AND MUST START AGAIN FROM SLOW SPEED NEXT TURN.

FIGHTING

IF TWO CHARIOTS FINISH A MOVE NEXT TO ONE ANOTHER THEN THE TWO ADDITIONAL CREWMEN WILL ATTEMPT TO ATTACK EACH OTHER'S CHARIOT. EACH CHARIOT IS WOUNDED ON A 6+, WITH THE PLAYER WHO MOVED THIS TURN RESOLVING THEIR ATTACK FIRST.

SNEAKY TRICK CARDS

EACH PLAYER STARTS THE GAME WITH ONE SNEAKY TRICK CARD, RANDOMLY DEALT OUT AT THE START OF THE GAME. THE CARD MAY BE PLAYED DURING THE GAME AND MUST BE DISCARDED AFTER USE.