

Preamble:

'What a Wheelie' is a Chariot Skirmish game inspired by the World War 2 Tank Skirmish game 'What a Tanker' produced by 'Too Fat Lardies'. Whilst there is obviously a lot of variety in WW2 tank specifications (not least as how they progressed through the war), when playing a game, the thought occurred to me that 'what really is the philosophical difference between a WW2 AFV and an Ancient Chariot?' They are both essentially mobile shooting platforms (usually pretty well armoured as well). Therefore, why can't the rules be adapted for Ancient Chariot skirmish gaming? The 'What a Tanker' rules are great fun so why not? It gives me another reason to spend money on a couple of fine chariot models rather than be deterred by the need to spend 'heaps' to get a couple of dozen models for epic Biblical wargames involving large armies.

So how does 'What a Tanker' work? What are its characteristics that make it sufficient fun to spend a significant amount of time and effort to adapt them for chariots?

'What a Tanker' works with as few as two tanks to up to 3 or 4 a side. Each player is really cast as an individual tank commander although for a solo game, a single player can cope fairly easily with 4 and even in a multiplayer game, a single player could control 2 or 3 tanks without much bother. So this is the scale of the game and this scale translates directly into the chariot adaptation.

For World War 2 gaming, obviously, games can have a lot of Terrain features. This isn't really applicable for the 'What a Wheelie' adaptation. In the latter, I would recommend a table size of around 4 square feet (e.g. 2 by 2) for each (28mm scale) chariot model and no more than one Terrain piece of no more than 6 to 8 inches (square) or maximum dimension per 4 square feet of table area. So on this basis, simply allow each player to select a single Terrain piece and to place it anywhere he wants (including adjacent or even superimposition if appropriate e.g. woods on a hill). Mind you a player could choose NOT to place any terrain on the table as well. If there are more players than Terrain selections available, then just roll dice accordingly to select who misses out. Ties are re-rolled.

To deploy the chariots on the table, just roll d6 and the player who scores the lowest deploys his chariot first on one of the table's edges. The next lowest scores deploys his chariot on the opposite table edge if he is an opponent OR the same table edge as the first player if a friend/ally. Deployment then continues in the same fashion. Ties are re-rolled.

Then, each player rolls a d6 to determine the Initiative. The highest goes first and so on. Ties are re-rolled.

And so the game begins.

Victory is achieved when all enemy chariots have been destroyed or forced to withdraw from the field by loss of Morale.

What a Wheelie (Sweet Chariot) (Too Lazy to Fight on Foot)



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A game of Chariot skirmishing for solo or up to 6 Players. The game is based on What a Tanker Rules by Two Fat Lardies. Hope you enjoy it.

Designer Notes:

It is assumed for the purpose of the game, that Chariots are always moving at or around a 'combat speed' during an engagement such that there are no rules for speeding up and/or slowing down. A spread of Action/Command Dice rolls controls the ability to move and manoeuvre and limits the maximum movement distance during a Chariot's Initiative in a Game Turn. The Sequence in which a Player uses his Action/Command Dice rolls, is entirely up to him/her (although some Actions do require other specified Actions to have preceded them). For instance, a Reload/Recover Roll MUST have preceded an Aim roll in a Game Turn or have been carried over from a previous Game Turn and similarly an Aim Action must have preceded a Shoot/Attack Action. The outcomes of each Action/Command Dice rolled are completed in Sequence before proceeding on to the next.

A. Initiative:

The game is Turn-based. Each Game Turn proceeds on the basis of an **Initiative Sequence** for each Chariot determined by **a set of single d6 rolls for each Chariot prior to the start of every Game Turn. The highest score goes first and the lowest last and so on in between. Ties are re-rolled.** Each Chariot then performs its allowed Actions during its Initiative in accordance with the spread of its (starting allocation of 6) Action/Command Dice Rolls. There are different types of Chariot and examples are given below.. These may affect how the Action/Command Dice Rolls may be modified in accordance with the different types of Chariot. Additionally, there are also Optional Rules to characterise the different Chariots and their crews and horse teams which may further modify the Action/Command Dice results. When it is a particular Chariot's Initiative during a Game Turn, the first thing a Player does is to Roll the relevant number of Action/Command Dice for the Chariot to determine which Action options it has available during that Game Turn. The possible Actions are described as follows:

