

Bass Pro Buccaneers

50 Cans (Red Wake)

???	30 Cans		
[12] Car	Middleweight	2 BPs	
Max Hull: 10	Max Gear: 5	Handling: 3	Crew: 4
[6] Limited Slip	[2] Boarding Party		
[4] Extra Crew x2			
[-] Handgun (∞)	Crew	Medium 1d6	
[6] Shotgun (x2)	Crew	Long (1-3)d6	

???	20 Cans		
[6] Buggy	Lightweight	2 BPs	
Max Hull: 6	Max Gear: 6	Handling: 4	Crew: 4
[6] Limited Slip	[2] Fender Kiss		
[2] Delicate Touch			
[4] Extra Crew (x2)			
[-] Handgun (∞)	Crew	Medium 1d6	

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

Sponsor Perks

All vehicles on this team have these perks

Crew Quarters: This team may purchase the Extra Crewmember upgrade at half the listed cost.

Raiders: At the end of the Attack Step, this vehicle may permanently reduce its Crew Value by any number, to a minimum of 0 crew. Remove 1 Hull Point from any vehicle in base contact for each crew removed in this way.

Raise the Sails: After rolling Skid Dice, this vehicle may permanently reduce its Crew Value by 1, to a minimum of 0 crew to add 2 free Shift results to the Skid Dice result.

Press Gang or Keelhaul: When another vehicle in contact with this vehicle is Wrecked, this vehicle may either gain 1 crew or gain 2 Audience Votes

Perks

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.

Fenderkiss: When this vehicle makes a Smash Attack, this vehicle suffers a penalty of -2 attack dice. Vehicles making a Smash Attack targeting this vehicle suffer a penalty of -2 attack dice.

Delicate Touch: This vehicle ignores the hazard icons on movement templates.

Limited Slip: When you Gear Down during the Wipeout Step, you may instead choose to stay in your current Gear, but retain Hazard Tokens equal to that Gear during the Dump Hazards step.