

# RACE FOR MAIDEN CASTLE

A rival Iron Age tribe is poised to launch an attack on Maiden Castle hillfort in Dorset. Have you got what it takes to survive or succeed?

START HERE

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**DEFENDER!**

**ATTACKER!**

Someone leaves the gate open and several of the cattle escape. Go back 3 spaces!

Wet weather means the harvest is bad and food is running out. Miss a go!

Your warriors want to go home soon to get the harvest in before winter. Miss a go!

## HOW TO PLAY

It's 100 BC and Maiden Castle – the largest Iron Age hillfort in Britain – is home to several hundred settlers who live a simple existence, farming and hunting for food.

and are preparing to launch an attack...

Ask a friend to play with you and decide who is going to defend the hillfort and who is going to attack it. Now flip a coin to see who goes first and take turns to roll the die to see who can make it to the fort first. Look out for the hazards along the way!

Surrounded by an inner bank and ditch, and rows of ramparts, the fort is well defended, but a rival tribe have set up camp nearby

You have the fort surrounded and control access to food and water. Go forward 2 spaces!

A trader arrives with useful metal for making tools and weapons. Go forward 2 spaces!

Wet weather makes the slopes of the castle slippery and difficult to assault. Go back 3 spaces!

You make peace with a neighbouring tribe, who help to defend. Have another go!

There are arguments within the community about land and space for houses. Go back 1 space!

You make a trip to Chesil Beach to collect sling stones, ready for any attack. Go forward 1 space!

Your bravest warriors have no fear of death and are ready to lead the attack. Go forward 1 space!

Some people become ill and are too weak to defend. Go back to the beginning!

The defenders are well supplied, so you can't starve them out. Go back 1 space!

You have carnyx horns with you, which strike fear in your enemies. Have another go!

## What you need

To play Race for Maiden Castle, you will need the following:

- 1 die
- 2 counters (coins will do)
- Nerves of steel

An important member of your community injures herself while helping to build a new palisade. Miss a go!

The people hold a great feast, creating a sense of community. Have another go!

The chariots you brought are no good against the castle ramparts. Go back to the beginning!

The druid of your tribe performs a ritual to boost your warriors' spirits. Have another go!

**LOL!**  
When did people have the smartest clothes?  
The Ironing Age!

An allied tribe are overawed by the size of the fort and run away in the night. Miss a go!

**YOU WIN!**  
Well done warrior! The hillfort is still yours... for now

**YOU WIN!**  
You successfully raided the fort. Time for a feast to celebrate!

