

FACTION COLOR:

CHARIOT SPEED FOR CURRENT GAME TURN

0	1	2	3	4	5	6	7	8	9	10	11	12	13

14	15	16	17	18	19	20	21	22	23	24	25

CHARIOTS WITH WHEEL DAMAGE MUST CHECK FOR FLIP IF TRAVELING AT A SPEED OF 14 OR ABOVE. CHARIOTS MUST ALSO CHECK IF STRAINING AT ANY SPEED IN A CORNER LANE.

MAX
TEAM
SPEED

	25
	24
	23
	22
	21
	20
	19
	18
	17
	16
	15
	14
	13
	12
	11
	10
	9
	8
	7
	6
	5
	4
	3
	2
	1
	0

TOTAL TEAM SPEED = ADD ALL FOUR HORSES' INDIVIDUAL SPEEDS + CURRENT DRIVER MODIFIER. IF A HORSE'S SPEED OR CDM CHANGES, TOTAL TEAM SPEED CHANGES IMMEDIATELY.

LEFT
WHEEL
DAMAGE

	1
	2
	3
	4
	5
	6
	7
	8
	9
BOOM!	

HEAVY
CHARIOT

REGULAR
CHARIOT

LIGHT
CHARIOT

RIGHT
WHEEL
DAMAGE

1	
2	
3	
4	
5	
6	
7	
8	
9	
BOOM!	

WHIP

-3	-2	-1	0	+1	+2	+3

DRIVER
SKILL

0	+1	+2	+3

DRIVER
HIT
POINTS

10	9	8	7	6	5	4	3	2	1	

ENDURANCE

74	73	72	71	70
69	68	67	66	65
64	63	62	61	60
59	58	57	56	55
54	53	52	51	50
49	48	47	46	45
44	43	42	41	40
39	38	37	36	35
34	33	32	31	30
29	28	27	26	25
24	23	22	21	20
19	18	17	16	15
14	13	12	11	10
9	8	7	6	5
4	3	2	1	0

ENDURANCE IS EXPENDED EVERYTIME: 1) YOUR HORSES ARE WHIPPED 2) YOU BRAKE OR 3) YOU STRAIN IN THE CORNER. FOR EACH POINT OVER THE SAFE SPEED IN THE LANE, USE 1 ENDURANCE.