

CIRCUS MAXIMUS

CORNER STRAIN CHART (3d6-CDM)

Dice Roll minus CDM	1	2	3	4	5	6	7	8	9+
4 or less	—	—	—	—	—	—	—	—	—
5	—	—	—	—	—	—	—	—	S
6	—	—	—	—	—	—	—	S	SS
7	—	—	—	—	—	—	S	SS	J
8	—	—	—	—	—	S	SS	J	LH
9	—	—	—	—	S	SS	J	LH	RH
10	—	—	—	S	SS	J	LH	RH	Flip
11	—	—	S	SS	J	LH	RH	Flip	Flip
12	—	S	SS	J	LH	RH	Flip	Flip	Flip
13	S	SS	J	LH	RH	Flip	Flip	Flip	Flip
14	SS	J	LH	RH	Flip	Flip	Flip	Flip	Flip
15	J	LH	RH	Flip	Flip	Flip	Flip	Flip	Flip
16	LH	RH	Flip	Flip	Flip	Flip	Flip	Flip	Flip
17	RH	Flip	Flip	Flip	Flip	Flip	Flip	Flip	Flip
18 or more	Flip	Flip	Flip	Flip	Flip	Flip	Flip	Flip	Flip

CORNER STRAIN RESULTS

- NO EFFECT. Chariot safely negotiates the corner.
- S SIDESLIP. Chariot moves one lane to the outside. This is not a normal lane change and there is no movement cost for this event.
- SS DOUBLE SIDESLIP! Chariot immediately moves two lanes to the outside and may not use any straining for the balance of this turn and the next game turn. This is not a normal lane change and there is no movement cost for this event.
- J JOSTLED. Driver is jostled. Immediately reduce driver's CDM by three (-3). Chariot is unable to use any straining, including voluntary straining and cornering over the safe maximum speed (such as would be caused by making an inside corner lane change) for the balance of this turn and all following game turns in which its CDM is negative. Thus, all movement factors gained during the present movement phase as a result of whipping would be negated except for those necessary to reach the corner square at which the Jostled result occurred. Endurance costs for any lost MFs must still be paid.
- LH LEFT HORSE INJURED. Check Horse Injury Chart.
- RH RIGHT HORSE INJURED. Check Horse Injury Chart.
- Flip Chariot flips & crashes, crowd roars. Check Wreck Location Chart.

RUNNING OVER WRECKS CHART (3d6-CDM)

Dice Roll	Results
8 or less	NO EFFECT. Chariot passes over wreckage safely.
9-10	DRIVER JOSTLED. (See Corner Strain Result)
11	CAR DAMAGED. Roll one die for each wheel, subtract three (-3) from each roll, and take the result as damage points on the wheel. A result of zero or less means no damage was sustained.
12-13	HORSES HOBbled. Roll a die for each horse, subtracting three (-3) from each roll. The result is the number of hit points suffered by each horse. Reduce its speed and the team's maximum speed accordingly.
14	HORSES SERIOUSLY HOBbled. Treat as above but without any subtraction from each die roll.
15-16	CHARIOT FLIP DANGER. Check as if straining in a corner (maximum safe speed over a wreck is one).
17 or more	FLIP. Chariot crashes. Check Wreck Location Chart.

HORSE INJURY CHART (2d6*)

Dice Roll	Injury to Horse	
0 to 5	No injury	*If opposing chariot is heavy (has scythe blades attached), the chariot suffering the damage must add three (+3) to the roll. If the opposing chariot is light, subtract three (-3) from the dice roll.
6 to 8	1 injury point	
9 to 10	2 injury points	
11	3 injury points	
12	4 injury points	
13	5 injury points	
14	6 injury points	
15	8 injury points	

WRECK LOCATION CHART (2d6)

Dice Roll	Wreck Location
2	1 lane left, 3 squares forward
3	2 lanes left, 5 squares forward
4	Remains in square of flip
5	Same lane, 2 squares forward
6	Same lane, 1 square forward
7	1 lane right, 3 squares forward
8	1 lane right, 1 squares forward
9	1 lane right, 4 squares forward
10	3 lanes right, 2 squares forward
11	4 lanes right, 6 squares forward
12	3 lanes left, 4 squares forward



WHIP ATTACK CHART (2d6)

