

## U.N.I.T. LAND ROVER

4PTS

HITS	SAVE	ASSAULT	FIRE ARC	MOVE	MOVE FAST	SNEAK
6	6	-	-	(u)8	(u) 20	-



## 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 RULES

The UNIT Land Rover may only be used if UNIT forces are present in the scenario.

- 1) **SEATING** - The UNIT Land Rover may accommodate six (human-sized) models; a driver and three passengers.
- 2) **ENTERING / EXITING** - Entering or exiting a vehicle counts as traversing very difficult ground. Only two models may enter through the back per turn.
- 3) **ACCELERATION** - A Land Rover must spend a turn at MOVE speed before accelerating to MOVE FAST.
- 4) **DECELERATION** - A Land Rover may only decelerate to a stop from MOVE speed. It can not go from MOVE FAST to being stationary.
- 5) **COVER** - Models inside a Land Rover count as being in full cover.

6) **FIRE** - While the vehicle is moving, the occupants of the Land Rover may fire, with the following "to hit" modifiers. The modifier depends upon the location of the model firing and the vehicle's current speed.

## SEATING POSITION MOVE MOVE FAST

<b>Driver*</b>	-2	-3
<b>Front Passenger</b>	-1	-2
<b>Rear Passenger**</b>	-1	-2

\*The Driver may only fire if he is using a one handed weapon, e.g. a pistol.

\*\*Only two models may fire from the rear of the vehicle at any time.

ALL models firing from a Land Rover are restricted to a 45 degree fire arc, and mortars and bazookas cannot be fired from a Land Rover (but the LMG can).

7) **HIDE** - While the Land Rover is stationary passengers and driver may choose to HIDE. If the vehicle is moving, only the passengers have this action option.

8) **RAMMING** - While moving, the Land Rover may ram into any object or model. When at MOVE speed, it causes 1D6 points worth of damage to the target and suffer 1D3 damage itself. When at MOVE FAST speed, it causes 2D6 damage to the target and suffers 1D6 damage itself. The Land Rover may not ram any target larger than it.

9) **TURN RESTRICTION** - Although the Land Rover may turn and manoeuvre without restriction while performing a MOVE action, it is restricted to a 45 degree turning arc while performing a MOVE FAST action.

10) **DAMAGED** - The Land Rover suffers the usual movement modifiers inflicted upon damaged models when it is damaged.