



<p>Speed 6 "</p> <p>Turn 0 °</p> <p>Drift 1 "</p> <hr/> <p>Collision Effects</p> <p>Surge Forward</p> <p>If in contact with a fixed obstacle, lose one damage point, otherwise move 2 inches straight forwards.</p>	<p>Speed 16 "</p> <p>Turn 15 °</p> <p>or Drift 4 "</p> <hr/> <p>Collision Effects</p> <p>Chariot Body Damaged</p> <p>Remove one body point.</p> <p>If all body points are lost, the chariot is destroyed.</p>	<p>Speed 6 "</p> <p>Turn 0 °</p> <p>Drift 1 "</p> <hr/> <p>Collision Effects</p> <p>Scatched Paintwork</p> <p>No damage sustained</p>	<p>Speed 8 "</p> <p>Turn 45 °</p> <p>and Drift 2 "</p> <hr/> <p>Collision Effects</p> <p>Emergency Braking</p> <p>Brake to avoid contact, move chariot 2 inches straight backwards.</p>
<p>Speed 8 "</p> <p>Turn 0 °</p> <p>Drift 2 "</p> <hr/> <p>Collision Effects</p> <p>Drift Away</p> <p>If in contact with a fixed obstacle, lose one damage point, otherwise move 1 inch sideways, away from the other chariot.</p>	<p>Speed 6 "</p> <p>Turn 0 °</p> <p>Drift 1 "</p> <hr/> <p>Collision Effects</p> <p>Drift Away</p> <p>If in contact with a fixed obstacle, lose one damage point, otherwise move 1 inch sideways, away from the other chariot.</p>	<p>Speed 10 "</p> <p>Turn 30 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Chariot Body Damaged</p> <p>Remove one body point.</p> <p>If all body points are lost, the chariot is destroyed.</p>	<p>Speed 10 "</p> <p>Turn 0 °</p> <p>Drift 3 "</p> <hr/> <p>Collision Effects</p> <p>Draft Creature Wounded</p> <p>Draft creature takes 1 damage point.</p> <p>After 2 points, may only play 1 move card per turn.</p> <p>After 4 points, stop moving.</p>
<p>Speed 6 "</p> <p>Turn 60 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Emergency Braking</p> <p>Brake to avoid contact, move chariot 4 inches straight backwards.</p>	<p>Speed 8 "</p> <p>Turn 0 °</p> <p>Drift 2 "</p> <hr/> <p>Collision Effects</p> <p>Surge Forward</p> <p>If in contact with a fixed obstacle, lose one damage point, otherwise move 1 inch straight forwards.</p>	<p>Speed 6 "</p> <p>Turn 0 °</p> <p>Drift 1 "</p> <hr/> <p>Collision Effects</p> <p>Emergency Braking</p> <p>Brake to avoid contact, move chariot 4 inches straight backwards.</p>	<p>Speed 8 "</p> <p>Turn 45 °</p> <p>or Drift 2 "</p> <hr/> <p>Collision Effects</p> <p>Scatched Paintwork</p> <p>No damage sustained</p>
<p>Speed 10 "</p> <p>Turn 30 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Emergency Braking</p> <p>Brake to avoid contact, move chariot 4 inches straight backwards.</p>	<p>Speed 10 "</p> <p>Turn 30 °</p> <p>or Drift 3 "</p> <hr/> <p>Collision Effects</p> <p>Scatched Paintwork</p> <p>No damage sustained</p>	<p>Speed 8 "</p> <p>Turn 0 °</p> <p>Drift 2 "</p> <hr/> <p>Collision Effects</p> <p>Emergency Braking</p> <p>Brake to avoid contact, move chariot 6 inches straight backwards.</p>	<p>Speed 8 "</p> <p>Turn 45 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Emergency Braking</p> <p>Brake to avoid contact, move chariot 4 inches straight backwards.</p>

<p>Speed 16 "</p> <p>Turn 15 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Scatched Paintwork</p> <p>No damage sustained</p>	<p>Speed 6 "</p> <p>Turn 60 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Chariot Body Damaged</p> <p>Remove one body point.</p> <p>If all body points are lost, the chariot is destroyed.</p>	<p>Speed 8 "</p> <p>Turn 0 °</p> <p>Drift 2 "</p> <hr/> <p>Collision Effects</p> <p>Scatched Paintwork</p> <p>No damage sustained</p>	<p>Speed 8 "</p> <p>Turn 45 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Scatched Paintwork</p> <p>No damage sustained</p>
<p>Speed 10 "</p> <p>Turn 30 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Emergency Braking</p> <p>Brake to avoid contact, move chariot 2 inches straight backwards.</p>	<p>Speed 8 "</p> <p>Turn 45 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Emergency Braking</p> <p>Brake to avoid contact, move chariot 2 inches straight backwards.</p>	<p>Speed 6 "</p> <p>Turn 60 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Right Wheel Destroyed</p> <p>May only use one move card to turn each go.</p> <p>If both wheels are lost, lose one damage point at the end of each lap.</p>	<p>Speed 8 "</p> <p>Turn 45 °</p> <p>or Drift 2 "</p> <hr/> <p>Collision Effects</p> <p>Scatched Paintwork</p> <p>No damage sustained</p>
<p>Speed 10 "</p> <p>Turn 30 °</p> <p>or Drift 3 "</p> <hr/> <p>Collision Effects</p> <p>Emergency Braking</p> <p>Brake to avoid contact, move chariot 2 inches straight backwards.</p>	<p>Speed 8 "</p> <p>Turn 0 °</p> <p>Drift 2 "</p> <hr/> <p>Collision Effects</p> <p>Scatched Paintwork</p> <p>No damage sustained</p>	<p>Speed 8 "</p> <p>Turn 45 °</p> <p>or Drift 2 "</p> <hr/> <p>Collision Effects</p> <p>Draft Creature Wounded</p> <p>Draft creature takes 1 damage point.</p> <p>After 2 points, may only play 1 move card per turn.</p> <p>After 4 points, stop moving.</p>	<p>Speed 8 "</p> <p>Turn 45 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Scatched Paintwork</p> <p>No damage sustained</p>
