

Dreamtime

Alternate Reality Rules by Tabs_Wargamer

*** Before the game begins the players will need to set up the board with some terrain. Unfortunately I am not supplying this. Each player will also need to choose an army- American Indians, Egyptians or Aborigines. They need to make around 400 points of units for a standard Dreamtime game. Info on points is included later in this file.

Turn: The turn is composed as follows:-

1. Movement Phase: Players take it in turns to move their units up to their maximum move distance in this phase. Below is a chart of the maximum move distances for all units. The armies move in alphabetical order of the players last names. Units may pivot on any corner at any time during their move.

Humans on foot: 5"

Humans mounted on an animal/ Anubis: 7"

Animals: 6"

Aboriginal Shaman: 8"

Sled Tanks: 6"

Guns: 4"

Bigfoots: 6"

Warbands: 6"

Motorbike Chariot: 7"

Mummies/ Scarab Swarms: 5"

2. Shooting Phase: Players take it in turns shooting with their units.. A list of units that can shoot is included below. The target must be in range and in sight of the stand to be eligible for a target. Below is a table that shows the range of the stands.

Infantry: Range- 11", H- 3, D-1, Health- 1

Calvary: Range- 11", H- 4, D-1, Health- 2

Warbands: Range: 13", H- 5, D-1, Health- 1

Chief/ Pharaoh: Range- 11", H-4, D-1, Health- 4

Guns: Range- 16", H-5, D-2, Health- 2

Sled Tank: Range- 13", H-5, D-1, Health- 5

Warriors: Range- 11", H- 4, D-1, Health- 2

Bigfoots: Range- 11", H- 4, D-1, Health- 3

Anubis: Range- 11", H-5, D-2, Health- 4

Mummies: Range-11", H-5, D-1, Health- 3

Motorbike /chariot: Range- 13", H-5, D-1, Health- 5

Roll a D6 for each stand shooting at the target. You must roll under the H number on the above table to hit (check this for each stand). For every stand that hit the target roll another D6. On a 1-3 subtract the D number from the stands Health. Keep track of health of units on a piece of paper. On a 4-5 do nothing. On a 6 subtract twice the normal amount from the target stand.

3. Combat: In this phase any unfriendly stands touching each other are drawn into Combat. This does not apply to guns, who in this case are removed from the game. Tanks, motorbike chariots don't participate in combat. The only way to destroy them is through shooting. In any other case, the stands perform a combat charge. Any stand that has not shot this turn rolls their combat D6. Stands are paired off (one of this team, one of that team) and the stand in the pair that has the highest score wins. (in case of a tie nothing happens and the combat for this pair is over) The other

stand rolls a D6. On a 1-5 one health is removed. On a 6 the stand is fine. . In the case of any left over stands they may take the place of any stands that are 'killed' in the next turn of combat. Once each pair has fought the combat ends for this turn, with the two units touching base to base. The combat begins again next turn.

This is the turn structure. After a turn is finished a new turn is played. To win the game a player must have gained $\frac{3}{4}$ of the field by the twelfth turn (to gain part of the field you must have only your stands in it).

Terrain: Terrain may be used in the game. There is no rules for terrain, it is really up to the players what to do with terrain.

Army Overviews:

The Aborigines: This game is based in a world where there never was Europeans. As such the Aborigines still live happily in Australia. However their technology has changed. Below are the Aborigines units and an overview of them.

