

# Goblin Chariot Racing

## Chariot Damage Chart

### Draft creatures

- 1 wound - wounded
- 2 wounds - one creature dead, may only play one move card per turn
- 3 wounds - the other draft creature is wounded
- 4 wounds - both draft creatures dead  
chariot stops moving

### Chariot Body

The chariot has six body points, once all are lost the chariot is destroyed

### Axle

Move at the next lowest speed, minimum 4".  
i.e. 20" -> 16". Turning is at the original speed.

### Left or Right Wheel

If either wheel is lost, may only turn after one of the movement cards each go

### Both Wheels Destroyed

In addition to the turn restriction, lose one body point when you replenish your cards

