

Rebar Customs

50 Cans

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|---|---|
| Big Red | 27 Cans |
| [15] Truck Max Hull: 12 Max Gear: 4 | Middleweight Handling: 2 3 BPs Crew: 3 |
| [4] Eureka! | |
| [2/1] Improved Sludge Thrower | |
| [4] SMG | Crew Medium 3d6 |
| [1/1] Mine Dropper | Rear Drop 4d6 Blast, Ammo 3 |
| [1/1] Napalm Dropper | Rear Drop 4d6 Fire, Ammo 3 |

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| Arfling | 15 Cans |
| [6] Buggy Max Hull: 6 Max Gear: 6 | Lightweight Handling: 4 2 BPs Crew: 2 |
| [1] Rocket Thrusters | [2] Satellite Navigation |
| [2] Barrel Roll | |
| [-] Roll Cage | [2/1] Improved Sludge Th. |
| [1/1] Mine Dropper | Rear Drop 4d6 Blast, Ammo 3 |
| [1] Caltrop Dropper | Rear Drop 2d6 Ammo 3 |

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| Scout | 8 Cans |
| [5] Bike Max Hull: 4 Max Gear: 6 | Lightweight Handling: 5 1 BPs Crew: 1 |
| [2] Satellite Navigation | |
| [-] Full Throttle | |
| [-] Pivot | |
| [-] Handgun (∞) | Crew Medium 1d6 |
| [1/1] Mine Dropper | Side Drop 4d6 Blast, Ammo 3 |

Sponsor Perks

All vehicles on this team have these perks

MicroPlate Armour: Vehicles in this team may purchase the MicroPlate Armour upgrade, which costs 6 Cans, increases the vehicles Hull Value by 2, and requires 0 build slots.

Trunk of Junk: You may attack with any number of dropped weapons in a single activation.

Tombstone: If the shooting template of a shooting attack touches the rear edge of this vehicle, this vehicle gains +1 to its Evade rolls. During this vehicle's Attack Step, this vehicle may gain 2 Hazard Tokens. If it does, all Collisions involving this vehicle are considered to be Head-on until the start of its next activation.

That's Entertainment: Whenever a dropped weapon template that was placed by this team is removed from play, this team gains 1 Audience Vote.

Perks

Rocket Thrusters: When this vehicle is moved as part of a Flip, it may choose to use the Long Straight, Veer, or Gentle templates instead of the Medium Straight template.

Satellite Navigation: When this vehicle resolves its Skid Dice, this vehicle's controller may set aside one Shift result. This vehicle may have any number of Shift results set aside. Any vehicle in this team may use these set aside Shift results during a later Movement Step, as if they had rolled them in that Movement Step.

Eureka! Once per game, at the start of its Attack Step, this vehicle's controller may declare any weapon that this vehicle has not attacked with yet this game. This vehicle counts as being armed with the declared weapon, on a facing of their choice, for the next attack only.

Barrel Roll: When this vehicle suffers a Flip, it may choose to place the Flip template touching the centre of either side edge or the rear edge of this vehicle, and perpendicular to that edge, instead of touching the front edge as normal.

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.

Full Throttle: This vehicle considers the Long Straight movement template to be permitted in any Gear. The Long Straight is not considered either Hazardous or Trivial in any Gear.

Pivot: At the start of this vehicle's activation, if this vehicle's current Gear is 1, this vehicle may make a pivot about its centre to face any direction. This pivot cannot cause a Collision and cannot leave this vehicle touching an obstruction.

Improved Sludge Thrower: This vehicle may place the Burst templates for its dropped weapons anywhere that is at least partially within Medium range and 360-degree Arc of Fire of this vehicle.

Weapons

Caltrop Dropper: The dropped weapon template for this dropped weapon counts as a treacherous surface.

The first vehicle affected by this weapon is attacked with a 2D6 attack, then remove the Caltrops template from play.