

Chariot Races

A mad new Warhammer game by Space McQuirk

'Sorry Boss!' Snigit stood before two large Orcs with his head bowed low.

'Dat's the third chariot you've wrecked this week.' Gazbag shouted, smacking the Gobbo round the ear. 'You'd better learn to take those corners a bit slower next time. Now get out of 'ere before I get really mad.' Snigit didn't need telling twice and legged it away.

'Boss,' the second Orc spoke up. 'Why do you let im keep driving your best chariots if all he ever does is keep wrecking dem?'

Gasbag replied 'He loves going too fast and don't care about iz safety,' a wry smile fell over Gasbag's face. 'The perfect qualities for a chariot driver.'

I'm sure few people who have seen the dramatic chariot race in Ben Hur or, more recently, the carnage that the chariots cause in the epic Gladiator, could deny that the image of tearing round a dangerous race course in a

scythed chariot appealed to them. Having recently put together one of the fantastic Orc Boar Chariots it was the perfect opportunity for me to create a set of rules to cover chariot racing in the Warhammer world. These rules use a modified version of the Warhammer rules as their basis. The differences to the Warhammer rules are explained below, but otherwise just assume the normal Warhammer rules apply.

For the purposes of this chariot race I have chosen only chariots from the Orc & Goblin, Chaos Warrior and Chaos Beastmen army lists. However, the basic principles of the race can work for any armies that have chariots, such as High Elves, Wood Elves and Dark Elves and Khemri Undead. Any number of players can join in and the more chariots the more exciting the race.

We've listed the characteristics for most of the Chariots on the opposite page.

The standard profiles of the chariots and crew should be used. Each chariot has two crewmen and is assumed to have scythed wheels. No self respecting charioteer would ever enter a race without his best spiky bits.



Orc Boar Chariot

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	4	-	-	-
Crew (2)	-	3	-	3	-	-	3	1	7
Boar	7	3	-	4	-	-	3	1	-

Save: 4+

Goblin Wolf Chariot

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	4	3	-	-	-
Crew (2)	-	2	3	3	-	-	2	1	6
Wolf	9	3	-	3	-	-	4	1	-

Save: 5+

Special Rules:

The Goblin Wolf chariot crew carry bows which they may fire during the shooting phase. The Goblin Wolf Chariot may be pulled by three wolves. The player may roll two dice for his additional movement. He only selects the single higher die score.

Marauder Chariot

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	4	-	-	-
Crew (2)	-	4	-	3	-	-	4	1	7
Steed	8	3	-	4	-	-	3	1	-

Save: 5+

Special Rules:

The Marauder chariot is pulled by four Chaos Steeds. The player may roll three dice for his additional movement. He only selects the single highest die score.

Chaos Warrior Chariot

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	4	-	-	-
Crew (2)	-	5	-	4	-	-	5	1	8
Steed	8	3	-	4	-	-	3	1	-

Save: 4+

Beastman Chariot

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	5	4	-	-	-
Crew (2)	-	4	-	3	-	-	3	1	7
Tuskgor	7	3	-	4	-	-	2	1	-

Save: 4+

The Track

Using your gaming table, a coffee table or equivalent mark out a track that the chariots will be racing upon. The track should be wide enough to accommodate at least two of the chariots travelling abreast of each other and as long as you wish (we suggest 48" minimum). It could range in its shape from a standard oval course to a treacherous figure of eight design allowing the possibility of horrendous collision in the centre. The edges of the track can be made up from hedges, walls, buildings or any other suitable scenery. It should include a start line which also usually acts as the finish line. Other than that the shape or design is only limited by your imagination. As the track bends round the table it could shorten in width or have treacherous outcrops or obstacles for the players to avoid. Most importantly all players should agree on the design of the track before racing.

Turn Sequence

The turn sequence varies slightly from the standard Warhammer sequence. Each player must have completed a phase before moving on to the next phase e.g. everybody must have completed their movement phase before the player who started the movement phase can take part in the shooting phase.

ORDER OF PLAY

1. Initiative
2. Movement
3. Shooting
4. Close Combat

THE STARTING LINE UP

Each player taking part in the race rolls a D6. The highest may place his chariot on the inside lane. The other chariots place theirs in descending order towards the outer lane placing a minimum distance of 1" between chariots.

