

Bass Pro Buccaneers

50 Cans (Big-Mouth Billy Badass)

???	25 Cans		
[8] Icr-Cream Truck	Middleweight	2 BPs	
Max Hull: 10 Max Gear: 4	Handling: 2	Crew: 4	
[2] Boarding Party			
[4] Extra Crew x2	[4/2] Wall of Amplifiers		
[-] Handgun (∞)	Crew	Medium	1d6
[6] Shotgun (x2)	Crew	Long	(1-3)d6
[1] Steel Nets	Crew	Short	(3d6) Blast, *

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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.

Vehicle Upgrades

Wall of Amplifiers: Enemy vehicles that begin their Movement Step within Medium range of this vehicle gain 1 Hazard Token. Other friendly vehicles that begin their Movement Step within medium range of this vehicle may lose 1 Hazard Token. If a Wall of Amps is mounted to a trailer, the controlling vehicle may also choose to lose 1 Hazard Token at the beginning of its Movement Step

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

Steel Nets: This weapon's hits do not cause damage. Hits will add Hazard Tokens as a result of the Blast special rule as normal.