

Charioteer X [1]:

A mysterious and legendary charioteer in a superbly designed chariot has appeared to help lead your army. It growls and belches black smoke as it moves, powered by strange technology or arcane energy. This unit counts as a core unit for your army and is worth 150 pts when determining kill points. Design your custom charioteer using the following rules: Base Chariot plus Hot Rod options remain the same for every game. The Trick Driving Options are auras each Charioteer has at his disposal, and he can choose which one to use (and when) for each game!

Base Chariot has the following rules.
Ht 3, Sp 8, Me 3+, De 5+, Att 5, US 1, Ne -/14

Crushing Strength (1), Inspiring (self), Nimble, Thunderous Charge (1)

Supercharged: Your chariot is topped by a strange contraption, including a metal spike that crackles with electricity. Your custom chariot has the lightning bolt (3) spell. Spellcaster level is zero.

----- Hot Rod Options

Now you can customize your Hot Rod Chariot: You can 'trick out' your chariot with modifications, choosing from the following list:

- Speed Racer: Your chariot improves to speed 9 and gains wild charge (1) and pathfinder.
- Demolition Derby: Your chariot improves to Att 6, and gains elite, vicious, and brutal
- Chitty-Chitty Bang-Bang: Your chariot decreases to speed 7 and gains the fly and inspiring special rules.
- Ensorcelled Chrome: Instead of the lightning bolt (3) spell your chariot has Speed 7 and lightning bolt (5) plus your choice of wind blast (5) or surge (5). Its spellcaster level increases to 1.

----- Trick Driving Skills

Every Charioteer X can choose each game from his pool of Trick Driving: As a special, *once per game* shooting attack (following the rules for shooting attacks) you can utilize *one* of the following awesome driving tricks.

- Spray Gravel: By doing donuts in place (no actual change of facing) you create a cloud of gravel that deters even the most ferocious enemies. Until the start of your next turn you have Aura: Phalanx.
- Belch Smoke: Fiddling with the inner workings of your chariot engine you create a billowing cloud of black smoke. Until the start of your next turn you have Aura: Stealthy.
- Rev the Demon: Whether it's clever machinery, arcane energies, or an actual caged demon, you can push the engine of your chariot to create a terrible racket that warps the fabric of space around you. Until the start of your next turn, you have Aura: Spellward.

You can only use Trick Driving once per game in total, regardless of the trick that you choose. Afterward your chariot will need minor repairs before it can tolerate the stress of another awesome driving trick. It will be ready by the next game!

Used Tricks Game 1: Used Tricks Game 2: Used Tricks Game 3: Used Tricks Game 4: Used Tricks Game 5:



