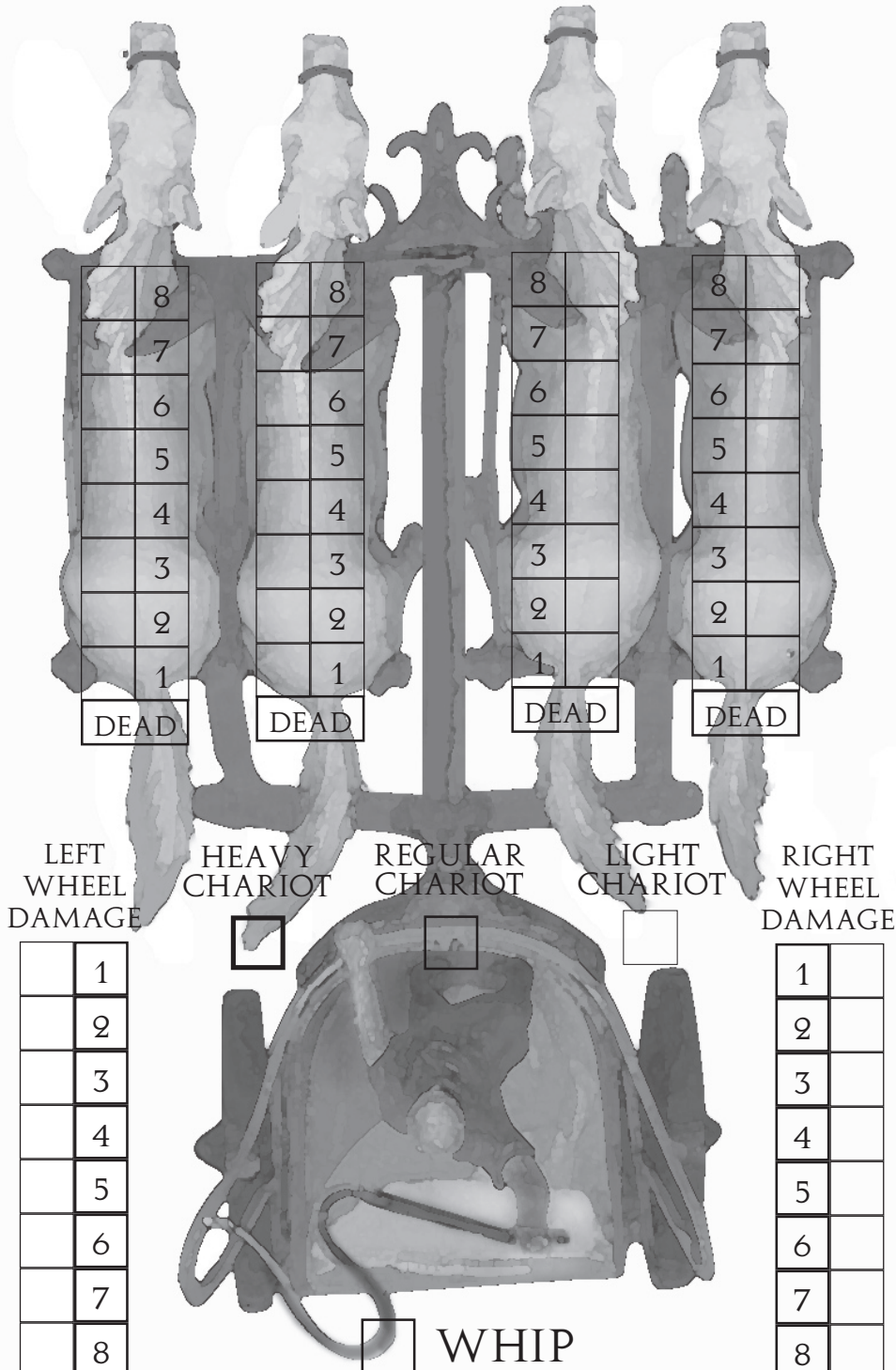


[illegible][illegible]

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.

	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.



CURRENT DRIVER MODIFIER

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

0	+1	+2	+3

DRIVER
HIT
POINTS

[illegible]

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.