Dice Roll	Difference between Attacker & Defender's Dice Roll									
	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
2	Loss	Loss	Brake	Grab	Wound	Loss	Swerve!	—	Loss	Grab
3	Grab	Loss	Grab	Brake	Brake	Wound	Brake	Swerve!	Grab	Swerve!
4	Brake	—	Wound	Loss	Brake	Brake	Wound	Grab	Loss	Brake
5	Grab	Brake	Loss	Wound	Loss	Loss	Grab	Brake	Swerve!	Swerve!
6	—	Grab	Brake	Brake	Wound	Grab	Loss	Loss	Brake	Wound
7	Grab	—	Grab	Grab	Grab	Swerve!	Swerve!	Swerve!	Swerve!	Swerve!
8	—	Grab	—	—	Swerve!	Wound	Wound	Wound	Wound	Wound
9	Loss	Loss	Loss	Swerve!	—	—	—	Brake	Wound	Brake
10	Loss	Wound	Swerve!	—	—	Brake	Brake	Wound	—	Loss
11	Wound	Swerve!	—	Loss	Brake	—	Brake	—	Brake	—
12	Swerve!	Loss	—	Wound	Loss	Brake	—	Loss	Brake	Brake

WHIP ATTACK RESULTS

— NO EFFECT.

BRAKE. Defender must brake as if avoiding attack. No Movement Factor loss is applied, but the chariot is moved backwards one square and expends two endurance factors. If unable to brake, the defender suffers a WOUND result instead.

LOSS—Movement Loss. The defender rolls a die, and reduces his team maximum speed by that amount for his next movement phase.

SWERVE! Defender must move sideways one lane away from the attacker. This lane change causes no loss of movement factors. If the lane change is blocked by another chariot, an involuntary ram attack occurs against the blocking chariot. Note that a defender in lanes one or eight will be forced to swerve into a wall and flip.

GRAB—Whip Grabbed! Attacker loses his whip and can no longer make lash attacks or whip his horses. Check off the “Whip Lost” box of the Chariot Race Log. The attacker can still strain in the corners by exceeding the safe maximum speed. The grabbed whip is discarded unless the defender currently has no whip, in which case he can keep the one he has grabbed.

WOUND. Driver loses one hit point from his Driver Hits. Roll again on the Critical Hits Table. In addition, the defender suffers a movement factor loss (as per M above) during his ensuing movement phase. When half or more of the driver's original hit points are lost, the CDM is reduced by 1 for the remainder of the race. If a driver is reduced to one third or less of his original hit points, the CDM is again reduced by 1 for the remainder of the race. When all driver hit points are lost, the driver collapses and his chariot crashes.

CRITICAL HIT CHART (2d6)

Dice Roll	Results
2	DEFENDER ENTANGLED by whip and pulled out of car, and his chariot wrecks. Attacker loses whip.
3	SEVERE WOUND. Reduce CDM by one.
4	ARM WOUND. Defender must halve all future voluntary strain die rolls (round up) and the resulting endurance costs for the rest of the race.
5	EYE WOUND. Vision obscured. Defender may not evade future attacks from the side of the chariot on which he was just lashed. Defender may brake normally and evade attacks from the opposite side of the chariot normally.
6	REPEAT ATTACK. Defender taken by surprise. Repeat original lash attack with one less lash factor. The attacker does not need to pay a MF for this additional attack
7	DEEP WOUND. Driver takes one more hit point.
8-11	NO EFFECT.
12	SHOWDOWN. Defender entangled by whip. Both players roll two dice and add their current number of unmarked driver hit point boxes. The driver with the highest total pulls his opponent from his car. Regardless of outcome, attacker loses whip.

DRAGGED DRIVER EFFECTS

CUTTING LOOSE—Target number a dragged driver need to roll equal to or under to cut himself loose from a runaway team = **Current number of hit points + CDM.**

DRAGGING DAMAGE—Damage a driver takes at the end of any full turn he was dragged behind a runaway team = $d6 \div 2$ (round down, except for a result of 1 which will still cause one point of damage.)

RAM ATTACK CHART (3d6*)

Dice roll (*plus difference of driver's CDMs)	Results
6 or less	Attacker's car damaged
7, 8, 9	Both cars damaged
10, 11, 12	No effect
13 or more	Defender's car damaged

WHEEL DAMAGE CHART (2d6*)

Dice Roll	Wheel Damage	
0 to 4	1 point	*If the opposing chariot is heavy (has scythe blades attached), the chariot suffering the damage must add three (+3) to the roll. If the opposing chariot is light, subtract three (-3) from the dice roll.
5 to 7	2 points	
8-9	3 points	
10-11	4 points	
12	5 points	
13	6 points	
14	7 points	
15	8 points	