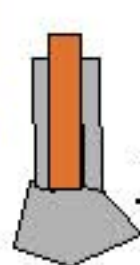
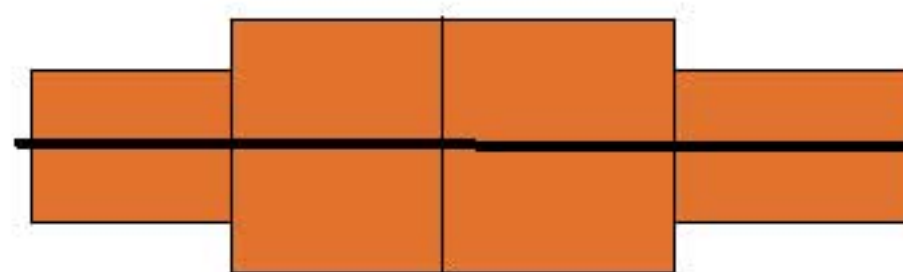
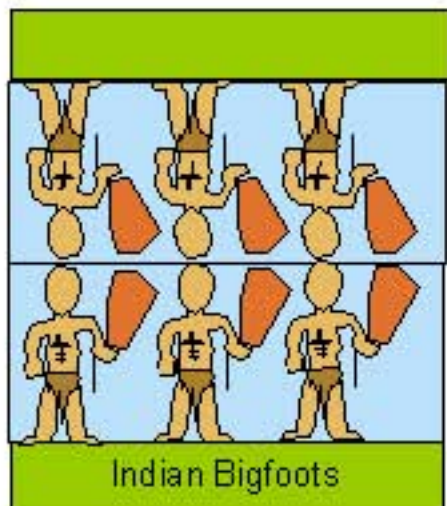
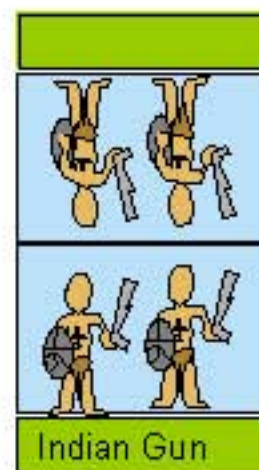
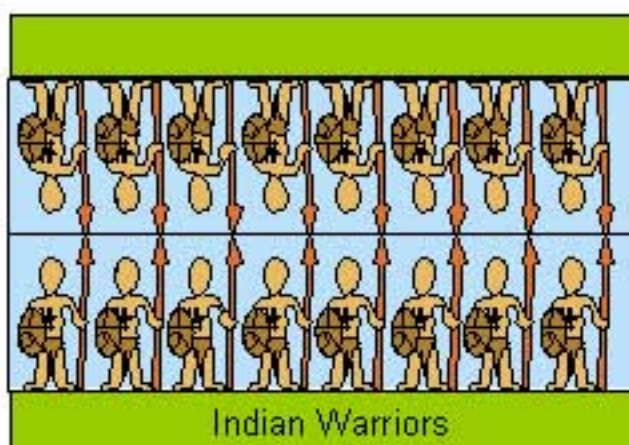
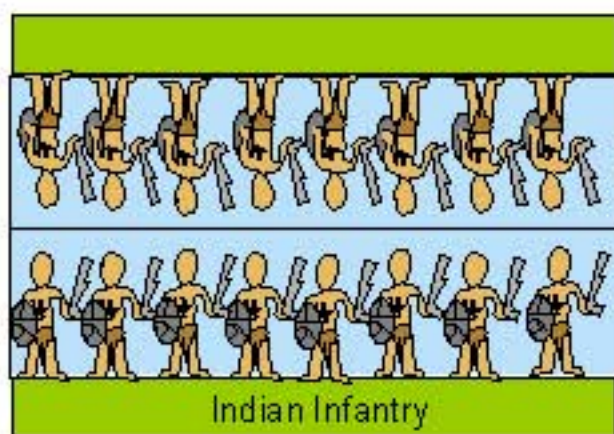
Infantry: Basic tribesmen armed with guns. 10 points, 1 Combat Die. **Kangaroo Calvary:** Tribesmen mounted on giant kangaroos with guns and thunder lances (spears) 20 points, 2 C D6. **Warband:** Band of Tribesmen. 15 Points, 1 C D6. **Animal Pack:** Dingos and Tasmanian Tiger Packs. 15 points, 2 C D6, 2 Health. **Aboriginal Shaman:** Shaman on Giant Goanna. 25 points, 3 C D6, 4 Health. **Chief:** Chief of the tribe. 30 points, 3 C D6. **Sled Tank:** Tank pushed by Giant Diprotodon. 35 points. Tanks can run over any infantry that gets in their way. **Gun:** Gun Deployment. 20 points, 1 C D6.

