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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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-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

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-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-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-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-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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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-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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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 D

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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.

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Move-1

MOVE Q/S: 10

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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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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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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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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