



**HARIOTMASTER**

## Introduction

Chariotmaster allows you to discover the thrill and excitement of the famous chariot races of the Roman empire set in a Fantasy world.

Each player controls one or more chariots and the chariots can race as teams or each chariot for itself.

## Terms

**Chariot** This is the chariot as an entity, as an playing piece. Basically the term chariot encompasses the combination of horses and driver with or without the chariot-body. A driver dragged behind the horses is still able to win the race, a driver on its own can not win the race neither can the horses win without an driver regardless whether the chariot-body is still attached.

**Chariot-body** The part of the chariot in which the driver stands. In the advanced game you can select between different kinds of chariot-bodies.

**Horses** As the name suggests, horses. The horses, chariot body and driver form the chariot. In the advanced game you can choose between different quality levels for your horses. A chariot has usually 2 horses, but some chariots may be drawn by a different number and/or other kinds of creatures, but to keep things simple they are all called horses within the scope of the rules.

**Real horses** The term real horses will be used, if the distinction between horses and the animals in front of the chariot body has to be made. I.e. a chariot is drawn by horses, this can be wolves, skeleton horses or real horses.

**Driver** The driver of a chariot. In the advanced game you can select between drivers of different experience levels.

**Stamina points** indicate in what state the horses are. Horses lose stamina points when something especially tiresome has to be performed by the horses or when they are wounded.

**Structure points** show the state of the chariot. Structure points are lost when a collision occurs.

**Health points** represent the health condition of the driver. They are lost when the driver is whipped by an opponent or otherwise hurt, being dragged behind the horses for example.

**Skill points** show how well the driver can handle his horses and chariot. They may be lost when the driver gets hurt. Skill points influence directly how well a chariot can run through curves.

**Speed tokens**

Each player gets three speed tokens. He secretly chooses one of them at the beginning of each turn to set the chariots basic speed. The speed tokens are named after their minimum speed as 0 5 and 10 speed token.

**Track**

The race is run on a track. Most common is an oval track like the one found in the Circus Maximus, but you can choose any kind of track you like even a trial course is possible, besides not being historically correct.

**Mug**

An opaque container in which the players place a speed token at the beginning of each turn, which will be drawn one after the other to determine chariot order for that turn.

**Game turn**

The game is played in turns. In a game turn each chariot has a chariot turn. The order in which the chariots take their chariot turns is determined by drawing token out of the mug.

**Chariot turn**

Each chariot has one chariot turn per game turn. In it's chariot turn the chariot can move and attack other chariots.

**Game end**

The game will end when the first three chariots have crossed the finish line or no driver is on the track anymore.

## Start of the Game

At the start of the game each player receives for each chariot he controls:

**Chariot model**



consisting of chariot body, horses and different driver models showing the driver driving, climbing (to regain the reins or to cut a horse free) or being dragged behind.

**Speed tokens**

0-5	5-10	10-15
45°	30°	10°

Three speed tokens which are used to determine player order and also set the chariot's basic speed for the turn.

**Structure markers** Five structure markers each representing one structure point.

**Skill markers** Six skill markers each representing one skill point.

**Health markers** Five health markers each representing one health point.

**Stamina markers** One stamina marker per 20 cm to go (i.e. track length time number of laps) each representing one stamina point.

**Playing sheet** Instead of using markers for structure, skill, health and stamina points you can use the playing sheets provided at the end of the manual to keep track of points/marker expenditure.

## Games material

Furthermore some six sided dices and a mug are needed.

Any kind of measure marked in cm will be needed and an angle template to ease pivots is also helpfull (you will find one at the ned of the manual).

Players are free to measure and use the the angle template at all times, even in their opponents turns. There is no „range“ or „course guessing“ in chariot master.

## Starting order

The chariots will start in a line side by side.

One speed token of each chariot is placed in the mug.

One token after the other is drawn randomly. The chariot of which the token has been drawn is placed at the innermost „lane“. The chariot of which the token was drawn next in the next innermost lane and so on until all chariots have been placed on the track.

Should there be more chariots than fit in a single line place the excess chariots in a second line. Starting in the secon row is a big disadvantage, so make sure that every player has a chariot in the front row, before allowing an player a second chariot in the front row. You could (optional rule) also give each chariot in the second row an extra stamina point).

## Game Turn

Each player chooses secretly one speed token per chariot he controls and puts them into the Mug.

Once the tokens of all chariots are in the mug one is drawn randomly.

The chariot of which the token has been drawn takes it's chariot turn.

When the chariot has finished it's chariot turn the next speed token is drawn and the owning chariot takes it's chariot turn.

Once all chariots have taken their chariot turn the game turn ends.

If no more than 3 chariots have crossed the finish line and there is still more than one chariot on the track the next game turn will start else the game will end.

