

### Speed Burst

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*Play before you roll the movement die.*

Your Speed becomes 6.

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### Move-2

MOVE Q/s: 8

*Play after any player rolls a movement die, or plays a Move card.*

Change the roll to 2.

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### Move-3

MOVE Q/s: 4

*Play after any player rolls a movement die, or plays a Move card.*

Change the roll to 3.

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### Move-3

MOVE Q/s: 4

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### Move-4

MOVE Q/s: 4

*Play after any player rolls a movement die, or plays a Move card.*

Change the roll to 4.

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### Move-5

MOVE Q/s: 6

*Play after any player rolls a movement die, or plays a Move card.*

Change the roll to 5.

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### Move-5

MOVE Q/s: 6

*Play after any player rolls a movement die, or plays a Move card.*

Change the roll to 5.

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### Move-6

MOVE Q/s: 8

*Play after any player rolls a movement die, or plays a Move card.*

Change the roll to 6.

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### Add-1

MOVE Q/s: 2

*Play after any player rolls a movement die, or plays a Move card.*

Add 1 to the roll.

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Add 2 to the roll.

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### Add-3

MOVE Q/s: 8

*Play after any player rolls a movement die, or plays a Move card.*

Add 3 to the roll.

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### Re-Roll

MOVE Q/s: 4

*Play after any player rolls a movement die, or plays a Move card.*

That player may re-roll. If the die is re-cast, the original roll cannot be used.

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### Add-2

MOVE Q/s: 4

*Play after any player rolls a movement die, or plays a Move card.*

Add 2 to the roll.

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### Add-3

MOVE Q/s: 8

*Play after any player rolls a movement die, or plays a Move card.*

Add 3 to the roll.

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MOVE Q/s: 4

*Play after any player rolls a movement die, or plays a Move card.*

That player may re-roll. If the die is re-cast, the original roll cannot be used.

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### Move-0

MOVE Q/s: I2

*Play after any player rolls a movement die, or plays a Move card.*

Change the roll to 0.

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### Move-1

MOVE Q/s: IO

*Play after any player rolls a movement die, or plays a Move card.*

Change the roll to 1.

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### Move-2

MOVE Q/s: 8

*Play after any player rolls a movement die, or plays a Move card.*

Change the roll to 2.

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### Move-4

MOVE Q/s: 4

*Play after any player rolls a movement die, or plays a Move card.*

Change the roll to 4.

BEN HVRT ©1997 Cheapass Games

### Move-5

MOVE Q/s: 6

*Play after any player rolls a movement die, or plays a Move card.*

Change the roll to 5.

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### Move-6

MOVE Q/s: 8

*Play after any player rolls a movement die, or plays a Move card.*

Change the roll to 6.

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### Move-7

MOVE Q/s: IO

*Play after any player rolls a movement die, or plays a Move card.*

Change the roll to 7.

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### Move-8

MOVE Q/s: I2

*Play after any player rolls a movement die, or plays a Move card.*

Change the roll to 8.

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### Add-2

MOVE Q/s: 4

*Play after any player rolls a movement die, or plays a Move card.*

Add 2 to the roll.

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### Cesar's Ghost

EVENT Q/s: 8

*Play before you roll the movement die.*

Move 4 spaces.  
Your Speed becomes 4.

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### Banana Slug

EVENT Q/s: 8

*Play at any time.*

Destroy one Improvement.  
The effects of that Improvement wear off at the beginning of the next turn.

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EVENT Q/s: 8

*Play at any time.*

Destroy one Improvement.  
The effects of that Improvement wear off at the beginning of the next turn.

BEN HVRT ©1997 Cheapass Games

### Insurance

EVENT Q/s: 4

*Play before you roll the movement die.*

Regardless of your roll, you will move at least 8 spaces.

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### Piece of Rope

EVENT Q/s: IO

*Play while another chariot is passing you.*

For the remainder of its move, follow along behind that chariot. You also get its final Speed.

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### Sweaty Palms

EVENT Q/s: 8

*Play immediately after any other card is played.*

That card is discarded with no effect.

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EVENT Q/s: 8

*Play immediately after any other card is played.*

That card is discarded with no effect.

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## Well-Aimed Cat

EVENT Q/s: 8

*Play while another chariot is passing you.*

That chariot stops. Move it three spaces in any direction, even straight backwards. Give this card to that player.

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## Orangutan

EVENT Q/s: 12

*Play when you stop directly in front of another chariot.*

Move that chariot three spaces in any direction, even straight backwards. Give this card to that player.

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## Hope Springs

EVENT Q/s: 12

*Play while you are passing another chariot.*

Add that chariot's Speed to your move.

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## Carpenter Ants

EVENT Q/s: 10

*Play while you are passing another chariot.*

That chariot skips its next move entirely.

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## Barrel of Grease

EVENT Q/s: 10

*Play while you are moving.*

Every chariot which has not yet moved this turn has its Speed reduced to 1.

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## Golly, Moses!

EVENT Q/s: 2

*Play while you are moving.*

For the rest of this turn, you can pass through other chariots. If you stop on top of another chariot, slide back until you are clear.