<p>Speed 6 "</p> <p>Turn 60 °</p> <p>and Drift 1 "</p> <hr/> <p>Collision Effects</p> <p>Draft Creature Wounded</p> <p>Draft creature takes 1 damage point.</p> <p>After 2 points, may only play 1 move card per turn.</p> <p>After 4 points, stop moving.</p>	<p>Speed 8 "</p> <p>Turn 0 °</p> <p>Drift 2 "</p> <hr/> <p>Collision Effects</p> <p>Scatched Paintwork</p> <p>No damage sustained</p>	<p>Speed 10 "</p> <p>Turn 30 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Draft Creature Wounded</p> <p>Draft creature takes 1 damage point.</p> <p>After 2 points, may only play 1 move card per turn.</p> <p>After 4 points, stop moving.</p>	<p>Speed 10 "</p> <p>Turn 30 °</p> <p>or Drift 3 "</p> <hr/> <p>Collision Effects</p> <p>Left Wheel Destroyed</p> <p>May only use one move card to turn each go.</p> <p>If both wheels are lost, lose one damage point at the end of each lap.</p>

<p>Speed 16 " Turn 15° Drift 0 "</p> <hr/> <p>Collision Effects Chariot Body Damaged Remove one body point. If all body points are lost, the chariot is destroyed.</p>	<p>Speed 8 " Turn 0° Drift 2 "</p> <hr/> <p>Collision Effects Drift Away If in contact with a fixed obstacle, lose one damage point, otherwise move 1 inch sideways, away from the other chariot.</p>	<p>Speed 10 " Turn 0° Drift 3 "</p> <hr/> <p>Collision Effects Scatched Paintwork No damage sustained</p>	<p>Speed 16 " Turn 15° or Drift 4 "</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 10 turn.</p>
<p>Speed 8 " Turn 45° Drift 0 "</p> <hr/> <p>Collision Effects Chariot Body Damaged Remove one body point. If all body points are lost, the chariot is destroyed.</p>	<p>Speed 10 " Turn 30° or Drift 3 "</p> <hr/> <p>Collision Effects Scatched Paintwork No damage sustained</p>	<p>Speed 10 " Turn 30° Drift 0 "</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 4 turn.</p>	<p>Speed 8 " Turn 0° Drift 2 "</p> <hr/> <p>Collision Effects Emergency Braking Brake to avoid contact, move chariot 4 inches straight backwards.</p>
<p>Speed 10 " Turn 30° or Drift 3 "</p> <hr/> <p>Collision Effects Drift Away If in contact with a fixed obstacle, lose one damage point, otherwise move 1 inch sideways, away from the other chariot.</p>	<p>Speed 8 " Turn 45° Drift 0 "</p> <hr/> <p>Collision Effects Surge Forward If in contact with a fixed obstacle, lose one damage point, otherwise move 1 inch straight forwards.</p>	<p>Speed 8 " Turn 45° Drift 0 "</p> <hr/> <p>Collision Effects Drift Away If in contact with a fixed obstacle, lose one damage point, otherwise move 1 inch sideways, away from the other chariot.</p>	<p>Speed 10 " Turn 0° Drift 3 "</p> <hr/> <p>Collision Effects Left Wheel Destroyed May only use one move card to turn each go. If both wheels are lost, lose one damage point at the end of each lap.</p>
<p>Speed 10 " Turn 30° Drift 0 "</p> <hr/> <p>Collision Effects Chariot Body Damaged Remove one body point. If all body points are lost, the chariot is destroyed.</p>	<p>Speed 8 " Turn 45° and Drift 2 "</p> <hr/> <p>Collision Effects Chariot Body Damaged Remove one body point. If all body points are lost, the chariot is destroyed.</p>	<p>Speed 10 " Turn 30° Drift 0 "</p> <hr/> <p>Collision Effects Emergency Braking Brake to avoid contact, move chariot 4 inches straight backwards.</p>	<p>Speed 8 " Turn 45° or Drift 2 "</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 16 turn.</p>

<p>Speed 8" Turn 45° or Drift 2"</p> <hr/> <p>Collision Effects Emergency Braking Brake to avoid contact, move chariot 2 inches straight backwards.</p>	<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Draft Creature Seriously Wounded Draft creature(s) take 2 damage points, may only play 1 move card per turn. After 4 points, stop moving.</p>	<p>Speed 10" Turn 30° Drift 0"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 8 turn.</p>	<p>Speed 10" Turn 0° Drift 3"</p> <hr/> <p>Collision Effects Axle Damaged All future moves are reduced to next lowest distance (minimum 4"). Turns are not affected.</p>
<p>Speed 8" Turn 45° or Drift 2"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 10 turn.</p>	<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Emergency Braking Brake to avoid contact, move chariot 6 inches straight backwards.</p>	<p>Speed 16" Turn 15° Drift 0"</p> <hr/> <p>Collision Effects Emergency Braking Brake to avoid contact, move chariot 6 inches straight backwards.</p>	<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Axle Damaged All future moves are reduced to next lowest distance (minimum 4"). this only occurs once. Turns are not affected.</p>