If the track is not wide enough to accommodate all of the chariots then the players with the lowest rolls must place their chariots behind the other chariots.

INITIATIVE

In each phase roll a D6 and add your driver's initiative to the score. This gives your chariot's initiative score for the turn. Initiative is counted down from the highest to the lowest.

When a chariot's Initiative value or lower than their Initiative value is called out then they may elect to move, shoot or fight as appropriate. If two or more chariots wish to act at the same time then the player with the higher Initiative moves first. In the case of a tie roll a D6 to determine the result. Once all drivers of that Initiative have gone then continue down to the next Initiative level. Once Initiative 1 has been declared then all drivers must act.

MOVEMENT

Fast and Furious

All movement decisions must be made within fifteen seconds of entering your chariot's movement phase (e.g. move forward 6", ram chariot one and turn to avoid the obstacle). This represents the speed with which the chariots are racing each other which leaves no time for in-depth thought. If a player fails to declare his intentions during the movement phase within this time limit, then the chariot will just career forwards its full movement distance. It does not matter if the player fails to achieve his intentions but he must attempt to resolve his declaration in the correct order.

The chariots must follow the route around the track from start line to finish line (i.e. you may not turn around and go the other way!). The chariots move their standard movement distance, i.e. the movement distance of the creatures pulling the chariot. You must move the full distance unless you pull the reins as described below.

Cracking the Whip

A driver may declare he is using his whip at the start of his move. If a player decides to do so they must roll 1D6 plus an additional D6 for every draft creature over two that the chariot has. He then selects the highest score and gains this result as additional movement. If a player has elected to use the whip then the chariot must move the full additional distance. A player may not move through another chariot. A driver must declare he is cracking the whip at the start of his movement phase.

Pulling the Reins

If a chariot is in danger of colliding with another chariot or obstacle then the driver may elect to pull in the reins. The driver must declare he is pulling in the reins at the start of his movement phase. This allows the driver to

slow down. The driver rolls 1D6, regardless of the number of steeds pulling the chariot, and subtracts the result from his chariot's movement. In addition the chariot may if the driver chooses, make an immediate drift move as described below without having to travel 3" forward.

Turning the Chariot

A chariot may make the following turns during its movement phase.

Distance Moved	Total Turns possible
0-9"	Up to 3x45° turns
10-12"	Up to 2x45° turns
13"+	Up to 1x45° turn

A chariot does not have to turn a full 45°, but cannot make any single turn greater than this angle. A chariot must travel at least 3" forward before each 45° turn.

Drifting

In addition to turning, a chariot is able to drift to the side. Regardless of speed a chariot may move 1" directly to its right or left for every 3" moved forward.

RESOLVING CHARIOT COLLISIONS

As the chariot careers around the race track it will no doubt collide with other objects. These can be categorised into two distinct groups.

Chariot collisions with obstacles

Any piece of terrain on a track other than a working chariot is classified as an obstacle. If at any time during the movement phase any part of the chariot hits an obstacle then the chariot must take D3 Strength 4 hits.

Chariot collisions with other chariots

There are three ways in which a chariot may collide with another chariot. A chariot may shunt into the rear of another chariot, it may smash into the other chariot's side with its front or, (best of all) it may make a carefully executed swipe into another chariot's side.

Shunting the Rear of Another Chariot: A shunt into the rear of a chariot is usually less effective than a powerful ram into the side and more than often occurs when the shunting chariot cannot move its full distance without avoiding such a collision. If the front section of a chariot's base comes into contact with the rear section of any other chariot's base then this counts as a shunt. The

defending player may make an attempt to avoid the collision as described below. If he succeeds then the attacking player may, if he has enough movement left, place his chariot in front of the other chariot. If he does not have enough movement to bring the whole of his chariot in front of the defending player's chariot then it must remain behind the other chariot and all remaining movement is lost. If a player fails to avoid being shunted then both chariots must suffer a Strength 5 hit and if wounded must roll for damage on the damage table below. Make armour saves as normal.

Smashing into the side of another chariot: If the front section of a chariot's base comes into contact with the side section of another chariot then this counts as a smash. The defending player may avoid the collision as described below. If he succeeds then the attacking player must continue with his full movement value (including any extra movement gained from *Cracking the Whip*). If he does not have enough movement to bring the whole of his chariot out of contact with the enemy chariot then he must stop his chariot within 1 inch of the defending player. If a player fails to avoid being smashed then both chariots must suffer a Strength 5 hit and

if wounded must roll for damage on the damage table below. Make armour saves as normal.