The American Indians: **Infantry:** Basic Warriors armed with shields and guns. 10 points, 1 Combat Die. **Warriors** Supreme Infantry armed with spears and shields. 15 points, 2 Combat Die. **Gun.** A gun. 20 points, 1 Combat die. **Bigfoot** Sasquatches under the command of the American Indians. 20 points. 3 Combat Die. **Warband** Band of warriors. 15 points, 1 C D6. **Smilodons** Sabre Tooth Tigers. 15 points, 2 C D6 2 Health. **Chief** Chief of the Tribe. 30 points, 3 C D6. **Buffalo Calvary** Tribesmen on buffalos instead of horses. 25 Points, 3 C D6.

The Egyptians: **Anubis** Huge warriors blessed by the jackel headed god. 20 points, 4 C D6. **Scarabs** Swarms of huge poisonous (not really) scarab beetles. 10 points, 2 C D6, 1 Health. **Warband.** Band of Warriors. 15 points, 1 C D6.

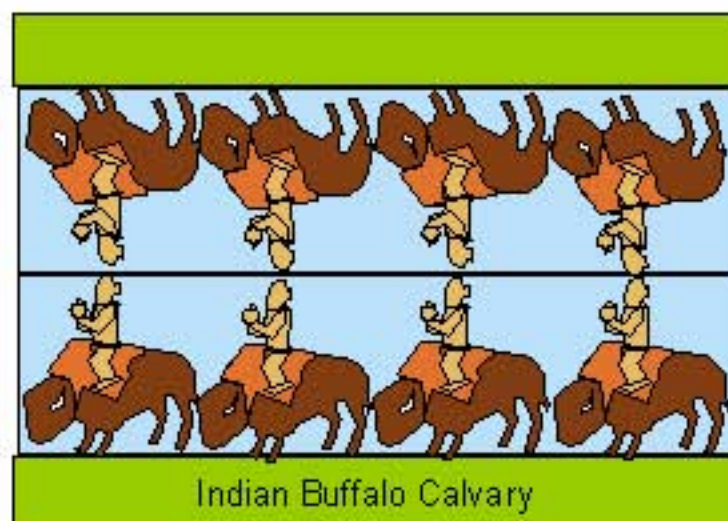
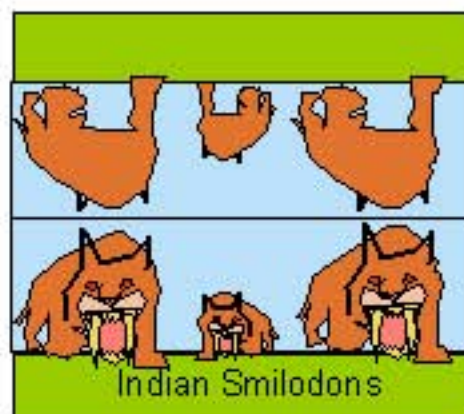
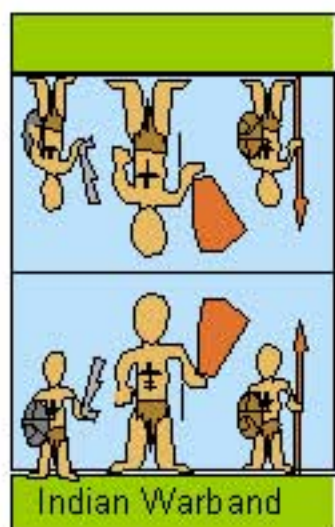
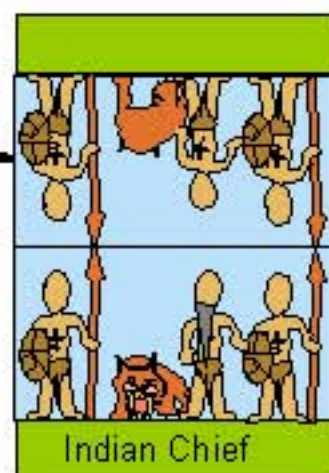
Motorbike Chariot. Chariot drawn by bikers and with a heat seeking gun. 25 points. This chariot can participate in combat if the player wishes. Otherwise they cannot enter combat. 2 C D6. **Pharaoh** Leader of the Egyptians. 30 points, 3 C D6. **Mummies** Warriors of old reincarnated with new weapon machinery. 20 points, 3 C D6. **Infantry** Basic Warriors of Egypt. 10 points, 1 C D6.