## Chariot Turn

The chariot executing the chariot turn is called active chariot.

The following paragraph describes how a chariot that is under control moves. For chariots which are out of control and for drivers that move on foot exist special rules which can be found in the appropriate chapters.

The distance moved in the complete chariot turn has to be at least the minimum distance and not more than the maximum distance as specified on the speed token.

## Braking, spurring and whipping

A chariot can change it's minimum and maximum distances at any time during the chariot move by braking, spurring or whipping.

### Braking

The chariot has to pay one stamina point and the minimum and maximum distance are reduced by D6 cm.

A chariot can brake as often as the controlling player wishes.

A chariot that is out of control can not brake.

### Spurring

The chariot has to pay one stamina point and the minimum and maximum distance are increased by D6 cm.

The horses can be spurred only once per chraiot turn.

The horses of a chariot that is out of control can not be spurred

### Whipping

The chariot has to pay one stamina point and the minimum and maximum distance are increased by D6 cm.

The driver can whip his horses only once per chraiot turn.

The horses of a chariot that is out of control can not be whipped by it's driver.

A driver that has lost his whip can not whip his horses.

A chariot with a minimum distance of 0 or less does not have to move at all.

A chariot with a maximum distance of 0 or less must not move at all, but could spurr and/or whip his horses to become able to move.

### U-Turn

A chariot which has a minimum distance of 0 and a maximum distance of at least 1 and has not moved can perform a U-Turn instead of moving.

A chariot performing an U-Turn can pivot around any of it's corners or around it's centre as seen fit.

A chariot performing a U-Turn can only pivot, but not move in any other way in that chariot turn.

### Sub-Moves

A chariot which does not perform a U-Turn and wants or has to move, will do so in sub-moves.

The distance travelled in all sub-moves together has to be at least the minimum distance and not more than the maximum distance (remeber that they can be changed at any time by braking, spurring and whipping).

10-18  
10°

## Move

There are two ways of movement.

**Straight ahead** The chariot has to move at least 1cm straight ahead, keeping his facing while doing so.



**Side sweep** The chariot moves at least 1cm straight to the left or right side (i.e. 90 degrees), keeping his facing while doing so.



In order to perform a side-sweep, the chariot has to pay a stamina point.

## Pivot

After the chariot moved it can pivot up to the degrees indicated on the speed token to the left or right.

The chariot can pivot around any of its corners or around its centre as seen fit.

Use the pivot template to check the angles.

## Preventing collisions

A collision happens when part of an object (usually a chariot) or its base moves onto an object or its base (i.e. in contrast to just touching)

Neither a U-Turn nor a Sub-Move may cause a voluntarily collision. The driver has to use all means to avoid a collision, this includes also braking and side sweeping.

One exception to this rule is the situation, when a collision can only be avoided by the use of stamina points (braking or side-sweep) and the chariot has no stamina points left. The owner can decide whether to collide or prevent the collision and roll on the out of stamina table (see below).

The second exception are obstacles that are half the height or less than the height of the chariot's horses (i.e. a wreck). If the chariot has enough move left to cross the obstacle and come clear on the other side the chariot can move through/over the obstacle. This is basically a collision with a move over/through the obstacle. See Running through in the Collisions paragraph.

## End of sub-move

If after a sub-move a chariot's axle is level with any part of an opposing chariot or any other object, the chariot may execute an attack (see attacks below).

## Next sub-move

After a sub-move is completed (including a possible attack) the chariot may (if it didn't move the maximum distance yet) or must (if it didn't move the minimum distance yet) take another sub-move.

The controlling player has to announce that the chariot is about to do another sub-move.

Then the driver has to do a sub-move test (there is no test for the very first sub-move each chariot turn).

## Sub-move test

Roll a D6 and modify the result as the sub-move modifier table specifies.

A natural 1 is always a pass and a natural 6 always a fail.

If the modified result is lower or equal than the current number of skill points the test is passed, otherwise it is failed.

## Passed sub-move test

If the sub-move test is passed the chariot will execute the sub-move like any other sub-move.

## Failed sub-move (skidding)

If the sub-move test is failed, the chariot will move in the same direction as in the last sub-move until the maximum distance is reached (even now the chariot can brake once or more to reduce the maximum distance).

The skid can lead to a collision and the player does not have to prevent it. The only way to prevent a collision resulting from a skid is by braking because the direction of the move is not under the control of the player.

The chariot will keep the facing it had at the beginning of that sub-move and may not pivot at the end of the sub-move.

A skidding chariot must not attack.

The chariot turn ends immediately after that sub-move (including resulting collisions).

## End of chariot turn

The chariot turn ends when the chariot has

travelled its maximum distance or

travelled at least its minimum distance and the player decides not to move the chariot any further or

if a skid occurred (sub-move after a failed sub-move test) or

if the chariot initiated an involuntary collision or

if the result of an collision or attack says so.