Side-swiping another chariot: As the chariots jostle for position they will collide with each other. Being generally fragile vehicles the collision of two chariots can be a destructive affair. If at any time during a player's movement he is able to bring the side of his chariot within 1" of the side of another chariot then he may declare he is attempting to ram that other chariot. The rammer must then move his chariot into base-to-base contact with the other chariot. The defending chariot may attempt to avoid the Side-swipe as described below.

Successful Swipes

If a Side-swipe is successful then the attacker rolls on the To Wound table with his chariot's Strength against his opponent's chariot's Toughness. Make armour saves as normal. If a wound is inflicted then the attacker has caused damage to the defender, and may roll on the damage table below.

If the attacker fails to inflict a wound then his chariot may suffer damage from the impact.



The defender may now roll to see if his chariot inflicted damage on the attacking chariot, using his chariot's Strength against the attacker's chariot's Toughness. If successful he may roll on the damage table.

Avoiding a collision

The last thing a driver wants to happen to his prize chariot is have a wickedly barbed scythe tear through it.

If a player wishes he may have one attempt at avoiding being hit by his opponent's chariot. To do so he must roll UNDER the Armour Save of his chariot (i.e he must fail his save). If the player is successful then there is no effect.

Roll for Damage

Any chariot that causes damage to an opponent's chariot rolls 2D6 on the table below. All wounds are caused to the chariot rather than its crew or steeds.

After resolving the effects of a ram any remaining movement may then be taken unless specified otherwise. The player may still side-swipe another chariot, but may not attack the chariot he has previously hit until the next turn.

SHOOTING

All chariots carry two crew a driver and an additional crew member to help fight opponents and defend the driver from attack.

Damage Table

2D6	Wounds Caused	Additional Effects
2	1	<i>The chariots axles lock together grinding metal against metal and as a result slow each other down.</i> The defender suffers a -5" movement penalty in his next round. The attacking chariot loses all remaining movement that turn.
3-4	1	<i>Wood cracks at the force of the impact.</i> Roll D6 on a 1-3 the chariot is fine, on the result of a 4-6 it loses an additional 1 Toughness.
5-7	2	<i>The scythed wheels rip through the body of opponents finely crafted prize chariot.</i> The Strength profile of the rammed chariot is reduced by 1.
8-9	2	<i>Wood splinters and cracks under the weight of the chariot as it is momentarily tipped onto one wheel.</i> The Toughness profile of the rammed chariot is reduced by 1. In addition each crew member must take a test to remain onboard the chariot. Roll a D6, on a roll of a 1 the crew falls off and dies. If all crew members fail then the chariot grinds to an immediate halt and counts as an obstacle for the remainder of the game.
10	1	<i>One of the steeds is killed during the impact. The driver furiously unleashes the dead beast which falls underneath the chariot.</i> The chariot loses one steed. If this brings the chariot to one mount only his movement is reduced by 3. If all the mounts are slain then the chariot grinds to an immediate halt and now counts as an obstacle for the remainder of the game.
11	1D6	<i>The scythed wheels rip through the opponents spokes sending splinters of wood into the air.</i> The attacker loses all remaining movement as he manoeuvres his chariot to cause the damage. The defending chariot suffers -1 Strength and -1 Toughness.
12	-	<i>The chariot is completely destroyed whilst the driver is caught in the reins and dragged around the track, mercilessly by his steeds.</i> The chariot is removed from the race.

If a chariot has an additional crew member with a missile weapon then he may take part in shooting phase.

A chariot's Bowman has a 360° arc of fire. He may shoot at any opponent within his line of sight. All the usual rules for range, strength and to hit modifiers of missile weapons apply. The chariot's armour saving throw is used to calculate any armour saves.

CLOSE COMBAT

If a chariot still has an additional crew member onboard then he may take part in close combat. Only a chariot in base contact with another chariot at the start of the close combat phase may engage in close combat. The additional crew member must direct his attack against other additional crew member first. If there are no other crew members then he may strike the driver who cannot fight back as he is too busy steering the chariot.

All armour saves are made on the armour save of the chariot.