All armies must include at least one infantry unit and one chief, pharaoh or shaman. If your chief, etc dies you do not lose the game, unless you wish to change the victory conditions ***



gun

end



Dreamtime

American Indians

How to build

Sled tanks: Cut out the model.

Fold it in half and glue it so that one side is grey and the other colored.

Score along the lines that attack the arms of the V shape to the hull. Fold these arms back.

Now fold the gun platforms with the warriors on them back.

Make The diptrodon and put them in the spaces between gun platforms. This is your sled tank.

Gun Deployments:

Cut out the pieces
Fold the brown wall in half.

Now fold along the lines of the wall. Pull each one back a bit more so that it makes a sort of semicircle.

Fold back The end of the gun piece. See the diagram for info on what piece is what for guns.

Make the crew and place them in the semicircle. Prop the gun (or glue) against the semicircle wall.

Chariot:

Cut out the pieces.

Fold the platform together and glue.

Score the walls and fold them up.

Glue the tabs to the walls to make a box without a lid.

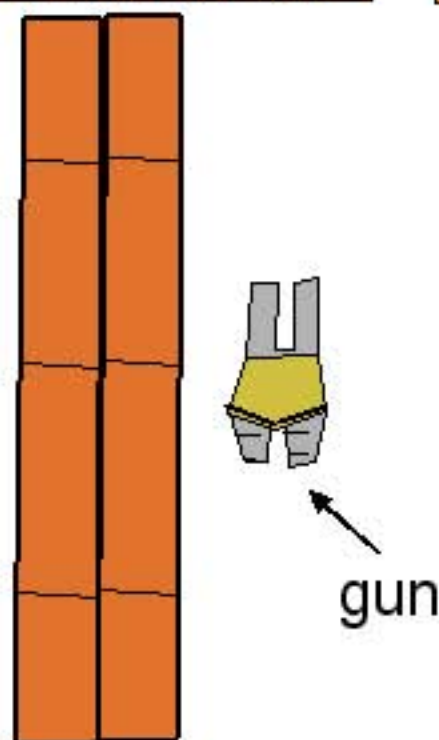
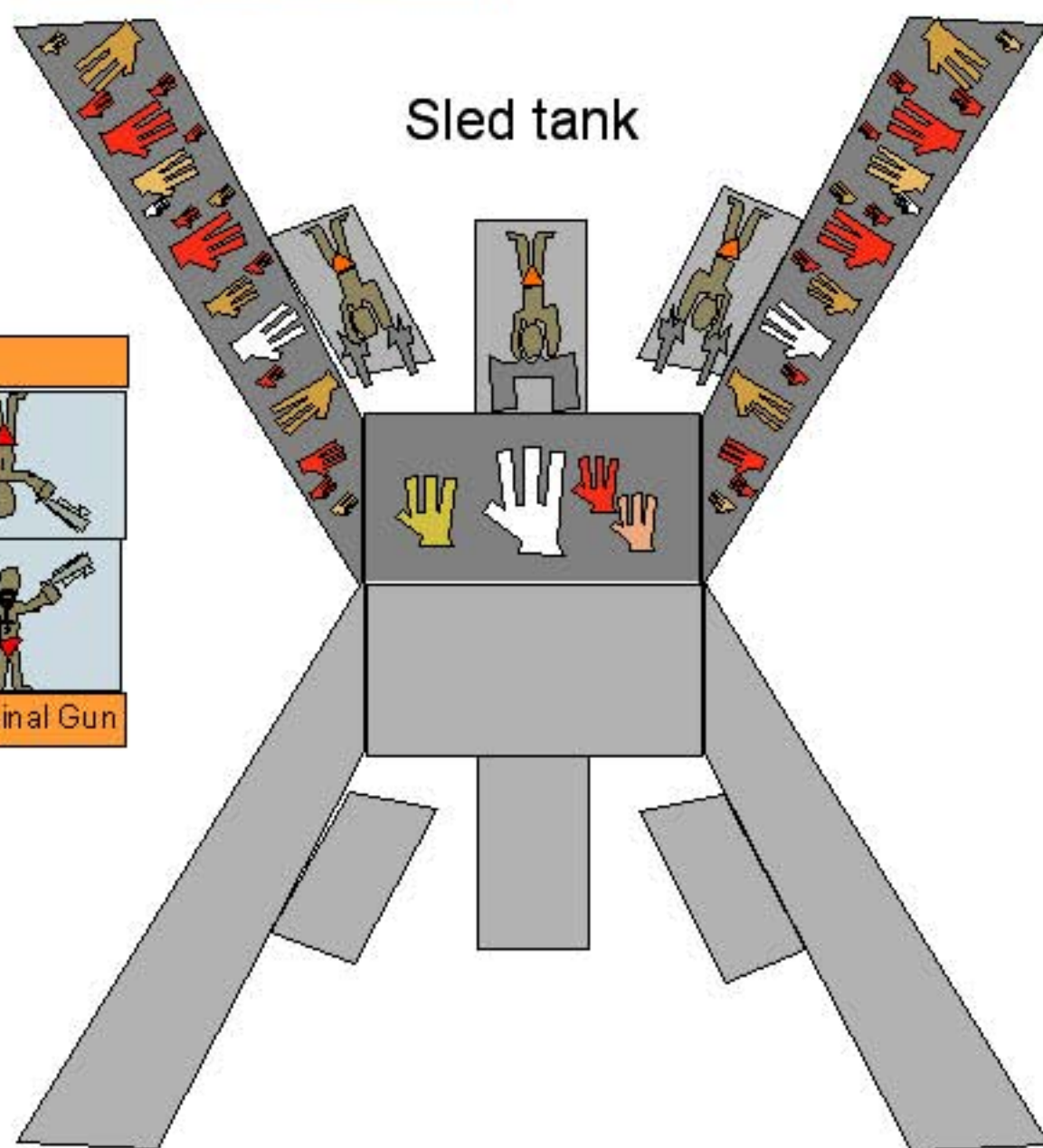
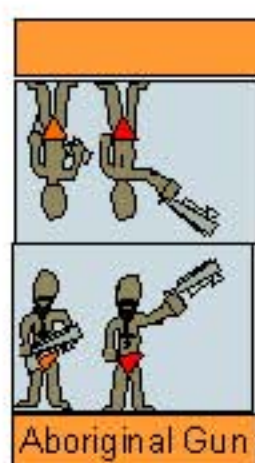
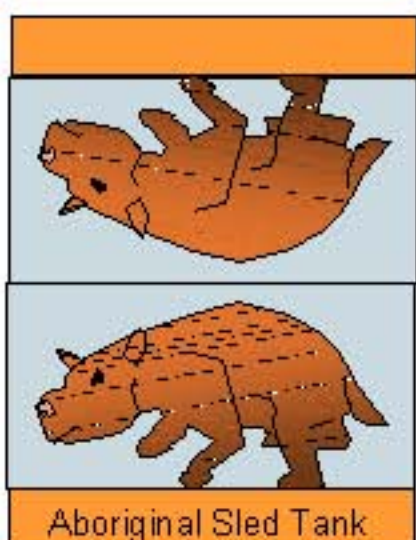
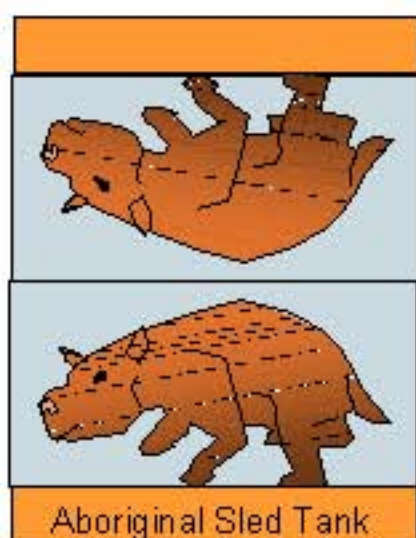
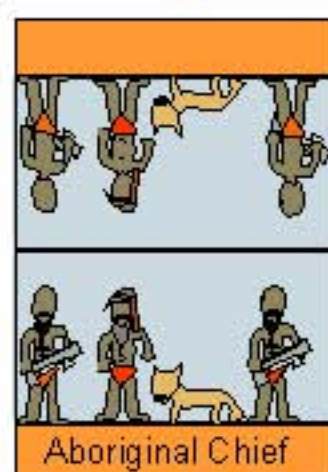
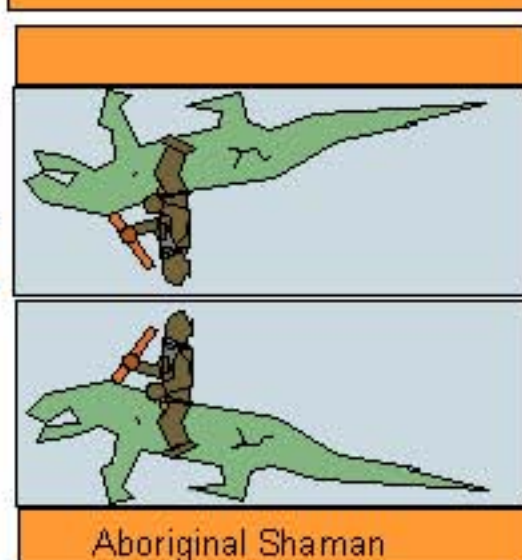
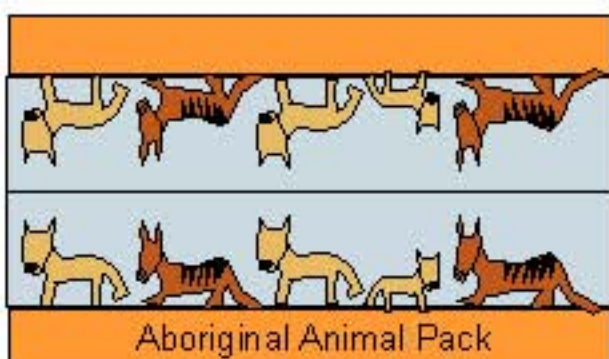
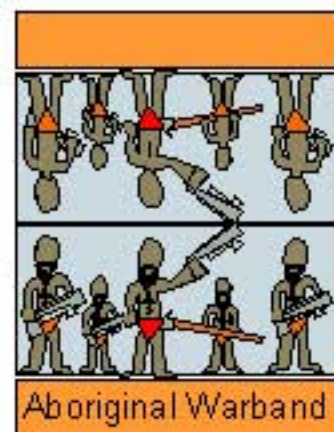
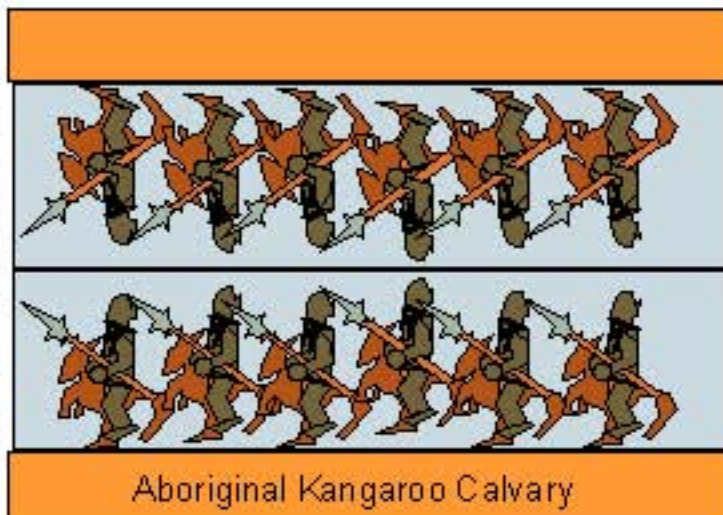
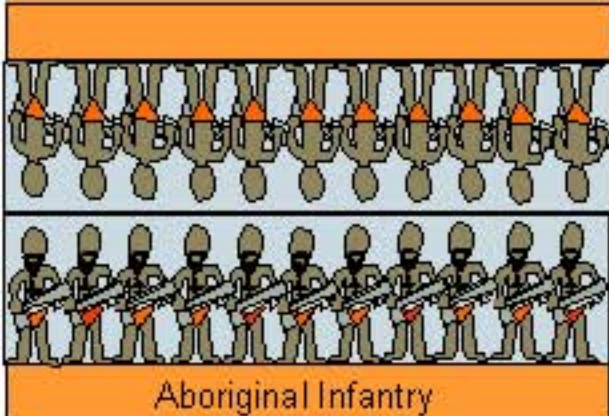
Fold the chariot gun in half and glue it together.