B. Action/Command Dice:

A Chariot (normally) starts the Game with 6 Action/Command Dice which are rolled at the start of the Chariot's Initiative in a Game Turn. The numbers of Action/Command Dice may decrease through the course of the Game as the Charioteers and Horse Teams become tired and are injured/wounded. The spread of Action/Command Dice determine which Actions a Chariot can perform during its Initiative in the Game Turn

Action/Command Dice Score = 1: Advance Move: Roll 2d6 'Movement' Dice. The sum of the 2 Movement Dice defines the maximum number of inches that a chariot may Advance on that Action/Command Dice roll in that Game Turn. Players may move (normally) a Chariot a lesser distance than the maximum if desired. Of course, more than one Action/Command Dice score of 1 may be rolled in the basic spread of 6. In such circumstances, the results are cumulative in the Game Turn BUT each Action/Command Dice Roll and its Movement Dice has to be resolved one at a time in a Sequence (determined by the Player as he proceeds through the Action/Command Dice available), BEFORE progressing onto another Action/Command Dice result of whatever kind and/or the next Movement Dice.. It may be a second Advance for instance or another kind of Action. Each **An Advance Move MAY include up to one Wheel per Movement Dice** of up to 45 degrees at any point in the move. This is resolved by rotating the Chariot model on the relevant Rear corner of its base (i.e. on the same Side as the direction of the Wheel) . There is no deduction from the distance that can be moved for a Wheel. It is in Effect included 'free' in the available maximum move distance determined by the 2

Movement Dice. There is (usually) no minimum move distance to move BUT if a Player moves fewer inches than are on a Movement Dice in order to perform another Action, then , then the remaining inches on the Movement Dice are LOST. This means that he can 'voluntarily surrender' either or both of the Movement Dice BUT if he 'surrenders' the first to perform an Action (at a specific location) then the second Movement Dice is rendered Null and Void as he has ended his Advance Movement Action/Command Dice Movement Dice allocation by performing initiating another Action on a second Action/Command Dice. So while a Player has a great deal of flexibility during his Initiative, there are restrictions on precisely where and when the various Actions can actually be performed.

Action/Command Dice Score = 2: 'Turn Manoeuvre': Roll 2d6 Movement Dice and **surrender the lower** of the two Dice scores. Move forward the Full distance of the remaining (single) Dice STRAIGHT AHEAD only (with NO Wheel permitted) but in place of the second (surrendered) Dice perform a **'Turn Manoeuvre' comprising the same procedure as a Wheel BUT up to 90 degrees maximum rotation** instead of 45 degrees. The initial Movement Dice minimum 'Advance' distance is Compulsory BEFORE the 'Turn Manoeuvre' can be performed. (N.B. See Expert Driver)

Action/Command Dice Score = 3: Aim: Aiming Is a prerequisite for shooting at any 'new' target or even at an existing target if the Attacked and/or Attacker moved since the previous Shot or Attack. This includes any 'Swerve Away' result from a previous Shot. Aiming is only possible at targets at least partially within Shooting Arc and in the open. **Any additional 'Aim' Dice (score = 4) in excess of 1 can be converted to an extra Shoot/Attack Dice in place of an Aim for a second Shot.**

Action/Command Dice Score = 4: Shoot/Attack: This includes Lance Attacks at Ranges less than 1". Roll d6 in number equal to the Shooting/Attack capability of the Chariot taking into account Range, Direction and any other modifiers and RESOLVE the outcome BEFORE progressing on to the next Action/Command Dice.

Action/Command Dice Score = 5: Recover/Reload: A Recover/Reload Action is required after every Shot/Attack before another Shot/Attack can be made. The Recover/Reload Action must be performed BEFORE another Aiming Action can be performed.

Action/Command Dice Score = 6: Wild Dice (may be converted into any other Action OR to remove a Temporary Damage OR to add +1 to the next Game Turn's Initiative Sequence roll.

