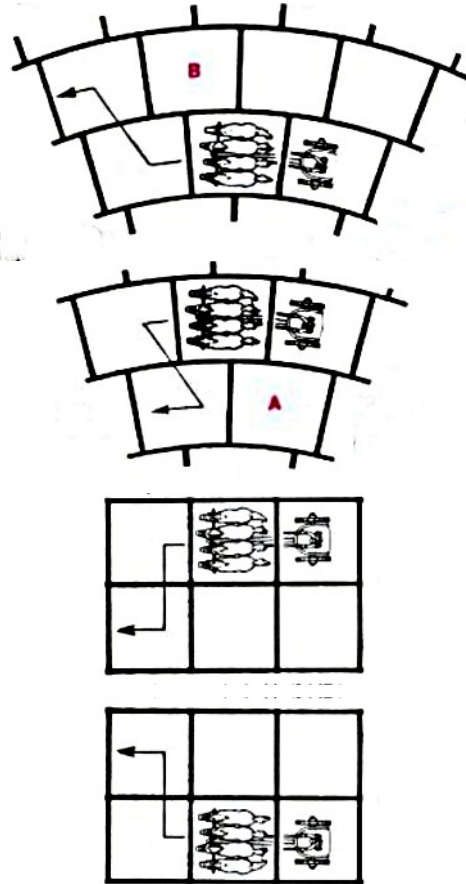


Action	Cost
Move Forward	1 MF
Lane Change, Outside	1 MF
Lane Change, Inside	2 MF
Brake	1 END (waste 1 MF)
Sideslip (must be involuntary)	3 MF
Voluntary Strain	1 END per 1D6 MF gained
Corner Straining	a) 1 END per Speed over limit b) roll 3D6 - CDM on Corner Strain Table
Evade (braking)	2 END (move back one space)
Evade (lane change inside)	2 MF (from next move's max speed, check Straining)
Evade (lane change outside)	1 MF (from next move's max speed, check Straining)
Run	Driver Hits / 2 (rounded up) MF

Roll	Dice
Attempt to Evade	2D6 + Defender's CDM >= 2D6 + Attacker's CDM
Lash Attack Team	a) 2D6 + Attacker's CDM > 2D6 + Defender's CDM b) -difference to END , +difference to MF* (defender loses at least 1 END)
Lash Attack Driver	a) (2D6 + Attacker's CDM) - (2D6 + Defender's CDM) b) 2D6 on Lash Table
Ram Attack Team	2D6 + Attacker's Car on Horse Injury Table
Ram Attack Car	a) 3D6 + Attacker's CDM - Defender's CDM on Damage to Cars Table b) 2D6 + Opponent's Car on Wheel Damage Table c) Check for Flip due to Wheel Damage
Wheel Damage (MF over 14 or Corner Strain)	If 2D6 = Wheel Damage then +1 to damage If 2D6 < Wheel Damage then Flip
Running Over Wrecks	a) 1D6 = optional END cost. b) Roll 3D6 - CDM + 1 per END not spent on Running Over Wrecks Chart
Cut Dead Horse Free	a) Lose 1/4 (...1/3 ,1/2) END b) Speed + CDM - 1D6/Live Horse = available MF
Cut Driver Free	2D6 - CDM <= Driver Hits
Trample Dragged Driver	a) 3D6 + Attacker's CDM on Damage to Cars Table b) 2D6 on Wheel Damage x 2 only for Driver
Trample Running Driver	Driver killed. Chariot loses 1D6 MF for that turn

Lane Changes



Initial	Details
S	Forced Sideslip (-3 to Ram Attack, no MF cost). Check Corner Strain
SS	Forced double Sideslip (-6 to Ram, no MF cost). Check Corner Strain
J	Jostled, CDM - 3 (+1 per turn). No straining allowed
LH RH	2D6 on Horse Injury Table
F	Flip
M	-1D6 Max Speed
G	Whip Grabbed
B	Free forced Brake or Wound
W	-1 Driver Hits, -1D6 Max Speed. ½ Driver Hits = -1CDM. 1/3 Driver Hits = -2CDM. Roll on Critical Wounds.

Turn Order

- I) Write Orders
- II) Chariot Movement Phase
 - a) Draw Coloured Chit
 - b) Declare Voluntary Straining
 - c) Check for Wheel Damage if MF > 14
 - d) Move and declare Attacks
 - e) Check for Dragged Driver Damage
 - f) Next Chariot
- III) Running Driver Movement Phase

Sideslip



Attack