<p>Speed 8" Turn 45° or Drift 2"</p> <hr/> <p>Collision Effects Surge Forward If in contact with a fixed obstacle, lose one damage point, otherwise move 1 inch straight forwards.</p>	<p>Speed 10" Turn 30° Drift 0"</p> <hr/> <p>Collision Effects Right Wheel Destroyed May only use one move card to turn each go. If both wheels are lost, lose one damage point at the end of each lap.</p>	<p>Speed 10" Turn 30° Drift 0"</p> <hr/> <p>Collision Effects Chariot Body Damaged Remove one body point. If all body points are lost, the chariot is destroyed.</p>	<p>Speed 8" Turn 45° or Drift 2"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 16 turn.</p>
<p>Speed 8" Turn 45° and Drift 2"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 6 turn.</p>	<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Chariot Body Damaged Remove one body point. If all body points are lost, the chariot is destroyed.</p>	<p>Speed 8" Turn 45° or Drift 2"</p> <hr/> <p>Collision Effects Emergency Braking Brake to avoid contact, move chariot 6 inches straight backwards.</p>	<p>Speed 10" Turn 30° and Drift 3"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 4 turn.</p>

<p>Speed 8" Turn 45° or Drift 2"</p> <hr/> <p>Collision Effects Emergency Braking Brake to avoid contact, move chariot 4 inches straight backwards.</p>	<p>Speed 10" Turn 30° or Drift 3"</p> <hr/> <p>Collision Effects Emergency Braking Brake to avoid contact, move chariot 4 inches straight backwards.</p>	<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Scatched Paintwork No damage sustained</p>	<p>Speed 10" Turn 30° Drift 0"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 16 turn.</p>
<p>Speed 8" Turn 45° or Drift 2"</p> <hr/> <p>Collision Effects Draft Creature Wounded Draft creature takes 1 damage point. After 2 points, may only play 1 move card per turn. After 4 points, stop moving.</p>	<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Drift Away If in contact with a fixed obstacle, lose one damage point, otherwise move 2 inches sideways, away from the other chariot.</p>	<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Surge Forward If in contact with a fixed obstacle, lose one damage point, otherwise move 1 inch straight forwards.</p>	<p>Speed 8" Turn 45° and Drift 2"</p> <hr/> <p>Collision Effects Surge Forward If in contact with a fixed obstacle, lose one damage point, otherwise move 4 inches straight forwards.</p>
<p>Speed 8" Turn 45° or Drift 2"</p> <hr/> <p>Collision Effects Right Wheel Destroyed May only use one move card to turn each go. If both wheels are lost, lose one damage point at the end of each lap.</p>	<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Axle Damaged All future moves are reduced to next lowest distance (minimum 4"). this only occurs once. Turns are not affected.</p>	<p>Speed 10" Turn 30° Drift 0"</p> <hr/> <p>Collision Effects Drift Away If in contact with a fixed obstacle, lose one damage point, otherwise move 1 inch sideways, away from the other chariot.</p>	<p>Speed 10" Turn 30° Drift 0"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 8 turn.</p>
<p>Speed 10" Turn 30° Drift 0"</p> <hr/> <p>Collision Effects Scatched Paintwork No damage sustained</p>	<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 4 turn.</p>	<p>Speed 8" Turn 45° or Drift 2"</p> <hr/> <p>Collision Effects Surge Forward If in contact with a fixed obstacle, lose one damage point, otherwise move 1 inch straight forwards.</p>	<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Emergency Braking Brake to avoid contact, move chariot 4 inches straight backwards.</p>

<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Emergency Braking Brake to avoid contact, move chariot 6 inches straight backwards.</p>	<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Scratched Paintwork No damage sustained</p>	<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Emergency Braking Brake to avoid contact, move chariot 4 inches straight backwards.</p>	<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Emergency Braking Brake to avoid contact, move chariot 6 inches straight backwards.</p>
<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Left Wheel Destroyed May only use one move card to turn each go. If both wheels are lost, lose one damage point at the end of each lap.</p>	<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Emergency Braking Brake to avoid contact, move chariot 4 inches straight backwards.</p>	<p>Speed 10" Turn 30° Drift 0"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 4 turn.</p>	<p>Speed 16" Turn 15° Drift 0"</p> <hr/> <p>Collision Effects Axle Damaged All future moves are reduced to next lowest distance (minimum 4"). this only occurs once. Turns are not affected.</p>
<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Chariot Body Damaged Remove one body point. If all body points are lost, the chariot is destroyed.</p>	<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Emergency Braking Brake to avoid contact, move chariot 4 inches straight backwards.</p>	<p>Speed 6" Turn 60° or Drift 1"</p> <hr/> <p>Collision Effects Chariot Body Damaged Remove one body point. If all body points are lost, the chariot is destroyed.</p>	<p>Speed 8" Turn 45° or Drift 2"</p> <hr/> <p>Collision Effects Scratched Paintwork No damage sustained</p>