Note that the Sequence by which the Action/Command Dice Actions are resolved (one at a time) during a Chariot's Initiative in a Game Turn, is up to the is controlling Player. For instance, a valid Sequence could be Move, Aim, Shoot, Reload/Recover, Aim, Shoot, EXCEPT that a Recover/Reload must have been carried over from the previous Game Turn before the initial Aim Action was possible. A Recover/Reload MUST always have preceded any Aim Action AND an Aim Action MUST always have preceded a Shoot/Attack Action and remain valid (i.e. neither target nor Shooter/Attacker have moved at all, after the Aim was applied).

C. Shooting Arcs :

The Forward Shooting Arc: is straight forward and 45 degrees to either Side of the forward projections of the Side edges of a Chariots model's base.

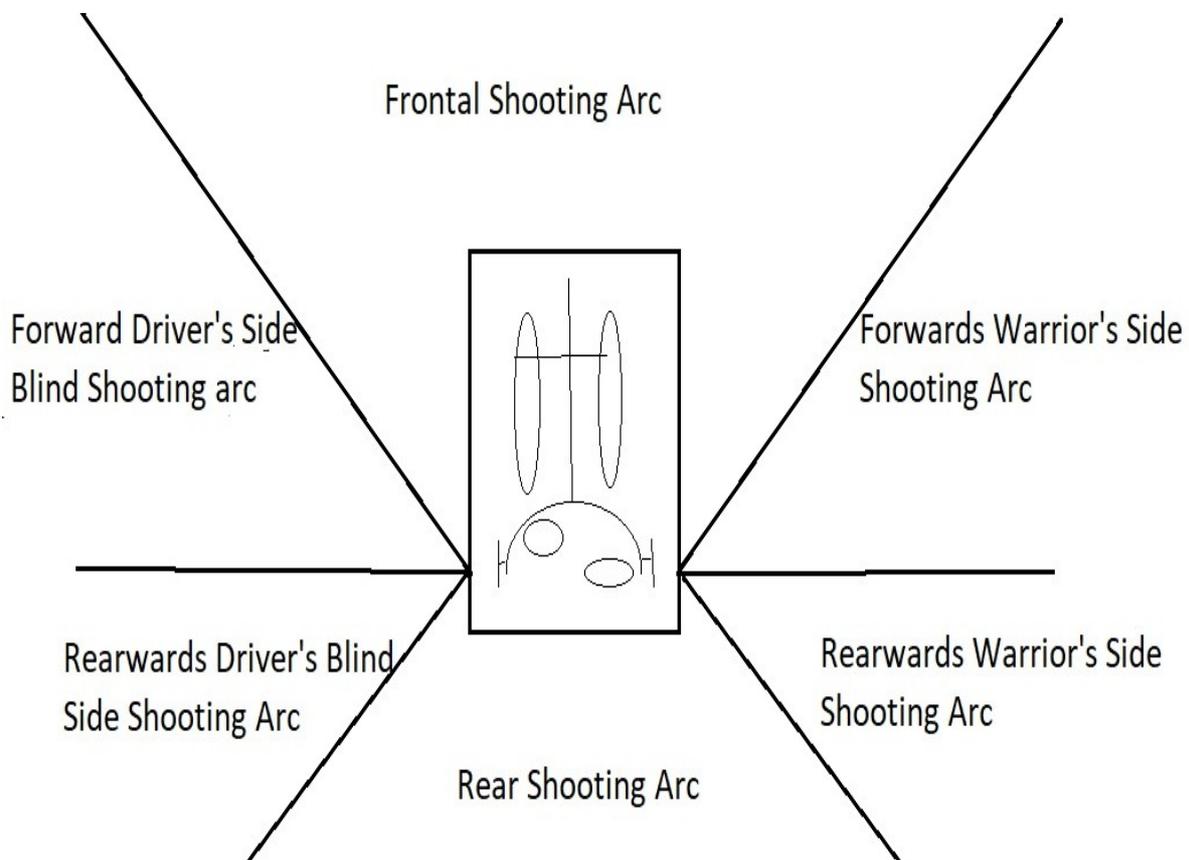
The Forward Side Shooting Arc: is 45 degrees to the forward from the perpendicular Side projection from the location of the Shooting Chariot Warrior (i.e. parallel to the Front and Rear edges of the Chariot model's base)

The Rear Side Shooting Arc: is 45 degrees to the rearward from the perpendicular Side projection from the location of the Shooting Chariot Warrior (i.e. parallel to the Front and Rear edges of the Chariot model's base).

