

# Volunteer Highway Patrol

50 Cans

<b>Viper Defender</b>	34 Cans			
[12] Car	Middleweight	2 BPs		
Max Hull: 10	Max Gear: 5	Handling: 3	Crew: 2	
[2] Louder Siren	[1] Hot Start			
[4] PIT				
[4/1] Ram (Front)				
[4] Magnum (x2)	Crew	Double 1d6	Blast	
[6/1] Harpoon	Turret	Double (3d6)		
[1] Caltrop Dropper	Side	Sm Bl 2d6	Ammo 3	

<b>MFP Biggalo</b>	16 Cans			
[6] Buggy	Lightweight	2 BPs		
Max Hull: 6	Max Gear: 6	Handling: 4	Crew: 2	
[2] Louder Siren	[1] Hot Start			
[4] Magnum (x2)	Crew	Double 1d6	Blast	
[1/1] Glue Dropper	Side	Drop --	Ammo 1	
[2] Sentry Gun	Crew	Drop --	Ammo 3	

## Sponsor Perks

*All vehicles on this team have these perks*

**Hot Pursuit:** Before the First Gear phase of the game, after deployment, this team must nominate one enemy vehicle as the 'Bogey'. If the bogey is ever Wrecked or disqualified, immediately choose a different enemy vehicle to be the bogey. This team may change the Bogey by spending 2 Audience Votes whenever it would be allowed to spend them.

**Bogey at 12 o'Clock:** Once per activation, At the end of this vehicle's Movement Step, if the Bogey is in this vehicle's front Arc of Fire, in line of sight, and further than Double range away, this vehicle may immediately resolve another Movement Step.

**Siren:** At the end of this vehicle's Attack Step, if this vehicle is in the Bogey's rear Arc of Fire and within Double Range, the Bogey must either reduce its Gear by 1 or gain 2 Hazard Tokens.

**Steel Justice:** If the bogey wipes out, this team gains 1 Audience Votes. If the bogey is Wrecked this team gains 2 Audience Votes

## Perks

**Louder Siren:** Replace "bogey" with "any enemy vehicle" for the purposes of the Siren special rules.

**Hot Start:** Roll a D6 at the start of the game. This vehicle starts the game in that Gear. Re-roll if this would put the current Gear of the vehicle above its max Gear.

**PIT:** During this vehicle's activation, if this vehicle is involved in a non-head-on Collision with an enemy vehicle, it may declare a 'Pursuit Intervention Technique' (PIT) as its reaction, targeting the enemy vehicle, instead of declaring a Smash Attack or an Evade. If this vehicle declares a PIT, it may select and place any movement template the target vehicle considers Hazardous in its current Gear. Immediately after the resolution of this Collision, the target vehicle must make a forced move directly forward using the movement template placed.

## Vehicle Upgrades

**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

**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 Caltraps template from play.

**Glue Dropper:** The dropped weapon template for the Glue Dropper counts as a treacherous surface. Any vehicle affected by this weapon must reduce its current Gear by 2 at the end of their Movement Step. A single vehicle may not be affected by this weapon two activations in a row.

**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.

**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.