## Collisions

A collision happens when part of an object (usually a chariot) or its base moves onto an object or its base (i.e. in contrast to just touching).

A collision may not be voluntarily caused (with the exception of a run through), they are always the result of some forced move.

The ram attack is not a collision by this means, but uses the same rules as an collision. For this reason the ram attack is included in this chapter.

A collision is resolved as soon as it happens. If it is the result of a sub-move the sub-move will end as soon as the collision is resolved and the chariot must neither pivot nor attack, but may probably try to execute further sub-moves.

### Sub-move modifier table

+1	for each sub-move already executed that chariot turn.
+1	if the chariot uses the 10-15 speed token
-1	if the chariot uses the 0-5 speed token

The object causing a collision is the initiator the object being collided into is the target.

### Who participates in a collision

A collision is always between two objects. Usually the objects are chariots, but it may really be anything, like drivers, horses, wrecks, walls, hedges etc.

If a move should bring the initiator into contact with two objects stop the move as soon as the initiator touches the first object, if it is impossible to tell which one is touched first roll a die.

Some objects consist of multiple parts. I.e the chariot consists of horse team and chariot body or horse team and driver dragged behind. In this case you have to determine which part participates in the collision. Again the part that touches or is touched first participates. If in doubt roll a die.

### Resolving the collision

Take the base collision value from the base collision value table and the initiator of an ram attack may add 2 to this value.

The result is the collision value.

### Determine hits

Roll one die for each point of collision value. Each roll of a 4 or more will inflict one point of damage.

### Allocating damage

Allocate damage according to the damage allocation table.

### Base collision value table

1	for a driver
1	per horse for horses or teams of horses
2	wreck
2	for a chariot body with less than 4 structure points
3	for a chariot body with 4 or more structure points
4	for a chariot body with 7 or more structure points
x	other object will have their base collision value specified in the scenario description

### Damage allocation table

Each point of damage to  
 a driver will cause 1 health point to be lost  
 a horse will cause 1 stamina point to be lost  
 a chariot body will cause 1 structure point to be lost  
 a wreck will receive no further harm  
 any other object will cause effect as described in the scenario rule

### Bounce and Running through

The collision might be so strong that the participants are dislocated by the impact.

There is a distinction between targets that are above half the height of the horses (big object) and objects that are equal or lower than half height of the horses (small object).

The difference is that a collision with a small object does not have to be avoided at all cost and that it uses a different table to determine the bounce.

### Running through bounce table

-3 or less	Align initiator and target. The initiator comes to a violent stop. If it is the active chariot it's chariot turn ends.
-2	The chariot rocks and loses one structure point. The chariot finishes it's sub-move, but must not pivot at the end of it. If it is the active chariot it's chariot turn ends.
-1	The horses get entangled in the obstacle and lose one stamina point. The chariot finishes it's sub-move, but must not pivot at the end of it. If it is the active chariot it's chariot turn ends.
0 to 2	The chariot finishes it's sub-move, but must not pivot at the end of it.
3 to 4	The chariot finishes it's sub-move and the target gets one point of additional damage. If the target consists of multiple parts roll to determine which part gets the damage.
5 or more	The chariot finishes it's sub-move and the target gets two points of additional damage. If the target consists of multiple parts each part gets one damage. If the target is a wreck it is now destroyed and is removed from the game.

### Bounce table

-3 or less	Align initiator and target. The initiator is moved 1 cm the way back he came. If it is the active chariot it's chariot turn ends.
-1 to -2	Align initiator and target. No bounce. If it is the active chariot it's chariot turn ends.
0 to 2	Align initiator and target. No bounce.
3 to 4	Align initiator and target. The target is moved 1 cm directly away from the initiator.
5 or more	Align initiator and target. The target is moved 3 cm directly away from the initiator. When all resulting collisions are resolved the initiator also moves 2cm in the same direction. If his movement would result in a collision he stops on contact with the object, but is not involved in a collision. If the target has been a wreck it is destroyed and removed from the game after it has been moved to it's new location and the collision is completely resolved (including any resulting collisions).

The bounce is also determined and executed when the target is destroyed.

A ram attack always uses the bounce table regardless of the size of the object.

The impact value of each participant is the collision value (the number of dices rolled) plus 1 for each 6 the player has rolled.

The bounce value is the difference between initiator's impact value and the target's impact value.

The objects are moved according to the bounce table or the Running through bounce table.

It is important that the collisions are always resolved as soon as they happen and that the effects are cumulative.

I.e. a chariot rams a driver and the driver is killed.

The impact value of the driver was 1 and that of the chariot was 5, but the chariot had rolled two sixes, so its impact value is seven.

The resulting bounce value is 6 and the chariot moves 3 cm and could have further sub-moves.