The Rear Shooting Arc: is straight back from and 45 degrees to either Side of the forward projections of the Side edges of a Chariots model's base.

C. Collisions:

Any collisions result immediately in the COMPLETE loss of one or both Chariots UNLESS an immediate 'collision Save' roll of a double is made with 2d6 (each Chariot). In the event of a failure to 'Save' then ALL of the Crew are KILLED!



D. Chariot Archers:

Archer shooting is possible in the **Forward Shooting Arc, the Rear Shooting Arc and both Forward Side and Rear Side Shooting Arcs on the Archer's Side of the Chariot only**. The Driver's Side of the Chariot is Effectively a BLIND Side and NO Target can be Attacked on either the Driver's Forward Side Shooting Arc or the Driver's Rear Side Shooting Arc.

E. Chariot Javelineers:

Javelin shooting is only possible in the **Forward Shooting Arc and the Forward Side Shooting Arc on the Chariot Javelineer's Side of the Chariot only**. The Driver's Side of the Chariot is Effectively a BLIND Side and NO Target can be Attacked using Javelins on either of the Driver's Side Shooting Arcs. No Javelin Shooting is permitted to the Rear of a Chariot Javelineer's position including the Rear Shooting Arc.

Lance Attacks: If so equipped, Lance Attacks are used in conjunction with Javelin Attacks and deliver BONUS 2 extra Attack Dice (i.e. 8/0/0) IF the Warrior's Forwards Side Shooting Arc overlaps any part of the Side of the target vehicle's base within less than 1" (but NOT actually in contact/collision) and is in (roughly) parallel alignment (facing forward or backward) after movement. Aiming for the Javelin Attack includes for the Lance bonus.

F. Terrain Effects:

Half speed (halves are rounded up; e.g. 3 halved = 1 and 1/2 which is rounded up to 2") on any passable terrain (rough-ish going, shallow slopes, softish or scrubby ground). Wheels and 'Turn Manoeuvres' are unaffected. **Impassable Terrain** is impassable (rocky ground, soft sand, steep hills, water, bog etc.)

G. EXPERT Status:

Expert Status may be achieved by successful crews who gain at least one 'kill' in 2 successive games AND who survive. Expert Status is possible in 2 forms:

Expert Drivers When performing a 'Turn Manoeuvre', may discard **either** of the 2d6 Movement Dice (and NOT just the lower score). They may also convert one Action/Command Dice roll into a 'Turn Manoeuvre'.

Expert Warriors add 1 extra Attack Dice to the Chariot model's total (e.g. An Indian Chariot to 11/6/5 Frontally and 6/4/3 to the Side and an Egyptian Chariot to 7/5/3 Frontally).

Only one form of Expert Status can be achieved at a time.

H. Target Eligibility:

The WHOLE of the target vehicle must be within arc to count as a normal target. If only part of it is within arc, then any lesser Shooting/Attack Dice allocation is applied. If this would be ZERO, then the Attack Dice number is HALVED.

Shooting at the Rear of a Chariot adds +2 BONUS extra Attack Dice due to the open Rear of the Chariot cab and the reduced protection for its occupants.

I. Shooting and Combat Effects: Attack/Shooting Dices scores of 5 and 6 are HITS.

Each 5 is potentially one Temporary Damage UNLESS 'Saved' with a d6 roll of 5
Each 6 is potentially one Permanent Damage UNLESS 'Saved' with a d6 roll of 6

If Attack Hits and Saves are equal = The 'defending' Player rolls 1 d6 . 6 = 1 Temporary Damage. 2,3,4,5 causes target to **Swerve Away** 45 degrees; an in-situ Wheel. 1 = No Effect. If there is **ANY DOUBT** as to which direction is 'away' in a 'Swerve Away' result, roll 1d6: 1,2,3 the swerve is to the (chariot's) left, 4,5,6, to swerve is to the (chariots') right.