<p>Speed 10" Turn 30° or Drift 3"</p> <hr/> <p>Collision Effects Chariot Body Damaged Remove one body point. If all body points are lost, the chariot is destroyed.</p>	<p>Speed 10" Turn 30° Drift 0"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 4 turn.</p>	<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Scratched Paintwork No damage sustained</p>	<p>Speed 10" Turn 30° or Drift 3"</p> <hr/> <p>Collision Effects Emergency Braking Brake to avoid contact, move chariot 6 inches straight backwards.</p>

<p>Speed 10 "</p> <p>Turn 30 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Scatched Paintwork</p> <p>No damage sustained</p>	<p>Speed 10 "</p> <p>Turn 30 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Scatched Paintwork</p> <p>No damage sustained</p>	<p>Speed 10 "</p> <p>Turn 30 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Emergency Braking</p> <p>Brake to avoid contact, move chariot 4 inches straight backwards.</p>	<p>Speed 16 "</p> <p>Turn 15 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Swing Away</p> <p>If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 4 turn.</p>
<p>Speed 8 "</p> <p>Turn 45 °</p> <p>or Drift 2 "</p> <hr/> <p>Collision Effects</p> <p>Surge Forward</p> <p>If in contact with a fixed obstacle, lose one damage point, otherwise move 4 inches straight forwards.</p>	<p>Speed 8 "</p> <p>Turn 45 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Emergency Braking</p> <p>Brake to avoid contact, move chariot 6 inches straight backwards.</p>	<p>Speed 4 "</p> <p>Turn 75 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Emergency Braking</p> <p>Brake to avoid contact, move chariot 6 inches straight backwards.</p>	<p>Speed 10 "</p> <p>Turn 30 °</p> <p>or Drift 3 "</p> <hr/> <p>Collision Effects</p> <p>Emergency Braking</p> <p>Brake to avoid contact, move chariot 2 inches straight backwards.</p>
<p>Speed 8 "</p> <p>Turn 45 °</p> <p>or Drift 2 "</p> <hr/> <p>Collision Effects</p> <p>Chariot Body Damaged</p> <p>Remove one body point.</p> <p>If all body points are lost, the chariot is destroyed.</p>	<p>Speed 8 "</p> <p>Turn 45 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Swing Away</p> <p>If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 8 turn.</p>	<p>Speed 8 "</p> <p>Turn 45 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Emergency Braking</p> <p>Brake to avoid contact, move chariot 2 inches straight backwards.</p>	<p>Speed 6 "</p> <p>Turn 60 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Emergency Braking</p> <p>Brake to avoid contact, move chariot 2 inches straight backwards.</p>
<p>Speed 8 "</p> <p>Turn 45 °</p> <p>and Drift 2 "</p> <hr/> <p>Collision Effects</p> <p>Emergency Braking</p> <p>Brake to avoid contact, move chariot 4 inches straight backwards.</p>	<p>Speed 4 "</p> <p>Turn 75 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Surge Forward</p> <p>If in contact with a fixed obstacle, lose one damage point, otherwise move 2 inches straight forwards.</p>	<p>Speed 10 "</p> <p>Turn 30 °</p> <p>and Drift 3 "</p> <hr/> <p>Collision Effects</p> <p>Emergency Braking</p> <p>Brake to avoid contact, move chariot 2 inches straight backwards.</p>	<p>Speed 10 "</p> <p>Turn 30 °</p> <p>or Drift 3 "</p> <hr/> <p>Collision Effects</p> <p>Surge Forward</p> <p>If in contact with a fixed obstacle, lose one damage point, otherwise move 1 inch straight forwards.</p>

<p>Speed 8 "</p> <p>Turn 45 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Scratched Paintwork</p> <p>No damage sustained</p>	<p>Speed 6 "</p> <p>Turn 60 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Emergency Braking</p> <p>Brake to avoid contact, move chariot 2 inches straight backwards.</p>	<p>Speed 8 "</p> <p>Turn 45 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Emergency Braking</p> <p>Brake to avoid contact, move chariot 6 inches straight backwards.</p>	<p>Speed 10 "</p> <p>Turn 30 °</p> <p>and Drift 3 "</p> <hr/> <p>Collision Effects</p> <p>Swing Away</p> <p>If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 8 turn.</p>
<p>Speed 10 "</p> <p>Turn 30 °</p> <p>or Drift 3 "</p> <hr/> <p>Collision Effects</p> <p>Chariot Body Damaged</p> <p>Remove one body point.</p> <p>If all body points are lost, the chariot is destroyed.</p>	<p>Speed 8 "</p> <p>Turn 45 °</p> <p>or Drift 2 "</p> <hr/> <p>Collision Effects</p> <p>Swing Away</p> <p>If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 6 turn.</p>	<p>Speed 8 "</p> <p>Turn 45 °</p> <p>and Drift 2 "</p> <hr/> <p>Collision Effects</p> <p>Chariot Body Damaged</p> <p>Remove one body point.</p> <p>If all body points are lost, the chariot is destroyed.</p>	<p>Speed 6 "</p> <p>Turn 60 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Chariot Body Damaged</p> <p>Remove one body point.</p> <p>If all body points are lost, the chariot is destroyed.</p>