But if the 3 cm causes a further collision and this results in a bounce factor of less than 0 the chariot would lose its ability to have an other sub-move.

### **Aligning the participants**

The bounce tables may ask for aligning initiator and target. On a ram attack the participants are usually already aligned on a collision the initiator must be aligned to the target.

The alignment is a pivot around the point of the initiator's base that touches the target's base.

The direction of the pivot is so that with the least angle to pivot one of the edges of the initiator is touching as much of the target's base as possible.

This sounds more complicated than it is. Just move the initiator in direction to the target and on contact move it flush to the target in a way that feels natural, best while making a sound like thuk or thang, even bang might do it.

### *Attacks*

When at the end of a sub-move (after the pivot, if any) the active chariot's side edges touches any other object so that the chariot's axle is level with part of the object the chariot might announce an attack.

A chariot which U-Turned must not attack.

A chariot which has skidded must not attack.

A chariot whose turn ends, because a collision result says so must not attack.

A chariot that is out of control must not attack.

A chariot that ran through/over an obstacle in its last (and only the last) sub-move must not attack.

Chariots must not attack in the first turn of a game.

### **More than one target**

A chariot in contact with more than one target must decide which target to attack. After each sub-move only one attack can be announced.

### **More than one attack**

The first attack in a chariot turn can be announced with out any penalty.

For each further attack in a chariot's turn the chariot has to pay a stamina point when announcing the attack (remember the limit of one attack at the end of each sub-move).

### **Types of Attack**

The chariot can attack with the chariot body by ramming the object.

The driver can make a whip attack against horses instead of an ram attack if the axle is level with the horses.

The driver can make a whip attack against an other driver instead of an ram attack if the axle is level with the opponent's chariot body and the driver is in it. You can not make a whip attack against a driver that is dragged behind the horses, but you can still ram him. Not nice and not fair, but effective.

Only one type of attack can be executed per attack announced.

### **Braking and evading**

When the attacker has announced the type of attack he is going to execute the target can choose to try to avoid the attack.

If he doesn't try the attack will be executed.

If he wants to try his chariot has to pay 1 stamina point immediately, before the try.

He announces whether he wants to brake or to evade.

He has to roll equal or lower than his skill points to execute the maneuver. A natural 1 is always a pass and a natural 6 always a fail.

The dice roll is modified by 1 for each attack announced by that attacker in this chariot turn against the defending chariot.

If the test is failed the attack is conducted as described below.

If a test for a brake is passed the chariot will be moved D6 cm to the back. This may cause a collision.

If a test for a evade is passed the chariot will perform a side sweep D6 cm away from the attacker. This may cause a collision.

After the probable collisions are resolved, the attacker continues his chariot turn.

### **Resolving a ram attack**

A ram attack is resolved like a collision with the ram attack modifier applied.

### **Resolving a whip attack against the horses**

A whip attack at the horses will result in an immediate D6 straight ahead move of the target. If a 6 is rolled the chariot is also out of control until the end of its next chariot move.

Furthermore the target has to pay two stamina points.

### **Resolving a whip attack against the driver**

If the driver attacks the other chariot's driver both roll a die and add their Skill and Health points.

If the attacker's total is higher the defender has been hit.

The attacker will roll a further D6 and on a 1 to 3 the defender will lose a skill point and on a 4 to 6 the defender will lose a health point

If the total is equal the attacker will lose his whip.

And if the attacker's total is lower nothing happens.

### *Out of Control*

A chariot out of control can not change its speed token (except if this would violate a different rule like if a horse is dead it can only use a speed 0 token)

The chariot will have a minimum and maximum distance of the maximum speed indicated by the token. The chariot will at least move the minimum distance and if possible will move the maximum distance.

If the chariot is not already in the middle of the track at the begin of the turn the chariot side-sweeps until it is exactly in the middle of the track (side sweeping costs 1 stamina point). If there is an obstacle in the middle of the track the chariot will move ahead until a side sweep can bring it on the middle of the track.

The chariot moves along the middle of the track without need of sub-moves and without any pivot restrictions.

If there is an obstacle in the path, the chariot will side-sweep to move around it as close as possible and side-sweeps back to the centre of the track as soon as possible. (So to circumvent an obstacle 2 stamina-points will have to be paid).

If there is no way around an obstacle the chariot will brake expending as many stamina points as needed, except if the obstacle is lower or equal than half height of the horses. In this case the chariot will run through/over it, if it can't circumvent it.

A chariot out of control can not change its speed token, brake, evade, be spurred, whipped by the driver (but by opponents) nor can it attack.

### *Loosing the reigns*

As long as the reigns are lost the chariot is out of control.

At the end of any turn (i.e. after the chariot moved) the driver can climb on to the haft.