If Attack Hits are greater than Defence Saves, **EACH un-Saved 5 = 1 Temporary Damage AND each un-Saved 6 (a Critical Hit) equals a Permanent Damage.**

Targets DO NOT Swerve Away 45 degrees if they suffer ANY Damage,

IF, in any single Game Turn, a Chariot receives 3 or more (un-Saved) Critical Hits, it is IMMEDIATELY and Permanently disabled and its whole crew is KILLED.

IF 1 or 2 un-Saved Critical Hits, (i.e. for each Permanent Damage) roll 1 d6:

1,2 = Horse team Hit. Subtract -1 from each movement Dice thereafter (Permanently for the rest of the game; cumulative).

3,4 = Driver Hit; NO more 'Turn Manoeuvres' are permitted in the game. Wheels may still be performed. A second Driver Hit is ignored except for the Permanent additional loss of another Action/Command Dice.

5,6 = Warrior Hit; Subtract 1 Shooting/Attack Dice permanently (cumulative).

ANY Damage (Temporary OR Permanent) ALWAYS deducts 1 from the Action/Command Dice total for the next Initiative unless a player has his Initiative later in the same Game Turn and so may have a chance to rally off Temporary Damage with Action/Command 'Wild Dice' scores of 6)

Permanent Damage can NEVER be recovered.

A Chariot is Permanently disabled (LOST) when its Action/Command Dice are reduced to zero. The crew survive though (to fight in subsequent games).

J. Example Chariot Specifications :

Egyptian Chariot/Asiatic 2 Crew Light Chariot with Bow: (Fast and Manoeuvrable)

Any one Action/Command Dice can be converted to an Advance Action/Command Dice (Fast), OR a 'Turn Manoeuvre' result (Manoeuvrable); NOT both!, 6 Defence Dice. 1 Chariot Archer Short/Medium/Long Range 6"/12"/18" = 6/4/2 Frontal Attack Dice. Shooting to the Forward Shooting Arcs, BOTH Archer's Side Shooting Arcs AND the Rear Shooting Arc is at Full Effect . BOTH of the Driver's Side Shooting Arcs are BLIND and No Shooting is allowed in those Driver's Side Shooting Arcs.

Celtic/British Chariot: (Fast and Manoeuvrable): Any one Action/Command Dice can be converted to an Advance Action/Command Dice (Fast), OR a 'Turn Manoeuvre' result (Manoeuvrable); NOT both!, 6 Defence Dice. 1 Javelineer = 6/0/0 Frontal Attack Dice and BOTH Forwards Side Shooting Arcs (i.e. NO Blind Side). NO half-speed Terrain Effects; Move and Manoeuvre as normal. Impassable Terrain is still Impassable.

Hittite 3 man Chariot: (Aggressive): Any Action/Command Dice Roll may be converted into an Attack Dice. 6 Defence Dice with 1 Archer and 1 Javelineer. The Archer may Shoot at Short/Medium/Long Range at Full Effect (6/4/2) in the Frontal Shooting Arc and the Forward and Rear Side Shooting Arcs on HIS SIDE of the Chariot only AND to the Rear Shooting Arc. The Javelineer provides 2 BONUS Attack Dice at Short Ranges to the Frontal Shooting Arc and the Forward Side Shooting Arc on HIS SIDE of the Chariot ONLY. There are NO Bonus Dice for Targets in the Javelineer's Rearwards Side Shooting Arc Or the Rear Shooting Arc.

