

**Maxwell V8 Interceptor: 0-1 per 250 points**

**Cost: 32 points**

<b>Maxwell V8 Interceptor</b>						
<b>SPEED</b>	<b>MV (inches)</b>	<b>45° Turns</b>	<b>CMV</b>	<b>TN</b>	<b>AM</b>	<b>DM</b>
Stationary	0	0	0	6	7	8
Slow	1-5	2	2"	8		
Cruising	6-12	4	2"	11		
Fast	13-22	3	3"	13		

**Model Type:** Vehicle / Car

**Structure:** 4

**Load-Out:** Choose 0 - 1 options

**Load-Out Options:**

#1 - 1 Missile Launcher for additional 5 points

#2 - 1 Mini-Gun for additional 6 points

#3 - 1 Twin Missile Launcher plus Link System for additional 15 points

#4 - 1 Twin Mini-Gun plus Link System for additional 17 points

#5 - 1 Twin Missile Launcher, 1 Mini-Gun plus 2 Link Systems for additional 26 points

#6 - 1 Twin Mini-Gun, 1 Missile Launcher plus 2 Link Systems for additional 27 points

#7 - 1 Twin Mini Gun, 1 Twin Missile Launcher plus 2 Link Systems for additional 32 points

**Mini-Gun**

**Range:** 12" **Power:** 4d6 **ROF:** 3 **AP:** 1

**Structure Points required:** 1

**Twin Mini-Gun**

**Range:** 12" **Power:** 4d6 **ROF:** 3 **AP:** 3

**Structure Points required:** 2

**Special Rules:** Twin linked weapons fire at the same target; roll once to hit for each ROF.

**Missile Launcher**

**Range:** 18" **Power:** 4d10 **Blast:** 3" **ROF:** 1 **AP:** 2

**Structure Points required:** 1

**Twin Missile Launcher**

**Range:** 18" **Power:** 4d10 **Blast:** 4" **ROF:** 1 **AP:** 2

**Structure Points required:** 2

**Special Rules:** Twin linked weapons fire at the same target; roll once to hit for each ROF.

## Maxwell V8 Interceptor: continued

### Link System

**Structure Points required:** 0

**Special Rules:** A Link System is needed for all twin weapon systems. If an additional weapon is added (see Load-Out Options #5, #6) an additional Link System must be used (points for Link System are included in the Load-Out Options).

If the twin weapon system or the additional weapon has an ROF greater than 1, the second shot is taken at -1 RC, the third shot is taken at -2 RC. If a gunner is purchased, ignore the RC modifications.

### Vehicle Special Rules:

Ram Damage AP 1 (front only)

Driver and passenger receive 4+ save against damage, including a result on the Devastating Damage Table that causes the driver or passenger to take damage.

Boost - 5" move in a straight line. Roll 1d6 when used. On an odd number result, Boost can no longer be used; on a 1, the engine has also been damaged and the Maxwell's maximum speed is Cruising.

Additional Fuel Tank - there is no effect if you roll a ruptured fuel line on the Devastating Damage Table. If you roll a 5 on the Devastating Damage Table, the effect is the following (NOT the result listed on the Devastating Damage Table) - On Fire. At the beginning of each round roll 1d6. On a 5 or 6, the vehicle explodes.

If the vehicle explodes for any reason, the blast radius is d3 + 2 inches with 4d6 damage to anyone in the blast radius.

**Crew** - 1 Driver.

MV	RC	CC	TN	DM	CL	AM
3	4	4	10	1	5	4

**Gear:** SMG, Automatic Pistol, Knife

### Automatic Pistol

**Range:** Close Combat 5" **Power:** 1d6 **ROF:** 2