At the end of his next chariot turn, the driver has to pass a skill test with the dice roll modified as described in the grab modifier table.

<b>Grab modifier table</b>	
-1	for a 0 speed token
+1	for a 10 speed token

A roll of a natural 1 is always a pass

On a roll of natural 6 the driver lost balance and falls from the chariot losing one health point. Roll a second die on a 4+ place the driver directly to the left of the horses on less than a 4 to the right. The chariot will move along out of control and the driver has to continue the race on foot.

If the driver passed the test and so got the reigns, he will climb back into the chariot immediately at the end of this turn and the chariot ceases to be out of control.

If the driver failed the test, but did not roll a natural 6, all he can do is to cling to the horses and try again next turn.

### *Crashes*

When a chariot crashes it is turned into a wreck and the driver will lose 1 health point immediately because of the forced stop.

If the horses are still alive and the driver has not lost the reigns roll a D6. On a 4+ the driver gets entangled with the reigns and is dragged after the horses until he cuts himself free. See „driver dragged after the horses“ below.

On a 3- or if the driver has lost the reigns or the horses are dead the driver is hurled D6 cm directly away from the cause of crash.

If it happens because the second horse dies he will be hurled directly ahead in the direction the chariot faces.

The driver will continue the game on foot. If the horses are still alive they move separate and are out of control.

So after a crash you might have three separate playing pieces left. The horses which are out of control, the driver on foot and the wreck.

Only one speed token (the one for the horses) is used and when drawn the driver and the horses will take their chariot turn together.

### *Wrecks*

A wreck is an obstacle with a height of less than half the height of horses.

The wreck can only move as result of a collision or ram attack.

A wreck can be destroyed as result from a collision or run through.

### *Dead horse*

When the first horse dies for any reason the chariot can only use the speed 0 token as long as it is not cut free.

As soon as the dead horse is cut free (providing the other one is still alive) the chariot can choose between the speed 0 and 5 token, but the 10 token is no longer available.

When the last horse dies the chariot will crash.

### *Cutting the horses free*

The procedure is exactly as for losing the reigns. Just replace regaining the reigns by cutting free a horse.

## *Driver dragged after the horses*

A driver dragged after the horses will lose D3 health points at the beginning of his turn.

The driver can try to cut himself loose at the end of his turn (i.e. after movement).

He has to pass a skill test to do so.

A 6 is always a fail and a 1 is always a pass.

When cut loose he is placed just behind the horses and moves separate from the horses beginning with the next turn.

A character does not have to cut himself loose he can decide to „hang on“.

A driver dragged behind the horses that crosses the finish line and still alive after the game turn ends is still counted for placement and might even win the game.

## *Driver on foot*

When the chariot's token is drawn horses and driver are moved separately (if both are still alive).

A driver at foot moves as he had played a speed 0 token even if a different token is in the mug because the horses are still running.

A driver on foot can move any direction he wants, he does not have to move in sub-moves and there is no pivot limit of any kind.

A driver that touches the edge of the track at the end of his turn will leave the track automatically.

## *Optional rules*

Before the game starts players can agree on a number of equipment points to spend. Note that some options have a negative cost and will gain you additional points that can be spent on other options. If not otherwise stated (see race specific rules) exactly one option must be chosen per category, no more no less.

If some options add to a value and other reduce the same value, just add/subtract the boni/mali and then apply it to the value (i.e. staying power and heavy chassis 25% - 10% = 15% The stamina points will be increased by 15%)

### **Chariot Body**

Light chassis (-1 point.) A light chassis has 3 structure points and a base collision value of 2.

Standard chassis (0 points) A standard chassis has 5 structure points and a base collision value of three.

Heavy chassis (1 point) A heavy chassis has 6 structure points and a base collision value of 3. The chariot is so much heavier that the horses will start with 10% less stamina points as usual.

Super heavy chassis (1 point) A super heavy chassis has 7 structure points and a base collision value of 4. The chariot is so much heavier that the horses will start with 25% less stamina points as usual.

### **Horses**

Untrained horses (-1 point) Untrained horses are not really up to racing. They have 25% (rounded up) less stamina than racing horses.

Racing horses (0 points) The common racing horse, no special rules.

Fast horses (1 point) Fast horses have 10% (rounded up) less stamina than common racing horses, but their 10 marker does not read 10-15 but 10-18. Fast horses can not be combined with a heavy or super heavy chassis.

Staying power (1 point) Horses with high staying power get 25% more stamina points as usual.

Wolves (2 points) Some races use Wolves instead of real horses. The 10 marker of wolves does not read 10-15 but 10-18. Wolves can make bite attacks against other player's horses (see below). Wolves have a bite of 4. Wolves can not draw heavy or super heavy chariots.