Assyrian 4 horse Chariot: (Aggressive): 6 Defence Dice with 2 Archer crew with Short/Medium/Long Range = 8/5/3 Frontal Attack Dice. Shooting to both Sides is at reduced Effect (effectively one Archer at a time only; i.e. 6/4/2. The other is 'Blind-Sided') Shooting to the Rear Shooting Arc is at Full Effect (8/5/3). **Aggressive: Any Action/Command Dice Roll may be converted into an Attack Dice. May also have 'Shield Bearer' capability (refer Optional Rules below).**

Sumerian 4 Onager Battle Cart: (Onager Teams are Tough AND Wild; refer OPTIONAL Rules): 7 Defence Dice with 1 Javelineer. Short Shooting Range only with Javelins = 6/0/0 Frontal Attack Dice. BONUS 2 extra Attack Dice (i.e. 8) for a Lance Attack IF the Warrior's Side Forwards Shooting Side Shooting Arc overlaps any part of the Side of the target vehicle's base within less than 1" (but NOT actually in contact/collision) and is in (roughly) parallel alignment (facing forward or backward) after movement. Aiming for the Attack includes for the Lance bonus. No Javelin Attacks are permitted to either of the Driver's Side Shooting Arcs or to the Rear or Rearwards Side Shooting Arc. The Javelineer may Shoot Forwards and on the Javelineer's Forwards Side Shooting Arc at Short Range (at Full Effect; 6/0/0). The extra Defence Dice is in view of the high Sides of the vehicle giving extra protection

Indian 4 horse Chariot: (Slow): A maximum of ONLY 2 Movement Actions (Advance/'Turn Manoeuvre') are possible in any one Game Turn – 6 Defence Dice with up to 2 Archer crew with Short/Medium/Long Range shooting and 2 Javelineers and a Driver = 8/5/3 Frontal Attack Dice. Shooting at Short Range to the Frontal Shooting Arc gives 4 BONUS Dice from the 2 Javelineers. Shooting to the Forward Side Shooting Arcs is at reduced Effect (5/3/2) with 2 BONUS Dice at Short Ranges due to the Javelineer on that side. To the Rearward Side Shooting Arcs (on BOTH sides), NO Javelineer BONUS' apply and the Archer Shooting is at Reduced Effect at 5/3/2. To the Rearward Shooting arc, Shooting is also at Reduced Effect at 7/4/2 (No Javelins). N.B. The Reduced Shooting Effects reflect the cramped conditions in the Indian Chariot cab with many crew.

Mycenaean Chariot: (Fast AND Aggressive; refer above): - 6 Defence Dice with 1 Javelineer. Short Shooting Range only with Javelins = 6/0/0 Frontal Attack Dice (Short Range only due to the Javelin) . BONUS 2 extra Attack Dice (i.e. 8) for a Lance IF the Warrior's Side Forwards Side Shooting Arc overlaps any part of the Side of the target vehicle's base within less than 1" (but NOT actually in contact/collision) and is in (roughly) parallel alignment (facing forward or backward) after movement. Aiming for the Attack includes for the Lance bonus. No shooting is permitted to either of the Rearwards Side Shooting Arcs or the Rear Shooting Arc. Shooting is permitted at Short Range on the Warriors Forwards Side Shooting Arc (at Full Effect). **Any one Action/Command Dice result may be converted into an Advance Move Dice result OR an extra Shoot/Attack result (NOT Both)!**

OPTIONAL RULES

K. Chariots may be 'characterised' by rolling 2d6 to apply ONE of the following:

Dice Score = 12: Strong Bow: Increase Bow Ranges to 8"/16"/24"

Dice Score = 11: Strong Arm/AP Arrow: Increase Javelin and Bow 'Short Range' to 8"

Dice Score = 10: Sharpshooter: Increase Medium Range to 18" (i.e. NO 'Long Range')

Dice Score = 9: Tough Driver : Maintain 'Game Turn Manoeuvre' capability after 1 Permanent Damage to Driver. Thereafter, a second Driver Permanent Damage causes the loss of 'Game Turn Manoeuvre' capability as normal. Action/Command Dice deductions ARE applied as normal (to the first Permanent Damage).

