



## Standard Vehicles

### Chariots & Other Drawn Vehicles

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Light Chariot with spearman and 2 horses	57	16"	3	3 Fixed	1	7	Crew: 1 / 2 Str (1) Long Weapon Beasts: 2 / 2		Ram: 6 / 3 Str (1)
Light Chariot with veteran spearman and 2 trained horses	75	18"	3	3 Fixed	2	8	Crew: 1 / 3 Str (1) Long Weapon Beasts: 2 / 2		Ram: 6 / 3 Str (1)
Medium Chariot with 3 spearmen and 4 Horses	103	14"	4	3 Fixed	1	7	Crew: 3 / 2 Str (1) Long Weapon Beasts: 4 / 2		Ram: 9 / 3 Str (2)
Medium Chariot with 3 veteran spearmen and 4 trained horses	117	16"	4	3 Fixed	2	8	Crew: 3 / 3 Str (1) Long Weapon Beasts: 4 / 2		Ram: 9 / 3 Str (2)
Medium Chariot with 3 archers and 4 Horses	144	14"	4	3 Fixed	1	7	Crew: 3 / 2 Beasts: 4 / 2	Longbows (21"): 3 / 2 Str (1) Natural	Ram: 9 / 3 Str (2)
Medium Chariot with 3 veteran archers and 4 trained horses	243	16"	4	3 Fixed	2	8	Crew: 3 / 3 Beasts: 4 / 2	Longbows (27"): 3 / 3 Str (2) Natural	Ram: 9 / 3 Str (2)
Heavy Chariot with 4 javelins and 4 horses	178	12"	5	3 Fixed	1	7	Crew: 4 / 2 Str (1) Long Weapons Beasts: 4 / 2	Javelins (9"): 4 / 2 Str (1) Natural	Ram: 12 / 3 Str (2)
Heavy Chariot with 4 archers and 2 bears	192	12"	5	3 Fixed	1	7	Crew: 4 / 2 Beasts: 6 / 2 - Str(1)	Bow (21"): 4 / 2 Str (1) Natural	Ram: 12 / 3 Str (2)
Heavy Chariot with 4 veteran archers and 2 bears	247	12"	5	3 Fixed	2	8	Crew: 4 / 3 Beasts: 6 / 2 - Str(1)	Bow (21"): 4 / 3 Str (1) Natural	Ram: 12 / 3 Str (2)
Heavy Chariot with 4 veteran halberdiers and 4 beasts	171	12"	5	3 Fixed	2	8	Crew: 4 / 3 Str (3) Long Weapons		Ram: 12 / 3 Str (2)
War wagon with 2 ballistas and 2 beasts	614	8"	8	4 Fixed	1	7	Crew: 12 / 2	Ballista (30"): 3 / 3 Str (3) Artillery, Natural	Ram: 12 / 3 Str (2)
War wagon with 12 archers and 2 beasts.	444	8"	8	3 Fixed	1	7	Crew: 12 / 2	Bows (21"): 12 / 2 Str (1) Natural	Ram: 12 / 3 Str (2)
Assault Wagon, 4 horses, 1 crew, 5 cargo	106	10"	6	3 Fixed	1	7	Crew: 1 / 2 Beast: 4 / 2		Ram: 12 / 3 Str (2) 5 Cargo



## Standard Vehicles

### Howdahs

Name	VP	Move	Wounds	Armour	Magic	Morale	Melee	Missile	Special
Large Howdah, 12 archers on giant lizard	352	10" Swimming	8	3 Fixed	2	8	Crew: 12 / 2 Beast: 6 / 3 Str (2)	Short Bows (15"): 12 / 2, Natural	Ram: 12 / 3 Str (2)
Small Howda, 3 spearmen on Elephant	148	10"	6	2 Fixed	1	8	Crew: 3 / 2 Str (1) Long Weapons Beast: 6 / 3 Str (3)		Ram: 12 / 3 Str (2)