<p>Speed 8 "</p> <p>Turn 45 °</p> <p>or Drift 2 "</p> <hr/> <p>Collision Effects</p> <p>Swing Away</p> <p>If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 10 turn.</p>	<p>Speed 10 "</p> <p>Turn 30 °</p> <p>or Drift 3 "</p> <hr/> <p>Collision Effects</p> <p>Drift Away</p> <p>If in contact with a fixed obstacle, lose one damage point, otherwise move 2 inches sideways, away from the other chariot.</p>	<p>Speed 10 "</p> <p>Turn 30 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Axle Damaged</p> <p>All future moves are reduced to next lowest distance (minimum 4"). this only occurs once. Turns are not affected.</p>	<p>Speed 10 "</p> <p>Turn 30 °</p> <p>and Drift 3 "</p> <hr/> <p>Collision Effects</p> <p>Chariot Body Damaged</p> <p>Remove one body point.</p> <p>If all body points are lost, the chariot is destroyed.</p>
<p>Speed 8 "</p> <p>Turn 45 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Drift Away</p> <p>If in contact with a fixed obstacle, lose one damage point, otherwise move 2 inches sideways, away from the other chariot.</p>	<p>Speed 16 "</p> <p>Turn 15 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Swing Away</p> <p>If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 10 turn.</p>	<p>Speed 8 "</p> <p>Turn 45 °</p> <p>or Drift 2 "</p> <hr/> <p>Collision Effects</p> <p>Drift Away</p> <p>If in contact with a fixed obstacle, lose one damage point, otherwise move 6 inches sideways, away from the other chariot.</p>	<p>Speed 8 "</p> <p>Turn 45 °</p> <p>Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>Surge Forward</p> <p>If in contact with a fixed obstacle, lose one damage point, otherwise move 2 inches straight forwards.</p>

<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Draft Creature Wounded Draft creature takes 1 damage point. After 2 points, may only play 1 move card per turn. After 4 points, stop moving.</p>	<p>Speed 6" Turn 60° and Drift 1"</p> <hr/> <p>Collision Effects Drift Away If in contact with a fixed obstacle, lose one damage point, otherwise move 4 inches sideways, away from the other chariot.</p>	<p>Speed 8" Turn 45° or Drift 2"</p> <hr/> <p>Collision Effects Axle Damaged All future moves are reduced to next lowest distance (minimum 4"). this only occurs once. Turns are not affected.</p>	<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 8 turn.</p>
<p>Speed 8" Turn 45° and Drift 2"</p> <hr/> <p>Collision Effects Chariot Body Damaged Remove one body point. If all body points are lost, the chariot is destroyed.</p>	<p>Speed 6" Turn 60° Drift 0"</p> <hr/> <p>Collision Effects Chariot Body Damaged Remove one body point. If all body points are lost, the chariot is destroyed.</p>	<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Right Wheel Destroyed May only use one move card to turn each go. If both wheels are lost, lose one damage point at the end of each lap.</p>	<p>Speed 6" Turn 60° Drift 0"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 6 turn.</p>
<p>Speed 4" Turn 75° Drift 0"</p> <hr/> <p>Collision Effects Axle Damaged All future moves are reduced to next lowest distance (minimum 4"). this only occurs once. Turns are not affected.</p>	<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Chariot Body Damaged Remove one body point. If all body points are lost, the chariot is destroyed.</p>	<p>Speed 6" Turn 60° or Drift 1"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 8 turn.</p>	<p>Speed 8" Turn 45° or Drift 2"</p> <hr/> <p>Collision Effects Disaster, Chariot Rolls Over And Disintegrates You find a nice sharp stake to stop you from hitting the ground. Your chariot crashes into all chariots within 6 inches.</p>
<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Drift Away If in contact with a fixed obstacle, lose one damage point, otherwise move 2 inches sideways, away from the other chariot.</p>	<p>Speed 8" Turn 45° Drift 0"</p> <hr/> <p>Collision Effects Draft Creature Wounded Draft creature takes 1 damage point. After 2 points, may only play 1 move card per turn. After 4 points, stop moving.</p>	<p>Speed 16" Turn 15° or Drift 4"</p> <hr/> <p>Collision Effects Drift Away If in contact with a fixed obstacle, lose one damage point, otherwise move 2 inches sideways, away from the other chariot.</p>	<p>Speed 8" Turn 45° or Drift 2"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 6 turn.</p>

<p>Speed 16 " Turn 15° and Drift 4 "</p> <hr/> <p>Collision Effects Right Wheel Destroyed May only use one move card to turn each go. If both wheels are lost, lose one damage point at the end of each lap.</p>	<p>Speed 8 " Turn 45° or Drift 2 "</p> <hr/> <p>Collision Effects Chariot Body Damaged Remove one body point. If all body points are lost, the chariot is destroyed.</p>	<p>Speed 6 " Turn 60° Drift 0 "</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 6 turn.</p>	<p>Speed 8 " Turn 45° or Drift 2 "</p> <hr/> <p>Collision Effects Draft Creature Wounded Draft creature takes 1 damage point. After 2 points, may only play 1 move card per turn. After 4 points, stop moving.</p>
