

MACHINES OF WAR

Wheel of Fate (*base size 5x10cm*)

A strange machine driven by an ingenious system of levers and gears moved by a servant pedaling furiously. The rotation of the wheel produces a displacement of air able to push back even the behemoths like the Rhinos of the Barbarians or entire cavalry unit. Plus the Doomwheel may disrupt the unit that may end up below it, acting like a real steamroller.

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Wheel 1st round	Vet		+2		15	-	T&C	10	5	no		79		1	1
2nd+ round					0	-	none								
Servant	Vet	Fan			1	med	hw	13		no	day	7		1	5

Notes:

- Max one Wheel of Fate every 2000 army points.
- The Wheel of Fate can have from one to five servants; one will be seated at the controls, the other four will be grounded in base contact. Servants may be added as a champion, a standard or a musician by paying 10pt extra as usual. The cost of command is already included in that of the wheel.
- It requires at least one servant; if also the last servant is removed the machine will be removed from the table.
- The Wheel of Fate carries six charges of a Breath of Doom, to be used in the Shooting Phase.
 - Each breath;
 - Must target a unit in line-of-sight within 20cm.
 - Hits on a D6 of 3+.
 - A unit which is hit;
 - Must retreat;
 - 10 cm if an enemy cavalry unit or terrible creature,
 - 15 cm if an infantry unit or mounted individual character,
 - 20 cm if an individual character,
 - Will be disorganized.
 - The unit's retreat takes place directly away from the wheel, if the wheel is located on one side or the rear of the target.
 - If retreating as a result of the blast, the enemy unit collides with another unit, the second unit will be pushed, at most half the retreat distance with the original unit following. Apply the rules for collisions (see FW p28).
- In close combat;
 - The Wheel's combat profile applies only for the first round.
 - In the later rounds, the servants will dismount to fight and only their worth is counted.
 - If there is only a single servant, he is obliged to dismount to fight.