Glue it to the chariot platform.

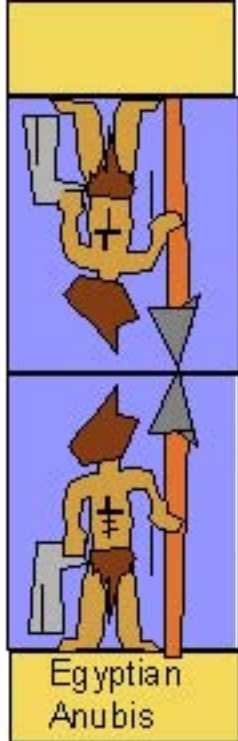
Make the motorbikes and place them in front of the chariot.

Attach the wheels of the chariot.

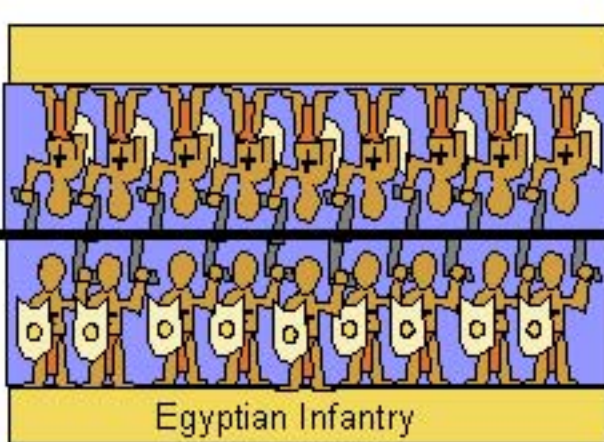
The model is now finished.



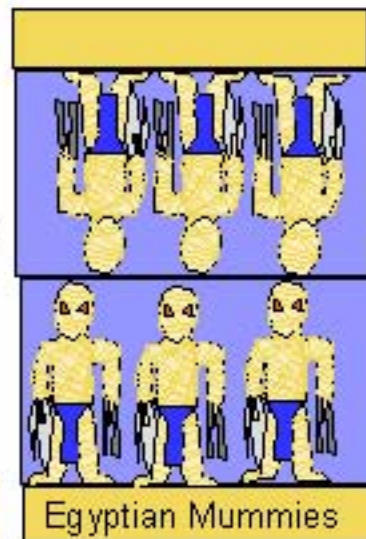
Dreamtime
Ab originals- Native Australians



