

# St. Louis Jeep Owners' Club

25 Cans

|                             |                  |              |                              |
|-----------------------------|------------------|--------------|------------------------------|
| <b>Bully</b>                |                  | 25 Cans      |                              |
| [12] Car                    | Middleweight     | 2 BPs        |                              |
| Max Hull: 10    Max Gear: 4 | Handling: 3      | Crew: 2      |                              |
| [2] Boarding Party          | [5] Battlehammer |              |                              |
| [2] Road Warrior            |                  |              |                              |
| [-] Handgun (∞)             | Crew             | Medium 1d6   |                              |
| [4/2] Flamethrower          | Side             | L Brst   6d6 | Am 3, Splash, Fire, Indirect |

## Sponsor Perks

*All vehicles on this team have these perks*

**Fireworks:** If this vehicle Explodes, its controller gains 1 Audience Vote if it was Middleweight or 2 Audience Votes if it was Heavyweight, in addition to any votes gained for it being Wrecked. Then discard all Ammo Tokens from the wreck

## Perks

**Boarding Party:** This vehicle ignores the Distracted rule, meaning this vehicle may attack during the Attack Step even if the vehicle is touching an obstacle.

**Battlehammer:** When making a Smash Attack, this vehicle gains +1 attack die for each Hazard Token it currently has.

**Road Warrior:** Once per activation, if this vehicle has successfully caused one or more hits on an enemy vehicle at any point during this activation, this vehicle may remove a single Hazard Token at the end of its Attack Step.

## 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.

**Ram:** When purchasing this upgrade, a facing must be declared for it, as if it was a weapon. A vehicle may only purchase a single Ram on each facing. When involved in a Collision on the declared facing, this vehicle may add 2 attack dice to its Smash Attack, and this vehicle does not gain any Hazard Tokens as a result of the Collision.