DAMAGE TO CHARIOTS AND THEIR CREW

If a chariot's profile is reduced to zero wounds then it is destroyed and remains on the table at the place it was destroyed. It will count as an obstacle for the remainder of the race.

Should a chariot's driver be slain, then the additional crew member will become the

driver. If there are no additional crew members on board, then the chariot will continue forward 2D6" before grinding to a halt. It then counts as an obstacle for the remainder of the race.

WINNING THE RACE

The winner is the player with either the last chariot still racing or the first chariot to cross the line after an agreed number of laps.

SUMMARY

All players must complete a phase before moving on to the next.

Initiative: Players roll for Initiative. D6+ Drivers Initiative

Movement: Players each take it in turn to move their chariot within a 15 second period. Chariots are moved their standard distance with an additional D6" (chosen from the highest roll of 2D6)

Players resolve the effects of any rams during their movement phase.

1. Roll to avoid collisions
2. Check to see if collision causes damage
3. Roll on damage chart

Shooting: additional crew member on the chariot may fire missile weapons.

Close Combat: additional crew member in base contact with another chariot may fight.

Optional Rules

We've taken on board Space's idea for expanding the game to include the chariots and war machines of some of the other races. Here's some rules that we've 'cobbled' together for you, although beware, we haven't playtested them - that's your job!

High Elf Chariot

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	4	4	-	-	-
Crew (2)	-	5	4	3	-	-	5	1	8
Steed	9	3	-	3	-	-	4	1	-

Save: 4+

Special Rules:

The High Elf chariot crew carry bows which they may fire during the shooting phase.

Wood Elf Chariot

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	4	4	-	-	-
Crew (2)	-	4	4	3	-	-	5	1	8
Steed	9	3	-	3	-	-	4	1	-

Save: 5+

Special Rules:

The Wood Elf chariot crew carry bows which they may fire during the shooting phase. The Wood Elf chariot is pulled by four Elven Steeds. The player may roll three dice for his additional movement. He only selects the single highest die score.

Dark Elf Chariot

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	5	4	4	-	-	-
Crew (2)	-	4	4	3	-	-	5	1	8
Cold One 8	3	-	-	4	-	-	1	2	-

Save: 4+

Special Rules:

The Dark Elf chariot crew carry repeating crossbows which they may fire during the shooting phase.

Empire War Wagon

	M	WS	BS	S	T	W	I	A	Ld
Wagon	-	-	-	5	5	5	-	-	-
Crew (4)	-	3	3	3	-	-	3	1	7
Horse	8	3	-	3	-	-	3	1	-

Save: 4+

Special Rules:

One of the Empire war wagon crew carries a Hochland long rifle and one carries a repeater hand gun which they may fire during the shooting phase. Because the War Wagon is so heavy the controlling player must deduct -1 from any *Cracking the Whip* rolls.

Snotling Pump Wagon

	M	WS	BS	S	T	W	I	A	Ld
Wagon 2D6	-	-	-	4	4	3	-	-	-
Crew (lots)-	2	-	-	2	-	3	3	3	4

Save: 5+

Special Rules:

Because of the very random and haphazard nature of the Snotling Pump Wagon it always moves 2D6 and may not use any of the special chariot rules – *Cracking the Whip* and *Pulling the Reins*. Also, because of the massive spiked roller attached to the front of the pump wagon any other chariot that comes into contact with the front of it will suffer D6 Strength 5 hits whilst the pump wagon suffers no damage. Ignore any results of 10 on the damage table – *lost steed*, reduce one of the Snotling's wounds instead.

Skaven Doomwheel

	M	WS	BS	S	T	W	I	A	Ld
Doom	3D6	-	-	5	5	4	-	-	-
Crew (1)	-	4	3	4	-	-	5	2	10

Save: 4+

Special Rules:

The Doomwheel always moves 3D6 in the movement phase and may not use any of the special chariot rules – *Cracking the Whip* and *Pulling the Reins*. In the shooting phase it may fire Warp Lightning which has a range of 12” and Strength 4 and will always hit the nearest target. Results of 10 on the damage table – *lost steed*, will kill some of the rats that power the Doomwheel and reduce 1D6 of the Doomwheel's speed. In the event of the single crewman's death the Doomwheel will not come to a halt and will continue to move randomly.

