

BESSIE**4PTS**

HITS	SAVE	ASSAULT	FIRE ARC	MOVE	MOVE FAST	SNEAK
5	-	-	-	(u)10	(45) 30	-

**ACTIONS AVAILABLE****MOVE // MOVE FAST // REVERSE****USING VEHICLES IN INVASION EARTH**

Using any vehicle on the tabletop is just like using any other model in INVASION EARTH. A vehicle has its own profile, detailing the speed at which it moves, its number of hits, etc., and it also has a list of actions which it can perform each turn. Vehicles may only perform actions when they have a model to control or drive them.

Models which are driving or are passengers in a vehicle will not be able to carry out their normal list of actions. Any actions that they can perform will be detailed under the vehicle's special rules.

SPECIAL ACTIONS**INERTIA BRAKES**

Bessie is equipped with "super-lock" brakes that allow the Doctor to brake and halt Bessie immediately. This special action applies regardless of the speed at which Bessie is traveling when executed.

REMOTE CONTROL

The Doctor has a remote control unit that allows him to control and drive Bessie without actually being in the car. In order for the remote control to be used, Bessie must be within the Doctor's line of sight at all times. When operating under remote control, Bessie operates exactly as she does when controlled by a driver and may still carry passengers.

ANTI-THEFT FORCEFIELD

The Doctor has fitted Bessie with an anti-theft device which when activated does not allow anyone other than

the Doctor (or friendly models within 3") to open the door or otherwise enter the car. If anyone not accompanied by the Doctor (i.e. friendly models within 3" of him) goes within 1/2" of Bessie, the device is activated and the unsuspecting victim will be pulled towards the car and stuck to the body of the vehicle. They may take no further actions until released. Models which have become stuck may only be rescued by the Doctor, who can activate the device so long as he is within 1" of the car.

Models with 4 or more hits can not be trapped by the forcefield. However, they still can not start the engine.

SPECIAL RULES

Bessie may only be used if the Doctor is also used in the conflict.

- 1) **SEATING** - Bessie may accommodate four (human-sized) models; a driver and three passengers.
- 2) **ENTERING / EXITING** - Entering or exiting a vehicle counts as traversing very difficult ground.
- 3) **ACTIONS - FIRE** - While the vehicle is moving, the driver and passenger may only perform one action other than driving; FIRE. Both driver and passenger have the following "to hit" modifiers. All usual modifiers apply (if relevant).

One-handed weapon (Pistol, Sonic Screwdriver, etc.) or Throwing Weapon (Grenade): Driver -2, Passenger -1

Two-handed weapon (SMG, SLR, etc.): Driver -3, Passenger -2

Team weapons may not be used in Bessie.

- 4) **ACTIONS - HIDE** - While Bessie is stationary both passenger and driver may choose to HIDE. If the vehicle is moving, only the passenger has this action option.

- 5) **RAMMING** - While moving, Bessie may ram into any object or model. When at MOVE speed, she causes 1D6 points worth of damage to the target and 1D3 to herself. When at MOVE FAST speed, she causes 2D6 damage to the target and 1D6 to herself. Bessie may not ram any target larger than she.

- 6) **TURN RESTRICTION** - Although Bessie may turn and manoeuvre without restriction while performing a MOVE action, she is restricted to a 45 degree turning arc while performing a MOVE FAST action.