Boars (2 points) Some races use boars instead of real horses. Boars have 10% more stamina points, but their 10 marker shows 10-13 instead of 10-15. Boars or Teams of Boars add +1 to their base collision value (one boar has a base collision value of 2 a team of 2 boars a value of 3 etc.). Instead of an ordinary attack

players can have the boars attack any object level with the boars. This is an ordinary ram attack, but the boars can attack directly to the sides and (in contrast to chariots) to the front. Instead of executing a ram attack boars can execute a bite attack. Boars have a bite of 3.

### **Modify roll**

The player can modify any dice roll by +1 or -1 per modify. Each modify can only be used once, but a player can use multiply modifies on the same roll. The use of an modify can be announced after any dice roll taken on behalf of the chariot the modify belongs to. In a situation in which two players are entitled to modifies they alternate in using modifiers until both refrain from using an other modify. A modifier can never modify a dice roll below 1 or above 6.

### **Driver Skill**

Rookie (-1 point) A rookie driver has a skill of 5.

Experienced driver (0 points) An experienced driver has a skill of 6.

Heroic driver (1 point) A heroic driver has a skill of 7.

### **Driver Fitness**

Weakling (-1 point) A weakling has 3 health points

Fit driver (0 points) A fit driver has 5 health points

Steeled driver (1 point) A steeled driver has 7 health points.

### **Other**

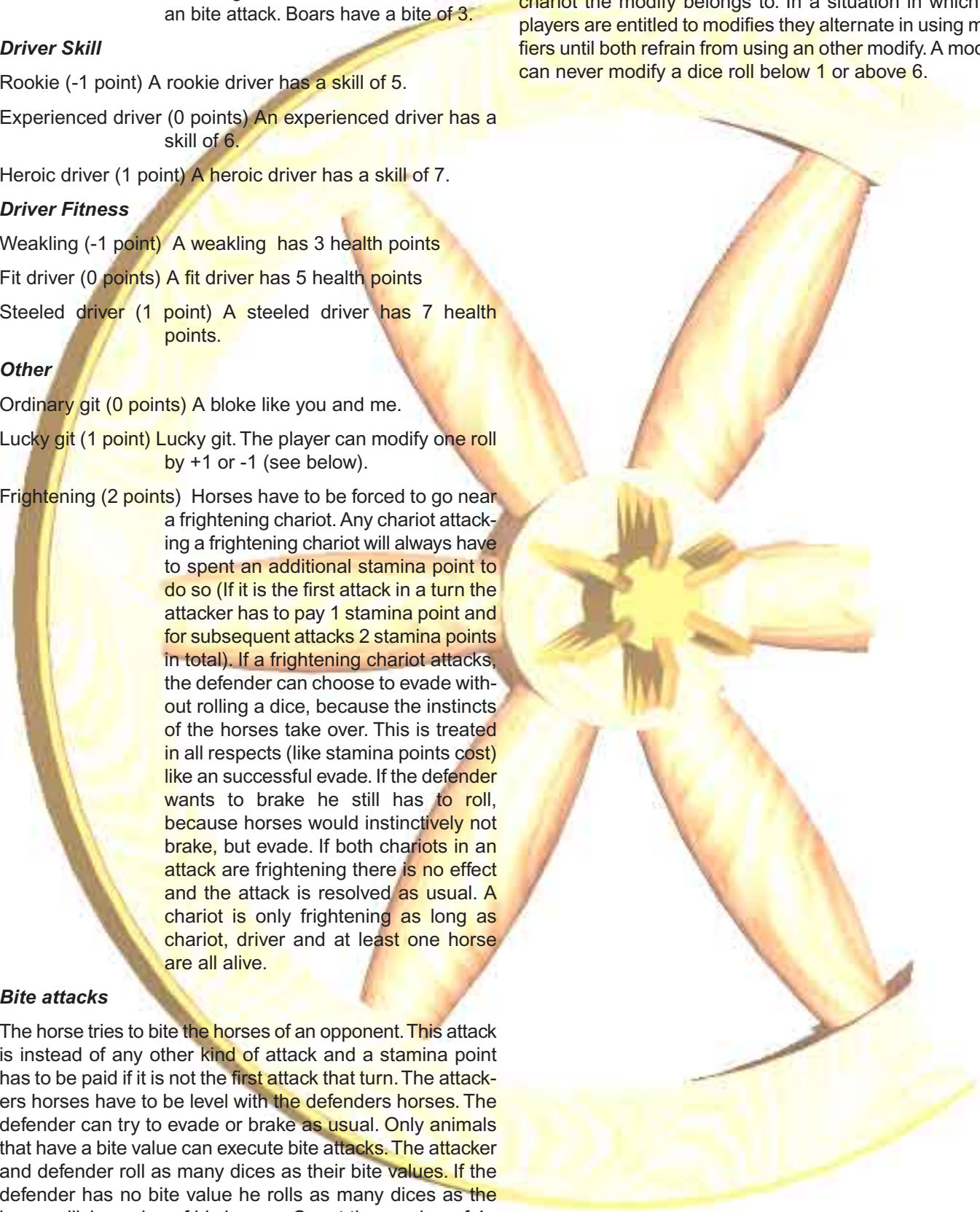
Ordinary git (0 points) A bloke like you and me.

