

Idris

25 Cans

Car			25 Cans	
[12] Car	Middleweight	2 BPs		
Max Hull: 10	Max Gear: 5	Handling: 3	Crew: 2	
[5] Hell for Leather				
[2] Nitro Booster (Ammo 1)				
[-] Handgun (∞)	Crew	Medium 1d6		
[1/1] Glue Dropper	Rear	Drop 4d6	Ammo 1, *	
[3] RC Car Bombs	*	Drop 4d6	Ammo 3	
[2] Sentry Gun	*	Drop 2d6	Ammo 3	

Sponsor Perks

All vehicles on this team have these perks

N2O Addict: This team may purchase the Nitro upgrade at -1 can cost (ie for 2 cans).

Speed Demon: When this vehicle gains Hazard Tokens as a result of the Nitro Booster, this vehicle only gains Hazard Tokens until it has 3 Hazard Tokens, rather than 5 Hazard Tokens.

Cult of Speed: During Gear Phase 1, 2, or 3 if this vehicle selects the Long Straight movement template, including when using the Nitro Booster upgrade, this vehicle's controller gains 1 Audience Vote.

Kiss My Asphalt: This team may not purchase Gyrocopters.

Perks

Hell for Leather: This vehicle considers Long Straight to be permitted in any Gear. The Long Straight is not considered either Hazardous or Trivial in any Gear.

Vehicle Upgrades

Nitro Booster: Once per activation, at the start of a Movement Step, this vehicle may declare that it is using a Nitro Booster. If it does, this vehicle makes an immediate forced, Long Straight move forward, and then gains Hazard Tokens until it has 5 Hazard Tokens. It then resolves its Movement Step as normal, except that the vehicle may not reverse. At the end of a Movement Step in which this vehicle used Nitro Booster, it gains Hazard Tokens until it has 5 Hazard Tokens

Weapons

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.

RC Car Bombs: Bombs are taped to remote-controlled cars, which are dropped from a vehicle and then piloted to impact.

When attacking with this dropped weapon, place a RC Car (use a tiny car miniature, no larger than 20mm square) so that it is within Short range of the attacking vehicle, and facing in any direction. This placement triggers a Collision Window.

The RC Car counts as a lightweight vehicle in current Gear 3 with 1 Hull Point, 1 Crew and 0 Handling. This tiny car can make shooting attacks but cannot change Gear. Although controlled by the player that dropped it, the RC Car 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.

The RC Car is involved in a Collision, it suffers one damage before the Collision is resolved. When the RC Car would be Wrecked, it instead explodes. When the RC Car explodes, it rolls 4D6 attack dice, as if it were a middleweight vehicle. If the RC Car wipes out, it suffers one damage before the Wipeout is resolved.

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.