

# Race to... CHESTERS ROMAN FORT

Challenge your friends to see who can be first to deliver a message from the port of Richborough in Kent to Chesters Roman Fort on Hadrian's Wall



**YOU MADE IT!**

You drop the message in a puddle. Go back one space!

**HALT!**  
Roll a 1, 3 or 5 to go forward one space. If you roll a 2, 4 or 6 go back to Alabourgh!

**Hardknott fort**  
The hillier terrain slows you down! Miss a go!

**Birdoswald fort**  
Raiders are spotted near the fort. Miss a go!

**Chesters**  
Piercebridge

**STOP!**  
Stay here until you roll a 1 or 3 and move that many spaces!

**Alabourgh**  
A local shows you a handy shortcut. Go forward two spaces!

**York**  
You are arrested for a crime you didn't commit! Go back one space!

**Lincoln**  
You are given extra provisions at Jewry Wall. Go forward two spaces!

**Manchester**  
You're robbed and lose the message! Go back to the start!

**Wroxeter**  
You lose your horse and have to hitch a ride on an oxen. Miss a go!

**HALT!**  
Roll a 1, 3 or 5 to move that many spaces north towards Chester. If you roll a 2, 4 or 6 head east to Leicester!

**Wroxeter**  
You go to the games at the amphitheatre. Miss two goes!

**Wall (Manstio)**  
A night in a mansio gives you extra energy. Go forward one space!

**HOW TO PLAY**  
It's AD 200 and you've been sent to Britain to deliver an important message to the commander at Chesters Roman Fort on Hadrian's Wall. The soldiers at the port of Richborough in Kent have a horse and supplies waiting for you, but have you got what it takes to complete the epic journey along the Roman roads, avoiding the hazards along the way? There are four essential rest stops en-route (in white), so you must stop at each of these and follow the instructions on your next go to continue your journey north. To get started, challenge one or more friends and roll the dice to see who goes first (highest wins). May the gods shine down on you!



The cavalry barracks at Chesters Roman Fort

**STOP!**  
Roll a 1, 3 or 5 to take a shortcut to High Cross (above). If you roll a 2, 4 or 6 continue to Wroxeter

**High Cross**  
You have to stop to get new shoes for your horse. Go back two spaces!

**Great Witcombe**  
You trade your horse for a faster one. Have another go!

**North Leigh**  
You are made to wait outside London wall. Miss a go!

**St Albans**  
You are invited to a lavish banquet and can't resist. Miss a go!

**London**  
Lullingstone Villa

**Silchester**  
Portchester fort

**Richborough**  
Pevensey fort

## What you need

- One dice
- A counter for each player (a coin is fine)
- The bravery of Mars (the god of war)
- The luck of Fortuna (the goddess of fortune)
- An imaginary horse (don't worry, we've supplied this already!)

**START HERE!**