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## Rude Language

EVENT Q/s: 4

*Play while you are passing another chariot.*

That chariot's Speed becomes 1. Give this card to that player.

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## Pole Vault

EVENT Q/s: 6

*Play while you are passing a chariot with a Driver.*

Steal the Driver from the chariot. If you also have a Driver, they switch places.

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## Hoe in the Spokes

EVENT Q/s: 12

*Play while another chariot is passing you.*

That chariot stops moving. If the chariot had any Improvements, they are destroyed.

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## Plow Handle

EVENT Q/s: 8

*Play while another chariot is passing you.*

That chariot stops moving. If the chariot had a Driver, he is retired.

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## Basket of Nails

EVENT Q/s: 6

*Play while taking your move.*

Put this card on the track behind your chariot. Every square completely covered by this card becomes impassible for the rest of the race.

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## Fresco Finish

EVENT Q/s: 12

*Play after the race ends.*

If you came in third, switch places with the second place finisher, and claim the second place prize.

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## Angst

EVENT Q/s: 8

*Play at any time.*

Retire one Driver. The effects of that Driver wear off at the beginning of the next turn.

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## Crooked Judge

IMPROVEMENT Q/s: 4

*Play at any time during the Auction.*

You may stay in the first round of every Auction for free.

Maintenance Cost: 4 Ducats  
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## Cæsar's Blessing

IMPROVEMENT Q/s: 10

*Play at any time during the Auction.*

Regardless of your position, you always move first. You may only keep this Improvement if you win.

Maintenance Cost: See Above  
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## Bigger Wheels

IMPROVEMENT Q/s: 10

*Play at any time during the Auction.*

After starting the race, your minimum speed is 3. If your speed ever goes below 3, it immediately returns to 3.

Maintenance Cost: 1 D Per Lap  
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## Ramming Prow

IMPROVEMENT Q/s: 8

*Play at any time during the Auction.*

Whenever you stop directly behind another chariot, you may decrease its Speed to 1.

Maintenance Cost: 1 D Per Lap  
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## Lodestone

IMPROVEMENT Q/s: 8

*Play at any time during the Auction.*

Whenever you pass another chariot, you may move it one square in any direction, except directly backwards.

Maintenance Cost: 2 Ducats  
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## Wheel Knives

IMPROVEMENT Q/s: 12

*Play at any time during the Auction.*

Whenever you pass another chariot, you may decrease its Speed by 1.

Maintenance Cost: 1 D Per Lap  
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## Hook

IMPROVEMENT Q/s: 10

*Play at any time during the Auction.*

Whenever another chariot passes you, you may increase your Speed by 1.

Maintenance Cost: 1 D Per Lap  
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## Spikey Whip

IMPROVEMENT Q/s: 8

*Play at any time during the Auction.*

Regardless of your roll, you move a minimum of 5 spaces every turn.

Maintenance Cost: 2 D Per Lap  
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## Eye of Newt

IMPROVEMENT Q/s: 6

*Play at any time during the Auction.*

You can play no move cards, and no move cards can affect your chariot.

Maintenance Cost: 1 Ducat  
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## Selig

DRIVER Q/s: 6

*Play at any time during the Auction.*

On the first turn of a new race, you may draw two cards.

Maintenance Cost: 2 Ducats  
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## Horace

DRIVER Q/s: 8

*Play at any time during the Auction.*

Horace can re-roll his movement die, once per lap. Each time he does this, pay the pot 4 Ducats.

Maintenance Cost: 4 Ducats  
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## Salvadore

DRIVER Q/s: 12

*Play at any time during the Auction.*

If Salvadore moves last in the turn, he may choose to roll a 6. Each time he does this, pay the pot 2 Ducats.

Maintenance Cost: 1 D Per Lap  
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## Fo

DRIVER Q/s: 10

*Play at any time during the Auction.*

If you are in the lead, you may draw one card each time you cross the finish line.

Maintenance Cost: 2 D Per Lap  
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## Xerxes

DRIVER Q/s: 12

*Play at any time during the Auction.*

Xerxes may choose to roll a 4 instead of rolling the movement die. Each time he does this, pay the pot 3 Ducats

Maintenance Cost: 1 D Per Lap  
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## Nicolas

DRIVER Q/s: 10

*Play at any time during the Auction.*

Regardless of your position, you always move second. Ignore this if you also have Caesar's Blessing.

Maintenance Cost: 1 D Per Lap  
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## Brinn

DRIVER Q/s: 10

*Play at any time during the Auction.*

Brinn moves 2 spaces further each time he crosses the Finish Line.

Maintenance Cost: 2 Ducats  
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## Nero

DRIVER Q/s: 10

*Play at any time during the Auction.*

Regardless of your roll, Nero moves a minimum of 6 spaces every turn.

Maintenance Cost: 1 D Per Lap  
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## Tycho

DRIVER Q/s: 8

*Play at any time during the Auction.*

Tycho begins every race with a Speed of 6.

Maintenance Cost: 1 Ducat  
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## Anvil

DRIVER Q/s: 12

*Play at any time during the Auction.*

Anvil can reduce another chariot's Speed by 2 while passing it. Each time he does this, pay the pot 1 Ducat.

Maintenance Cost: 4 Ducats  
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