<p>Speed 16 " Turn 15° Drift 0 "</p> <hr/> <p>Collision Effects Right Wheel Destroyed May only use one move card to turn each go. If both wheels are lost, lose one damage point at the end of each lap.</p>	<p>Speed 8 " Turn 45° and Drift 2 "</p> <hr/> <p>Collision Effects Surge Forward If in contact with a fixed obstacle, lose one damage point, otherwise move 2 inches straight forwards.</p>	<p>Speed 8 " Turn 45° Drift 0 "</p> <hr/> <p>Collision Effects Draft Creature Wounded Draft creature takes 1 damage point. After 2 points, may only play 1 move card per turn. After 4 points, stop moving.</p>	<p>Speed 6 " Turn 60° Drift 0 "</p> <hr/> <p>Collision Effects Chariot Body Damaged Remove one body point. If all body points are lost, the chariot is destroyed.</p>
<p>Speed 6 " Turn 60° or Drift 1 "</p> <hr/> <p>Collision Effects Chariot Body Damaged Remove one body point. If all body points are lost, the chariot is destroyed.</p>	<p>Speed 6 " Turn 60° or Drift 1 "</p> <hr/> <p>Collision Effects Left Wheel Destroyed May only use one move card to turn each go. If both wheels are lost, lose one damage point at the end of each lap.</p>	<p>Speed 6 " Turn 60° or Drift 1 "</p> <hr/> <p>Collision Effects Left Wheel Destroyed May only use one move card to turn each go. If both wheels are lost, lose one damage point at the end of each lap.</p>	<p>Speed 6 " Turn 60° Drift 0 "</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 8 turn.</p>
<p>Speed 6 " Turn 60° or Drift 1 "</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 8 turn.</p>	<p>Speed 6 " Turn 60° Drift 0 "</p> <hr/> <p>Collision Effects Chariot Body Damaged Remove one body point. If all body points are lost, the chariot is destroyed.</p>	<p>Speed 6 " Turn 60° Drift 0 "</p> <hr/> <p>Collision Effects Axle Damaged All future moves are reduced to next lowest distance (minimum 4"). this only occurs once. Turns are not affected.</p>	<p>Speed 16 " Turn 15° or Drift 4 "</p> <hr/> <p>Collision Effects Left Wheel Destroyed May only use one move card to turn each go. If both wheels are lost, lose one damage point at the end of each lap.</p>

<p>Speed 6" Turn 60° or Drift 1"</p> <hr/> <p>Collision Effects Axle Damaged All future moves are reduced to next lowest distance (minimum 4"). this only occurs once. Turns are not affected.</p>	<p>Speed 6" Turn 60° Drift 0"</p> <hr/> <p>Collision Effects Drift Away If in contact with a fixed obstacle, lose one damage point, otherwise move 2 inches sideways, away from the other chariot.</p>	<p>Speed 6" Turn 60° Drift 0"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 16 turn.</p>	<p>Speed 6" Turn 60° Drift 0"</p> <hr/> <p>Collision Effects Drift Away If in contact with a fixed obstacle, lose one damage point, otherwise move 4 inches sideways, away from the other chariot.</p>
<p>Speed 20" Turn 0° Drift 0"</p> <hr/> <p>Collision Effects Draft Creature Wounded Draft creature takes 1 damage point. After 2 points, may only play 1 move card per turn. After 4 points, stop moving.</p>	<p>Speed 6" Turn 60° or Drift 1"</p> <hr/> <p>Collision Effects Right Wheel Destroyed May only use one move card to turn each go. If both wheels are lost, lose one damage point at the end of each lap.</p>	<p>Speed 16" Turn 15° and Drift 4"</p> <hr/> <p>Collision Effects Left Wheel Destroyed May only use one move card to turn each go. If both wheels are lost, lose one damage point at the end of each lap.</p>	<p>Speed 16" Turn 15° Drift 0"</p> <hr/> <p>Collision Effects Surge Forward If in contact with a fixed obstacle, lose one damage point, otherwise move 6 inches straight forwards.</p>
<p>Speed 6" Turn 60° or Drift 1"</p> <hr/> <p>Collision Effects Drift Away If in contact with a fixed obstacle, lose one damage point, otherwise move 4 inches sideways, away from the other chariot.</p>	<p>Speed 6" Turn 60° and Drift 1"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 8 turn.</p>	<p>Speed 6" Turn 60° Drift 0"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 8 turn.</p>	<p>Speed 6" Turn 60° or Drift 1"</p> <hr/> <p>Collision Effects Draft Creature Wounded Draft creature takes 1 damage point. After 2 points, may only play 1 move card per turn. After 4 points, stop moving.</p>
<p>Speed 6" Turn 60° Drift 0"</p> <hr/> <p>Collision Effects Surge Forward If in contact with a fixed obstacle, lose one damage point, otherwise move 4 inches straight forwards.</p>	<p>Speed 6" Turn 60° or Drift 1"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 6 turn.</p>	<p>Speed 6" Turn 60° Drift 0"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 10 turn.</p>	<p>Speed 6" Turn 60° or Drift 1"</p> <hr/> <p>Collision Effects Left Wheel Destroyed May only use one move card to turn each go. If both wheels are lost, lose one damage point at the end of each lap.</p>

