

Lemp Mansion Coachmen

25 Cans

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[12] Car			Middleweight	2 BPs	
Max Hull: 10	Max Gear: 5		Handling: 4	Crew: 2	
[1] Witness!			[7] Feel no Pain		
[2] Magnum		Crew	Long	1d6	Blast
[3] Shotgun		Crew	Special	(1-3)d6	

Sponsor Perks

All vehicles on this team have these perks

Ritual Invocation: At the start of each Gear Phase, you may place Possessed token on a vehicle, which gains the Possessed special rule until the end of the Gear Phase or until the vehicle wipes out, whichever happens first, then replace the token with an Exorcised token. The Exorcised vehicle has no additional rules, aside from being ineligible to have the Possessed token next Gear Phase.

Possessed: At the beginning of this vehicle's Movement Step, before selecting a template, place this vehicle anywhere within Short Range of its current position, not touching an obstruction or terrain, without altering the vehicle's facing. This does not cause a Collision. This vehicle then begins its Movement Step from this new location. Additionally, the Possessed vehicle ignores the Blast special rule, may not use dropped weapons, and any hits that would cause hull damage to or from the Possessed vehicle instead add Hazard Tokens.

Scarification: Vehicles on this team gain one additional Hull Value.

Devil's Gonna Get You: When any vehicle on this team suffers 3 or more Hull damage during a single vehicle's activation, without being Wrecked, this team gains an Audience Vote.

Perks

Witness!: This vehicle may lose up to three Hazard Tokens when another vehicle Wrecks within Medium Range.

Feel no Pain: During an enemy vehicle's Attack Step, after an attacker has rolled all their attack dice against this vehicle, if the attacks caused a total of 2 or fewer uncanceled hits, cancel all remaining hits.

Weapons

Shotgun: When attacking with this weapon, roll 3D6 attack dice if the target is within Short range, 2D6 attack dice if the target is within Medium range, and 1D6 attack dice if the target is within Long range