Lucky git (1 point) Lucky git. The player can modify one roll by +1 or -1 (see below).

Frightening (2 points) Horses have to be forced to go near a frightening chariot. Any chariot attacking a frightening chariot will always have to spent an additional stamina point to do so (If it is the first attack in a turn the attacker has to pay 1 stamina point and for subsequent attacks 2 stamina points in total). If a frightening chariot attacks, the defender can choose to evade without rolling a dice, because the instincts of the horses take over. This is treated in all respects (like stamina points cost) like an successful evade. If the defender wants to brake he still has to roll, because horses would instinctively not brake, but evade. If both chariots in an attack are frightening there is no effect and the attack is resolved as usual. A chariot is only frightening as long as chariot, driver and at least one horse are all alive.

### **Bite attacks**

The horse tries to bite the horses of an opponent. This attack is instead of any other kind of attack and a stamina point has to be paid if it is not the first attack that turn. The attackers horses have to be level with the defenders horses. The defender can try to evade or brake as usual. Only animals that have a bite value can execute bite attacks. The attacker and defender roll as many dices as their bite values. If the defender has no bite value he rolls as many dices as the base collision value of his horses. Count the number of 4+ rolled by each player. The team with the lower number will loose the difference in stamina points. If both rolled equal numbers of 4+ no stamina points are lost.



## Race specific rules

	Humans	High Elves	Orcs	Goblins	Chaos Knight	Untote
<b>Chassis</b>						
Light (-1)	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>		<input type="radio"/>
Standard (0)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>
Heavy (1)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Super heavy (1)	<input type="radio"/>		<input type="radio"/>		<input type="radio"/>	<input type="radio"/>
<b>Horses</b>						
Untrained (-1)	<input type="radio"/>			<input type="radio"/>		<input type="radio"/>
Racing (0)	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Fast (1)	<input type="radio"/>	<input checked="" type="checkbox"/>			<input type="radio"/>	
Staying power (1)	<input type="radio"/>	<input checked="" type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Wolves (2)				<input checked="" type="checkbox"/>		
Boars (2)			<input checked="" type="checkbox"/>			
<b>Driver Skill</b>						
Rookie (-1)	<input type="radio"/>			<input type="radio"/>		<input type="radio"/>
Experienced (0)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Veteran (1)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<b>Driver Fitness</b>						
Weakling (-1)				<input type="radio"/>		<input type="radio"/>
Fit (0)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>
Steeled (1)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input checked="" type="checkbox"/>	<input type="radio"/>
<b>Other</b>						
Ordinary (0)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Lucky (1)		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Frightening (2)					<input type="radio"/>	<input checked="" type="checkbox"/>

One and only one option marked with o must be chosen per category. Options marked with x are compulsory choices and must always be chosen. If a category has both kinds of options the ones marked x must be chosen and any one of the options marked o must be chosen as well. Any option marked a can be chosen in addition to any other option(s) and can even be chosen more than once.

## *Out of points*

Whenever a point is lost, but all points of that kind are spent, roll on the appropriate table.

Each roll must be completed before the next is made, because it's outcome may influence the next roll.

Stamina points that are paid to allow a certain activity are always successfully spent allowing that activity. But the effect of the roll takes place before the activity is executed.

All +1 modifiers on a single table are cumulative. On the back-side of the respective markers you will find +1, +2 and so on printed and you can use them to keep track of the modifier.

Whenever a speed token has to be discarded, the discard is immediately and affects even the current turn. That means if the active chariot has to discard it's 10 token and already moved 11 cm this turn (by using the 10 token) his sub move ends immediately except if he whips or spurrs his horses. If a token that has to be discarded is in the mug it is treated as it will be replaced immediately when drawn with the fastest token available to the chariot.

### ***Out of stamina points***

- 1-2 Horse turns it's head and looks accusingly at you. No effect.
- 3 Horse misses a step. Add + 1 to further rolls on this table.
- 4 Horse sways. Add + 1 to further rolls on this table.
- 5 Horse stumbles. Move D3 cm directly backwards. This can cause a collision. Add + 1 to further rolls on this table.
- 6 Horses exhausted At the start of any turn the chariot uses it's highest speed token and this is not the 0 token a D6 must be rolled. On a 4+ the horses loose another stamina point. Add + 1 to further rolls on this table.
- 7 Horses near breakdown. Give up the highest speed token (the 0 token can never be lost). Add + 1 to further rolls on this table.
- 8+ Horse drops dead. Reduce modifier to half (rounded down).