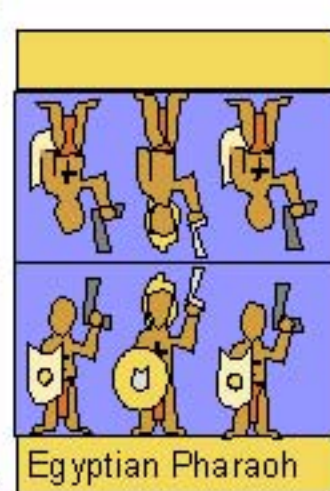
Egyptian Anubis



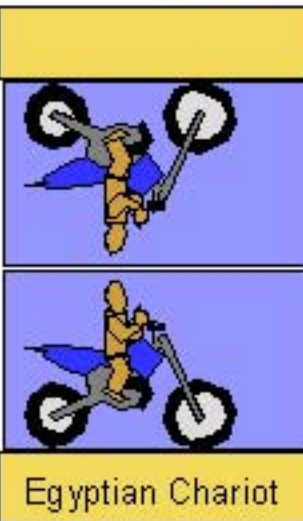
Egyptian Infantry



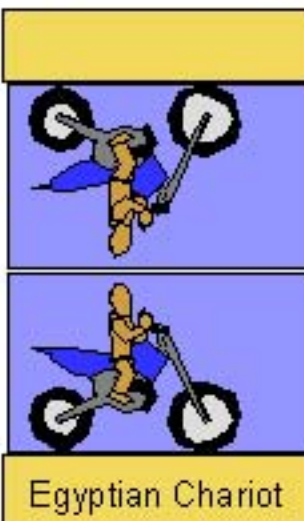
Egyptian Mummies



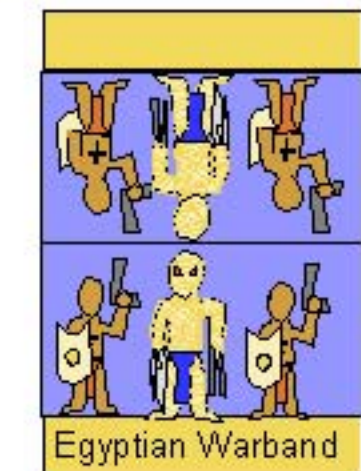
Egyptian Pharaoh



Egyptian Chariot



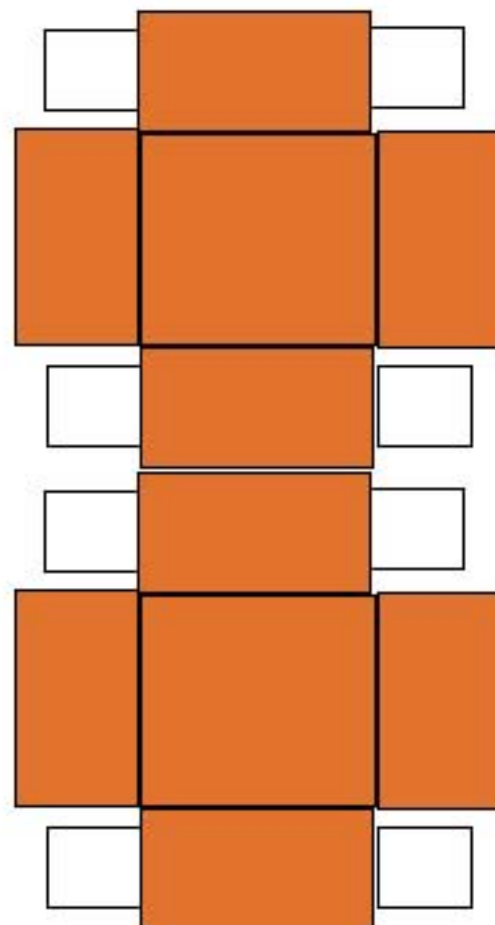
Egyptian Chariot



Egyptian Warband



Chariot gun



wheels

platform

Dreamtime

Egyptians