

StL JOCs

50 Cans

Bully			23 Cans
[12] Car	Middleweight	2 BPs	
Max Hull: 10	Max Gear: 4	Handling: 3	Crew: 2
[2] Boarding Party			
[5] Battlehammer			
[-] Handgun (∞)	Crew	Medium 1d6	
[4/2] Flamethrower	Side	L Brst 6d6	Am 3, Splash, Fire, Indirect

Travis Utah			19 Cans
[12] Car	Middleweight	2 BPs	
Max Hull: 8	Max Gear: 4	Handling: 3	Crew: 2
[5] Battlehammer			
[4/1] Ram (Front)	[-4] Prison Car		
[-] Handgun (∞)	Crew	Medium 1d6	
[2/1] Harpoon	Front	Double (5d6)	

??			8 Cans
[5] Buggy	Lightweight	1 BPs	
Max Hull: 6	Max Gear: 6	Handling: 4	Crew: 2
[1] Powder Keg			
[-] Roll Cage			
[-] Handgun (∞)	Crew	Medium 1d6	
[1] Grenades	Crew	Medium 1d6	Ammo 5, Blast

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

Prison Car: Reduce the base cost of this vehicle by 4 Cans (to a minimum of 5 Cans). Reduce the Hull Value of this vehicle by 2. May only be purchased by Middleweight vehicles. May only be purchased once for each vehicle.

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.

Powder Keg: This vehicle may add 1 to its explosion check. Treat this vehicle as one weight-class heavier when it explodes. This bonus does apply during resolution of the Fireworks perk.

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.

Weapons

Harpoon: This weapon's hits do not cause damage. Instead, the first un-cancelled hit on the target spins the target vehicle on the spot to either face directly away from or directly towards the attacking vehicle, whichever requires the smallest degree of rotation. This triggers a Collision Window.

The second and subsequent un-cancelled hits on the target then each cause the target to make a forced Short Straight move towards the attacker, as the harpoon reels the target in.

If the target is a heavier weight class than the attacker, it is the attacking vehicle that is spun and moved towards the target vehicle instead.