### ***Out of structure points***

- 1-2 The chariot makes strange noises. No effect.
- 3 Some small part just fell off. Add + 1 to further rolls on this table.
- 4 A spoke came off and dug into the track this slows down the chariot violently and is then ripped off. Move D3 cm directly backwards. Add + 1 to further rolls on this table.
- 5 The body and shaft drift apart. The body hits the horses. Loose 1 stamina point. Add + 1 to further rolls on this table.
- 6 A wheel is damaged. At the start of any turn the chariot uses it's 10 token a D6 must be rolled. On a 4+ the chariot looses another structure point. Add + 1 to further rolls on this table.
- 7 Severe damage the chariot is slowed down. Give up the highest speed token (the 0 token can never be lost). Add + 1 to further rolls on this table.
- 8+ Finally a wheel came off. Chariot crashes.

### ***Out of health points (driver still on chariot)***

- 1-2 The driver's hair is now in a mess No effect.
  - 3 It hurts, but real men don't cry. No effect.
  - 4 Now that really hurt. Add + 1 to further rolls on this table.
  - 5 Is this bloody mess your hand ? Loose 1 skill point. Add + 1 to further rolls on this table.
  - 6 Oouch. Shocked the driver lets loose the reigns. Out of control. Add + 1 to further rolls on this table.
  - 7 That knocked him over. The driver lets loose the reigns. Out of control. And is unconciuous until the end of his next chariot turn. Out of control. Add + 1 to further rolls on this table.
  - 8+ The driver dies.
- All modifiers are transferred to the „dragged behind“ or „on foot“ table should the drivers status change.

### ***Out of health points (driver dragged behind)***

- 1-2 The driver's clothes are real dirty now. No effect.
  - 3 Now that really hurt. Add + 1 to further rolls on this table.
  - 4 The driver continues to count the stones on the track. Add + 1 to further rolls on this table.
  - 5 Always on the hand. Loose 1 skill point. Add + 1 to further rolls on this table.
  - 6 The driver used his head instead of his fingers to count the stones. He is uncouncious until the end of his next chariot turn and can not try to cut himself loose.
  - 7 Dead.
  - 8+ Very dead.
- All modifiers are transferred to the „on foot“ table should the drivers status.

### ***Out of health points (driver on foot)***

- 1-2 The driver's clothes got ripped and his muscles show through and the ladys start to faint. No effect.
- 3 It hurts, but real men don't cry. No effect.
- 4 Now that really hurt. Add + 1 to further rolls on this table.
- 5 Is this bloody mass your hand ? Loose 1 skill point. Add + 1 to further rolls on this table.
- 6 That knocked him over. The driver is unconciuos until the end of his next chariot turn. And stays on the floor where he is. Add + 1 to further rolls on this table.
- 7+ Dead.

### ***Out of skill points (driver dragged behind)***

- 1 Insight 1: I'm in trouble. No effect.
- 2 Insight 2: I'm in trouble deep. Add + 1 to further rolls on this table.
- 3 Insight 3: It can get worse. Add + 1 to further rolls on this table.
- 4 Insight 4: It can get even worse. Add + 1 to further rolls on this table.
- 5 Insight 5: This is not going to stop. Add + 1 to further rolls on this table.
- 6 The driver looses his knife and can not try to cut himself loose anymore. Add + 1 to further rolls on this table.
- 7+ The driver gets hopelessly entangled by the reigns and they strangle him. The driver is dead.

### ***Out of skill points (driver still on chariot)***

- 1 Insight 1: Hey, there are horses in front . No effect.
- 2 Insight 2: Better stay on the road.No effect.
- 3 What I'm to do next ? Out of control until end of next chariot turn. Add + 1 to further rolls on this table.
- 4 This left or the other left ? Side sweep D6 cm to the left. This may cause a collision. Add + 1 to further rolls on this table.
- 5 This right or the other right ? Side sweep D6 cm to the right. This may cause a collision. Add + 1 to further rolls on this table.
- 6 What's that lever for ? Brake D6 cm (move directly backwards). This may cause a collision. Add + 1 to further rolls on this table.
- 7 While exploring the innards of his nose the driver let's the reigns slip. Loose reigns. Add + 1 to further rolls on this table.
- 8+ Look ma no hands. The driver falls of the chariot. Place him directly behind the chariot. This may cause a collision. The horses and the chariot body are now out of control.

### ***Out of skill points (driver on foot)***

- 1-4 Insight 1: He who is on foot, does not need driving skill.
- 5+ Insight 2: He who stumbles, might fall. The driver falls to the ground and it takes him to the end of his next chariot turn to get up again.