<p>Speed 4" Turn 75° Drift 0"</p> <hr/> <p>Collision Effects Draft Creature Wounded Draft creature takes 1 damage point. After 2 points, may only play 1 move card per turn. After 4 points, stop moving.</p>	<p>Speed 16" Turn 15° or Drift 4"</p> <hr/> <p>Collision Effects Right Wheel Destroyed May only use one move card to turn each go. If both wheels are lost, lose one damage point at the end of each lap.</p>	<p>Speed 6" Turn 60° and Drift 1"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 16 turn.</p>	<p>Speed 16" Turn 0° Drift 4"</p> <hr/> <p>Collision Effects Right Wheel Destroyed May only use one move card to turn each go. If both wheels are lost, lose one damage point at the end of each lap.</p>
<p>Speed 16" Turn 0° Drift 4"</p> <hr/> <p>Collision Effects Left Wheel Destroyed May only use one move card to turn each go. If both wheels are lost, lose one damage point at the end of each lap.</p>	<p>Speed 6" Turn 60° Drift 0"</p> <hr/> <p>Collision Effects Left Wheel Destroyed May only use one move card to turn each go. If both wheels are lost, lose one damage point at the end of each lap.</p>	<p>Speed 16" Turn 15° or Drift 4"</p> <hr/> <p>Collision Effects Draft Creature Wounded Draft creature takes 1 damage point. After 2 points, may only play 1 move card per turn. After 4 points, stop moving.</p>	<p>Speed 4" Turn 75° Drift 0"</p> <hr/> <p>Collision Effects Right Wheel Destroyed May only use one move card to turn each go. If both wheels are lost, lose one damage point at the end of each lap.</p>
<p>Speed 16" Turn 15° Drift 0"</p> <hr/> <p>Collision Effects Draft Creature Wounded Draft creature takes 1 damage point. After 2 points, may only play 1 move card per turn. After 4 points, stop moving.</p>	<p>Speed 4" Turn 75° Drift 0"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 10 turn.</p>	<p>Speed 16" Turn 15° Drift 0"</p> <hr/> <p>Collision Effects Draft Creature Wounded Draft creature takes 1 damage point. After 2 points, may only play 1 move card per turn. After 4 points, stop moving.</p>	<p>Speed 20" Turn 0° or Drift 0"</p> <hr/> <p>Collision Effects Surge Forward If in contact with a fixed obstacle, lose one damage point, otherwise move 4 inches straight forwards.</p>
<p>Speed 4" Turn 75° Drift 0"</p> <hr/> <p>Collision Effects Draft Creature Wounded Draft creature takes 1 damage point. After 2 points, may only play 1 move card per turn. After 4 points, stop moving.</p>	<p>Speed 20" Turn 0° or Drift 0"</p> <hr/> <p>Collision Effects Drift Away If in contact with a fixed obstacle, lose one damage point, otherwise move 4 inches sideways, away from the other chariot.</p>	<p>Speed 4" Turn 75° Drift 0"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 8 turn.</p>	<p>Speed 20" Turn 0° Drift 0"</p> <hr/> <p>Collision Effects Swing Away If in contact with a fixed obstacle, lose one damage point, otherwise swing away from the other chariot as if a speed 16 turn.</p>

<p>Speed 20 " Turn 0° Drift 0 "</p> <hr/> <p>Collision Effects Draft Creature Wounded Draft creature takes 1 damage point. After 2 points, may only play 1 move card per turn. After 4 points, stop moving.</p>	<p>Speed 4 " Turn 75° Drift 0 "</p> <hr/> <p>Collision Effects Draft Creature Wounded Draft creature takes 1 damage point. After 2 points, may only play 1 move card per turn. After 4 points, stop moving.</p>	<p>Speed 20 " Turn 0° or Drift 0 "</p> <hr/> <p>Collision Effects Surge Forward If in contact with a fixed obstacle, lose one damage point, otherwise move 6 inches straight forwards.</p>	<p>Speed 20 " Turn 0° Drift 0 "</p> <hr/> <p>Collision Effects Drift Away If in contact with a fixed obstacle, lose one damage point, otherwise move 6 inches sideways, away from the other chariot.</p>
<p>Speed 4 " Turn 75° Drift 0 "</p> <hr/> <p>Collision Effects Draft Creature Seriously Wounded Draft creature(s) take 2 damage points, may only play 1 move card per turn. After 4 points, stop moving.</p>	<p>Speed 20 " Turn 0° and Drift 0 "</p> <hr/> <p>Collision Effects Draft Creature Seriously Wounded Draft creature(s) take 2 damage points, may only play 1 move card per turn. After 4 points, stop moving.</p>	<p>Speed 20 " Turn 0° Drift 0 "</p> <hr/> <p>Collision Effects Draft Creature Seriously Wounded Draft creature(s) take 2 damage points, may only play 1 move card per turn. After 4 points, stop moving.</p>	<p>Speed 20 " Turn 0° Drift 0 "</p> <hr/> <p>Collision Effects Disaster, Chariot Rolls Over And Disintegrates You find a nice sharp stake to stop you from hitting the ground. Your chariot crashes into all chariots within 6 inches.</p>
