Speed Burst

EVENT   Q/S: 4

Play before you roll the movement die.

Your Speed
becomes 6.

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Speed Burst

EVENT   Q/S: 4

Play before you roll the movement die.

Your Speed
becomes 6.

BEN HVRT ©1997 Cheapass Games

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

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

Change the roll to 3.

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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-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.

BEN HVRT ©1997 Cheapass Games

Add-1

MOVE   Q/S: 2

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

Add 1 to the roll.

BEN HVRT ©1997 Cheapass Games

Add-2

MOVE   Q/S: 4

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

Add 2 to the roll.

BEN HVRT ©1997 Cheapass Games

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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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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Speed Burst

EVENT   Q/S: 4

*Play before you roll
the movement die.*

Your Speed
becomes 6.

BEN HVRT ©1997 Cheapass Games

Speed Burst

EVENT   Q/S: 4

*Play before you roll
the movement die.*

Your Speed
becomes 6.

BEN HVRT ©1997 Cheapass Games

Move-2

MOVE   Q/S: 8

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

Change the roll to 2.

BEN HVRT ©1997 Cheapass Games

Move-3

MOVE   Q/S: 4

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

Change the roll to 3.

BEN HVRT ©1997 Cheapass Games

Move-3

MOVE   Q/S: 4

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

Change the roll to 3.

BEN HVRT ©1997 Cheapass Games

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-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.

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.

BEN HVRT ©1997 Cheapass Games

Move-6

MOVE   Q/S: 8

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

Change the roll to 6.

BEN HVRT ©1997 Cheapass Games

Add-1

MOVE   Q/S: 2

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

Add 1 to the roll.

BEN HVRT ©1997 Cheapass Games

Add-1

MOVE   Q/S: 2

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

Add 1 to the roll.

BEN HVRT ©1997 Cheapass Games

Add-2

MOVE   Q/S: 4

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

Add 2 to the roll.

BEN HVRT ©1997 Cheapass Games

Add-3

MOVE   Q/S: 8

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

Add 3 to the roll.

BEN HVRT ©1997 Cheapass Games

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.

BEN HVRT ©1997 Cheapass Games

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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Move-0

MOVE   Q/S: 12

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

Change the roll to 0.

Move-1

MOVE   Q/S: 10

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

Change the roll to 1.

Move-2

MOVE   Q/S: 8

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

Change the roll to 2.

Move-4

MOVE   Q/S: 4

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

Change the roll to 4.

Move-5

MOVE   Q/S: 6

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

Change the roll to 5.

Move-6

MOVE   Q/S: 8

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

Change the roll to 6.

Move-7

MOVE   Q/S: 10

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

Change the roll to 7.

Move-8

MOVE   Q/S: 12

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

Change the roll to 8.

Add-2

MOVE   Q/S: 4

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

Add 2 to the roll.

Cæsar's Ghost

EVENT   Q/S: 8

*Play before you roll
the movement die.*

Move 4 spaces.
Your Speed becomes 4.

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.

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.

Insurance

EVENT   Q/S: 4

*Play before you roll
the movement die.*

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

Piece of Rope

EVENT   Q/S: 10

*Play while another
chariot is passing you.*

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

Sweaty Palms

EVENT   Q/S: 8

*Play immediately after
any other card is played.*

That card is discarded
with no effect.

Sweaty Palms

EVENT   Q/S: 8

*Play immediately after
any other card is played.*

That card is discarded
with no effect.

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.

BEN HVRT ©1997 Cheapass Games

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.

BEN HVRT ©1997 Cheapass Games

Hope Springs

EVENT   Q/S: 12

Play while you are passing another chariot.

Add that chariot's Speed to your move.

BEN HVRT ©1997 Cheapass Games

Carpenter Ants

EVENT   Q/S: 10

Play while you are passing another chariot.

That chariot skips its next move entirely.

BEN HVRT ©1997 Cheapass Games

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.

BEN HVRT ©1997 Cheapass Games

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.

BEN HVRT ©1997 Cheapass Games

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.

BEN HVRT ©1997 Cheapass Games

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.

BEN HVRT ©1997 Cheapass Games

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.

BEN HVRT ©1997 Cheapass Games

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.

BEN HVRT ©1997 Cheapass Games

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.

BEN HVRT ©1997 Cheapass Games

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.

BEN HVRT ©1997 Cheapass Games

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
BEN HVRT ©1997 Cheapass Games

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
BEN HVRT ©1997 Cheapass Games

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
BEN HVRT ©1997 Cheapass Games

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
BEN HVRT ©1997 Cheapass Games

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
BEN HVRT ©1997 Cheapass Games

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
BEN HVRT ©1997 Cheapass Games

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
BEN HVRT ©1997 Cheapass Games

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
BEN HVRT ©1997 Cheapass Games

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
BEN HVRT ©1997 Cheapass Games

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
BEN HVRT ©1997 Cheapass Games

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
BEN HVRT ©1997 Cheapass Games

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
BEN HVRT ©1997 Cheapass Games

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
BEN HVRT ©1997 Cheapass Games

Xerxes

DRIVER   Q/S: 12

*Play at any time
during the Auction.*

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

Maintenance Cost: 1 D Per Lap
BEN HVRT ©1997 Cheapass Games

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
Cæsar's Blessing.

Maintenance Cost: 1 D Per Lap
BEN HVRT ©1997 Cheapass Games

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
BEN HVRT ©1997 Cheapass Games

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
BEN HVRT ©1997 Cheapass Games

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
BEN HVRT ©1997 Cheapass Games

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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