Dice Score = 8: Tough Team: Ignore Normal Movement Dice score -1 deduction after 1st Permanent Damage to Horse Team (once only). 2nd Permanent Damage counts as first -1 deduction and so on. Action/Command Dice loss is as per normal

Dice Score = 7: Choose ONE of the following:

Fine Armour: Ignore a Warrior Hit COMPLETELY on a saving roll of 6 on a d6..... **OR**

Shield Bearer: Ignore a Driver Hit COMPLETELY on a saving roll of 6 on a d6..... **OR**

Sturdy Cab: Ignore ANY ONE Temporary Damage result on a saving roll of 6 on a d6

N.B. 'COMPLETELY' means that NO Action/Command Dice deductions are applied.

Dice Score = 6: Wild Team: Must 'Advance' in a straight line with No Wheels or 'Turn Manoeuvres' a minimum distance equal to the higher score of the two Movement Dice thrown. N.B. Expert Drivers can use the lower Movement Dice score.

Dice Score = 5: Weak Driver: Can only perform a single 'Turn Manoeuvre' in any one Game Turn. Extra 'Turn Manoeuvre' Action/Command Dice rolls are ignored.

Dice Score = 4: Ponderous Team: Can only perform a 'Turn Manoeuvre' AFTER a Normal Advance Move has been made previously in the SAME Game Turn

Dice Score = 3: Weak Arm: Reduce Short Range to 4" for Javelins and Bow.

Dice Score = 2 ('Snake Eyes'): Crappy Kit : Miss a Critical Hit due to equipment failure on a d6 roll of 1 or 2 (every time)!

L. Morale Rule:

Every time a Chariot suffers a Permanent Damage, it must make a Morale Roll of 1d6 needing a score equal to or less than the remaining Damage available in order to remain 'on the field' of battle. Otherwise, it must withdraw from combat ASAP. Example: A chariot suffers a Permanent Damage. It has 5 Damage points remaining therefore it must roll a d6 score of 5 or less to stay 'on the field'. If it throws a 6, it will have to withdraw from combat ASAP. Note that Temporary Damage does NOT influence this process in any way. For instance, if the Chariot was already carrying a Temporary Damage when it suffered its first Permanent damage, the score to pass the Morale roll would still be a d6 score of 5 or less (and NOT 4 or less).

Once a player's Chariot has left the table, it may possibly return but only one the following conditions;

- a. It still has viable 'friends' operating on the table
- b. The Game Turn after it has rolled a 6 on a d6.
- c. Then it can be placed back anywhere on the table edge that it started on.
- d. The next Game Turn it rolls for Initiative as for all the chariots and may rejoin the fray.

M. Example of a Player's Initiative and how it played out follows below:

The Action/Command dice rolled for a Chariot at the start of the Player's Initiative were as follows: 1,3,5,4,2,6. (N.B.The Chariot has NO relevant 'Optional Characteristics'):

