

PROFILES

THE WHOMOBILE

5PTS

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

LIFT OFF or LAND // FLY+ LIFT OFF or LAND

In order for the Whomobile to either take off from or return to the ground, it must perform this action. When lifting off, the vehicle is lifted between 2" and 10" above the tabletop. It may do nothing further that turn. When landing, the Whomobile can drop a maximum of 10" towards the ground. The Whomobile may only land if it is within 10" of the tabletop, and can perform no other actions that turn. FLY +

Once the Whomobile has performed a LIFT OFF action, it may fly. While flying, the vehicle may perform exactly as it does on the ground. The player may choose another action to "tie-in" with flying, e.g. FLY & MOVE, FLY & REVERSE, etc.

While traveling through the air, the Whomobile may ascend and descend without difficulty or restriction (other than landing) as it moves. It may reach a maximum height of 30" and may descend no lower than 2" from the ground. Once in the air, the flying car is moving in three dimensions. In order to keep track of the exact location of the Whomobile, its controlling player should keep the model placed on the tabletop and keep notes as to its current position in relation to the ground. The player must announce and keep notes of all changes of elevation during the game.

SPECIAL RULES

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

- 1) SEATING - The Whomobile may accommodate two (human-sized) models; a driver and one passenger.
- 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
The Whomobile itself has no weapons.
- 4) ACTIONS - HIDE - While the Whomobile 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, the Whomobile may ram into any object or model. When at MOVE speed, it causes 1D6 points worth of damage to the target and 1D3 to itself. When at MOVE FAST speed, it causes 2D6 damage to the target and 1D6 to itself. The Whomobile may not ram any target larger than itself.
- 6) TURN RESTRICTION - Although the Whomobile may turn and manoeuvre without restriction while performing a MOVE action, it may only move straight ahead while performing a MOVE FAST action.