Japanese Culture Appreciation Society

50 Cans

Sakura Blossom				30 Cans
[12] Car Max Hull: 10 Max Gear: 5		Middleweight Handling: 4		2 BPs Crew: 2
[1] Chrome-Whisperer [3] Expertise		[6] Powerslide		
[4] Magnum (x2)	Crew	Double	1d6	Blast
[1] Smoke Dropper	Side	Drop	--	Ammo 3
[3] RC Car Bombs	n/a	Drop	--	Ammo 3

Wasabi Slider				20 Cans
[6] Buggy Max Hull: 6 Max Gear: 6		Lightweight Handling: 4		2 BPs Crew: 2
[1] Chrome-Whisperer		[6] Powerslide		
[-] Roll Cage				
[4] Magnum (x2)	Crew	Double	1d6	Blast
[1] Smoke Dropper	Side	Drop	--	Ammo 3
[2] Sentry Gun	n/a	Drop	--	Ammo 3

Sponsor Perks

All vehicles on this team have these perks

Virtuoso: The first time this vehicle Pushes It during an activation, this vehicle may Push It without gaining a Hazard Token.

Elegance: Teams sponsored by Miyazaki may not purchase vehicle types with a base Handling Value of 2 or lower.

Showing Off: At the end of this vehicle's activation, if it resolved at least one Spin result, and resolved at least one Slide result, and changed Gear at least once, and did not Wipeout, then this vehicle gains a Showing Off token. If a vehicle with a Showing Off token wipes out, that vehicle must discard its Showing Off token. At the end of this vehicle's activation, if every in-play vehicle on this team has a Showing Off token, this player discards all Showing Off tokens and gains 1 Audience Vote for each Showing Off token discarded in this way. Discard all Showing Off tokens at the end of the Gear Phase.

Perks

Chrome-Wisperer: This vehicle may Push It unlimited times during a Movement Step, gaining 1 Hazard Token each time.

Powerslide: This vehicle may use any template except the long straight template instead of the slide template when applying a slide result. As with the step 1.1 of Movement Step, you must use the first movement template you touch. Treat the selected movement template as a slide template for purposes of finding the vehicle's Final Position.

Expertise: This vehicle adds 1 to its Handling Value.

Vehicle Special Rules & Upgrades

Roll Cage: When this vehicle suffers a flip, this vehicle may choose to ignore the 2 hits received from the flip.

Weapons

RC Car Bombs: Bombs are taped to remote-controlled cars, which are dropped from a vehicle and then piloted to impact.

When attacking with this dropped weapon, place a RC Car (use a tiny car miniature, no larger than 20mm square) so that it is within Short range of the attacking vehicle, and facing in any direction. This placement triggers a Collision Window.

The RC Car counts as a lightweight vehicle in current Gear 3 with 1 Hull Point, 1 Crew and 0 Handling. This tiny car can make shooting attacks but cannot change Gear. Although controlled by the player that dropped it, the RC Car does not count as part of the player's team, and so cannot be used for the purposes of scenario rules, Audience Votes, or perks.

The RC Car is involved in a Collision, it suffers one damage before the Collision is resolved. When the RC Car would be Wrecked, it instead explodes. When the RC Car explodes, it rolls 4D6 attack dice, as if it were a middleweight vehicle. If the RC Car wipes out, it suffers one damage before the Wipeout is resolved.

Sentry Gun: When attacking with this dropped weapon, place a Sentry Gun so that it is within Short range of the attacking vehicle.

The Sentry Gun remains in play as a lightweight destructible obstacle. They may be targeted with shooting attacks and have 2 Hull Points.

This Sentry Gun automatically makes a 2D6 shooting attack against any vehicle that ends their Movement Step within Medium range of the Sentry Gun in a 360-degree Arc of Fire. The target may Evade as normal. This Sentry Gun will never target vehicles from the team of the vehicle that dropped it.

Although controlled by the player that dropped it, the Sentry Gun does not count as part of the player's team, and so cannot be used for the purposes of scenario rules, Audience Votes, or perks.

Smoke Dropper: This dropped weapon template counts as an obstruction for the purposes of determining Cover.

Whilst a vehicle is in contact with this dropped weapon template, that vehicle counts as distracted.

If any part of a vehicle's movement template or Final Position touches this dropped weapon template, the vehicle gains 1 Hazard Token at the end of its Movement Ste