The Player decides that first he needs to Recover/Reload from his Attack in the previous Game Turn. So his **FIRST Action/Command Dice to be used is the score of 5**. Then he decides that he needs to Advance to close on the enemy to Attack with his Javelins. So he invokes his **SECOND Action/Command Dice to Advance; the score of 1**. He rolls 2 Movement Dice and he rolls a double 6! Normally, this would be excellent news but in this instance it's actually too far. He only needs/wants to Advance 5 inches and to include a 'positioning' Wheel of 45 degrees. So he Advances 2 inches, performs his Wheel and then Advances another 3 inches as desired. This leaves 1 inch on his first Movement Dice unused. He then surrenders his second Movement Dice score of 6 inches completely. He has now used 2 of his 6 Action/Command Dice spread; a 5 and a 1. He now wants to Aim at his target as he is in a position to Attack. So he invokes his **THIRD Action/Command Dice score of 3 and Aims** at his target. Easy! Next he wants to Shoot/Attack and he invokes his **FOURTH Action/Command Dice score of 4 and Shoots/Attacks** with his Javelins at Short Range. He is unlucky. He rolls 6 Shoot/Attack Dice (for Javelins at Short Range (6/0/0) in the Warrior's Forward Side Shooting Arc and scores 6,5,5,2,1,1. The 2 and the two 1s are all misses. The two 5s are possible normal Hits and the 6 is a possible Critical Hit. However, the defending Chariot rolls 6 Defence Dice and scores 6,6,5,3,3,1. So the first 6 Saves the possible Critical Hit and the second 6 Saves the first possible normal Hit. Furthermore the Defence Dice score of 5 Saves the second possible normal Hit. He has scored NO HitS. However, he did get 3 possible Hits and the defender only got 3 Saves. So, the possible Hits minus the Defence Dice Saves difference is Zero. There is still a chance of a Temporary Damage! He rolls a single d6 and scores a 4. The Defender must 'Swerve Away'. The Defender rotates, in-situ, his Chariot 45 degrees away from the Attacker on the appropriate far, rear corner of his Chariot base. The Attacker has now used 4 of his Action/Command Dice scores of 5,1,3,4 respectively.. He has a 4 and a 6 remaining. His original plan was to convert the 6 into a and Recover/Reload and then use the last Action/Command Dice score of 4 for a second Attack. However, he cannot now do this. Why not? The target Chariot has 'Swerved Away' (i.e. moved) and so he would have to Aim again to be eligible for a second Shooting Attack. He could convert his 6 score into a second Aim score of 3 BUT he has already Attacked once and would need to Recover/Reload in order to Attack again. Damn! He has an Action/Command Dice score of 4 that he cannot use to attack. This Action/Command Dice is therefore useless to him. He has the **FIFTH Action/Command Dice score of 6. It is a 'Wild Dice'** that he can convert to any Action. He looks at the table. He is satisfied with his (Attack) position. He is in the Driver's Rearwards Side Shooting Arc of his opponent and so cannot be Attacked by his opponent's Bow-armed Chariot, in that position. He decides to **convert this Action/Command Dice score of 6 into a +1 bonus on his next Initiative Roll at the start of the next game Turn**. Maybe he will win Initiative and get the opportunity for a second (or even a third) Shooting Attack before his opponent moves. So he decides to

end his Initiative at this point. He has only used 5 of his 6 Action/Command Dice but he could not use the 6th; the second of his rolls of 4. **His SIXTH and final Action/Command Dice roll of 4 is discarded.**

He was the last Player with Initiative in that Game Turn. He picks up a single d6, and prepares for the next Initiative rolls. This time he will have a +1 Bonus!

Victory is achieved when all enemy chariots have been destroyed or forced to withdraw from the field by loss of Morale.

Tyche be Good!

Supplementary List of Units

Egyptian Chariot Runners; 6 to a base: (Slow); Only allowed a single Movement in any one Game Turn (i.e. one of an Advance Move OR a Turn Manoeuvre. 6 Defence Dice with Javelin and Bow. = 8/4/2 Frontal Shooting Arc AND both Forwards Side Shooting Arcs ONLY. No Rearwards Side Shooting Arc or Rear Shooting Arc capability. BONUS 2 extra Attack Dice (i.e. 8) for GRAPPLING IF contacting a Chariot's Rear Base Edge within their own; including the corners of the Runner's base. This bonus is IN ADDITION to the Rear Shooting/Attack Bonus of 2 Dice for reduced protection. NO Grappling is possible to a Chariot's Base Side edges or the Front. Any two Action/Command Dice results may be converted into any 2 of the following: Turn Manoeuvre, Recover/Reload and Shoot/Attack. BUT NOT Aim (3)!

N.B. Runners are automatically and Permanently dispersed if contacted AND moved completely through their full base width/depth by the front edge of a Chariot base, in ANY DIRECTION during an Advance Move by the Chariot. If the penetration is less than the FULL base depth/width then they survive and are deemed to have 'dodged' successfully.



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	<input type="text"/>			<input type="text"/>			<input type="text"/>	Team deductions
	Permanent Damage			Temporary Damage			<input type="text"/>	Driver deductions
	<input type="text"/>						<input type="text"/>	Warrior deductions
							Special Characteristics	

CHARIOT NAME/TYPE	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>						Action/Command Dice	
	<input type="text"/>			<input type="text"/>			<input type="text"/>	Team deductions
	Permanent Damage			Temporary Damage			<input type="text"/>	Driver deductions
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							Special Characteristics	