



Mercedes Classe S 500

MP	LR	Crois	Max	Auto	Fce	Str	VS	DT
+1	3	115	250	720	3	9	0	0



Modifications :

- **Blindage Niveau 4** : -8 à la CD de toute Arme, -1 Niveau de Dégât, Fce de la Mercedes : 6, et MP : 0.

- **Oil Slick Sprayer** :

Game Information: The sprayer causes all vehicles following at Close, Medium, and Long ranges to perform two immediate Safety rolls at an EF 2 to avoid a mishap. Installation of oil slick equipment requires half a Structure Point be allocated to the equipment. The oil slick sprayer has enough oil for two separate sprayings.

- **Pneus Anti-Crevaisons** :

Game Information: Damage the equivalent of two Kills must be done to one of these tires before it goes flat.

- Smoke Screen :

Game Information: Drivers who follow through the smoke at Close or Medium range are considered blinded and must make an EF 4 Safety roll unless they recover. The use of smoke automatically increases the range between the character and the vehicles following him by one category. There is enough smoke in the canisters for two separate uses. The cost to place the smoke screen on a vehicle is half a Structure Point.

- Tire Slashers :

- **TIRE SLASHERS:** The mag wheels of the Aston have a three-pronged hub at the center which, Q will point out, is both ornamental and functional. These hubs extend out from the wheel and begin spinning at a greater speed than the wheel itself. At this speed the three sharpened prongs, composed of an alloy, become highly effective tire slashers.

To slash a tire, the character must perform a Force maneuver according to the rules in Chapter 5 of the Basic Game book but with a -2 Ease Factor modifier. But there is no Safety roll for the Aston on a failure result. If the Force is successful, the forced character still gets the "Safety roll" to avoid the mishap as described in Chapter 5. Even if the forced character does manage to avoid a mishap, he must come to a stop as the tires on one side of the car are useless. All the slashers together take 0 Structure Point.

- Extending Bumpers :

- **EXTENDING BUMPERS:** The two uprights on the front and rear bumper can be extended 18 inches beyond the bumper. Q will explain that these can be used to push another vehicle while minimizing damage to the Aston.

If you decide a Force Maneuver involves forcing a vehicle directly in front of or behind the Aston, then you can let the characters use the extending bumpers. The bumpers take one round to extend fully.

They do not affect the Ease Factor of the Force attempt but they do negate any chance of a mishap to the Aston. They take up 1 Structure Point.

- Gatling :

Gatling XM-214 5.56mm

Il s'agit d'une mitrailleuse cachée à l'arrière du véhicule. Lorsque le conducteur décide de l'utiliser, il éjecte le toit de sa voiture et la mitrailleuse sort alors de sa cachette. Cette mitrailleuse doit être utilisée en conjonction avec un écran radar pour lui permettre de verrouiller sa cible. Bien que ce soit le pilote qui actionne la mitrailleuse, la visée est effectuée automatiquement.



En termes de jeu : L'arme dispose d'une Chance de Base de 25 pour toucher.

MP	C/R	Mun	CD	CP	LP	Dis	Enr	Dgn	Rch
0	50	350	2*L	0-600	1500-2100	na	98	na	na

Il est impossible de recharger la mitrailleuse sans passer par la Section Q. Cette modification coûte 3 Points de Structure.