<p>Special Move Turn up to double the angle indicated on the all the move cards this is played with. Play this card in addition to your 1 or 2 move cards. If played alone, do not move, turn or drift.</p> <hr/> <p>Collision Effects Scatched Paintwork No damage.</p>	<p>Special Move Drift double the distance indicated on the all the move cards this is played with, turns are not affected. Play this card in addition to your 1 or 2 move cards. If played alone, do not move, turn or drift.</p> <hr/> <p>Collision Effects Scatched Paintwork No damage.</p>	<p>Special Move Move double the distance indicated on the all the move cards this is played with, turns are not affected. Play this card in addition to your 1 or 2 move cards. If played alone, do not move, turn or drift.</p> <hr/> <p>Collision Effects Scatched Paintwork No damage.</p>	<p>Special Move Move double the distance indicated on the all the move cards this is played with, turns are not affected. Play this card in addition to your 1 or 2 move cards. If played alone, do not move, turn or drift.</p> <hr/> <p>Collision Effects Scatched Paintwork No damage.</p>
<p>Special Card play at any time Cancels the effect of any single card played by any player. If used for movement, your chariot remains stationary this go.</p> <hr/> <p>Collision Effects Scatched Paintwork No damage.</p>	<p>Special Card play at any time Cancels the effect of any single card played by any player. If used for movement, your chariot remains stationary this go.</p> <hr/> <p>Collision Effects Scatched Paintwork No damage.</p>	<p>Speed any " Turn any° or Drift any "</p> <p>count as the movement card of the player's choice, i.e. 4/75/0; 6/60/1; 8/45/2; 10/30/3; 16/15/4; 20/0/0</p> <hr/> <p>Collision Effects Scatched Paintwork No damage.</p>	<p>Speed any " Turn any° or Drift any "</p> <p>count as the movement card of the player's choice, i.e. 4/75/0; 6/60/1; 8/45/2; 10/30/3; 16/15/4; 20/0/0</p> <hr/> <p>Collision Effects Scatched Paintwork No damage.</p>

<p>Speed any " Turn any ° or Drift any "</p> <p>count as the movement card of the player's choice, i.e.</p> <p>4/75/0; 6/60/1; 8/45/2; 10/30/3; 16/15/4; 20/0/0</p> <hr/> <p>Collision Effects</p> <p>Scatched Paintwork</p> <p>No damage.</p>	<p>Speed 4 " Turn 75 ° Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>You lucky...</p> <p>You take no damage.</p> <p>If you crashed into another chariot, it takes double effect of the card that you drew.</p>	<p>Speed 4 " Turn 75 ° Drift 0 "</p> <hr/> <p>Collision Effects</p> <p>You lucky...</p> <p>You take no damage.</p> <p>If you crashed into another chariot, it takes double effect of the card that you drew.</p>	<p>Magical Effect play immediately</p> <hr/> <p>Evil Eye</p> <p>Take two cards from the hand of a player of your choice and put them on the discard pile.</p>
<p>Magical Effect play immediately</p> <hr/> <p>Lucky Dip</p> <p>Take one card from the hand of a player of your choice and add it to your hand.</p>	<p>Magical Effect play immediately</p> <hr/> <p>Wandering Troll</p> <p>A hungry troll comes from the stand, looking for something to eat. It moves last, drawing a move card for distance, toward each chariot in turn, starting with the nearest chariot. It makes one attack on each chariot. Its attack counts as a chariot collision. It has 4 damage points.</p> <p></p>	<p>Magical Effect play immediately</p> <hr/> <p>Goblin Fanatic</p> <p>A over-excited, ball swinging goblin leaps from the stand. It moves now, drawing a move card for distance, towards the nearest chariot. It then throws the ball one move card towards the next nearest chariot.</p> <p>If either contacts a chariot, make one attack on the chariot as per a chariot collision. It then dies.</p>	<p>Magical Effect play immediately</p> <hr/> <p>Tree Growth</p> <p>A tree grows immediately behind your chariot.</p> <p>It counts as a stationary obstacle for the rest of the game.</p>
<p>Magical Effect play immediately</p> <hr/> <p>Chariot Kebab</p> <p>Two stakes appear immediately behind your chariot.</p> <p>They count as a stationary obstacle for the rest of the game.</p> <p>Any colliding chariot takes damage according to speed, as for the stakes around the outside.</p>	<p>Magical Effect play immediately</p> <hr/> <p>Ice Patch</p> <p>Place this card immediately behind your chariot to represent an ice patch.</p> <p>Any chariot that touches this card slides across it and then continues it move.</p> <p>The slide starts at the first point of contact, and ends with the opposite corner of the chariot in contact with the opposite side of the ice.</p>	<p>Magical Effect play immediately</p> <hr/> <p>Wild Surge</p> <p>All chariots move 4" directly forwards.</p>	<p>Magical Effect play immediately</p> <hr/> <p>Swing Out</p> <p>All chariots swing out 45° .</p> <p>Turn as if speed 8 from the left front corner of the chariot.</p>
<p>Magical Effect play immediately</p> <hr/> <p>Pulling Right</p> <p>All chariots pull right 45° .</p> <p>Turn as if speed 8 from the right rear corner of the chariot.</p>	<p>Magical Effect play immediately</p> <hr/> <p>Slippery Track</p> <p>All chariots drift 2" directly away from the centre.</p>	<p>Magical Effect play immediately</p> <hr/> <p>Elastic Mud</p> <p>All chariots move 4" directly backwards.</p>	<p>Magical Effect play immediately</p> <hr/> <p>The Best Laid Plans</p> <p>All charioteers give their entire hand to the next player in the running order. The player in last place provides the leader's new hand.</p>