

Arch Rivals

25 Cans

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[12] Car		Middleweight	2 BPs
Max Hull: 10	Max Gear: 5	Handling: 3	Crew: 2
[1] Chrome-Whisperer		[6] Powerslide	
[-] Handgun (∞)	Crew	Medium 1d6	
[3] Shotgun	Crew	Special (1-3)d6	
[3] Heavy Machine Gun	Front	Double	3d6

Sponsor Perks

All vehicles on this team have these perks

Coordinated Violence: Whenever this vehicle resolves a Spin or Slide result, afterward you may set the die aside. If you do, that Vehicle gains a Hazard Token. This team may have any number of results set aside. Any Vehicle in this Team may use any number of these set aside results during later Movement Steps as though that Vehicle had rolled them in that Movement Step.

Swivel-Mounting: If this vehicle resolves a Slide result during its Movement Step, this vehicle may select one of its front- or rear-mounted weapons to count as turret-mounted for the rest of the activation.

Gun-kata: If this vehicle resolves a Spin result during its Movement Step, crew-fired weapons without the Ammo property add a Short template to their range for the rest of the activation.

Grammaton Armory: This vehicle may have no more than one weapon with the Ammo special rule.

Pay it Gladly: When this vehicle resolves a slide and a spin and deals damage to an enemy (before evasions) in the Attack Step, gain 1 Audience Vote.

Perks

Chrome-Whisperer: This vehicle may Push It unlimited times during a Movement Step, gaining 1 Hazard Token each time.

Powerslide: This vehicle may use any template except the long straight template instead of the slide template when applying a slide result. As with the step 1.1 of Movement Step, you must use the first movement template you touch. Treat the selected movement template as a slide template for purposes of finding the vehicle's Final Position.

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