

Jefferson Barracks Old Guard

25 Cans

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[15] Truck	Middleweight	3 BPs	
Max Hull: 12 Max Gear: 4	Handling: 2	Crew: 3	
[2] Road Warrior	[2] Loader		
[-] Handgun (∞)	Crew	Medium 1d6	
[6/3] 125mm Cannon	Front	Double 8d6	Ammo 4, Blast

Sponsor Perks

All vehicles on this team have these perks

Military Hardware: This team may purchase a single Tank. This team may purchase a single Helicopter.

Well Stocked: This vehicle considers any weapon with the ammo 3 special rule to instead have the ammo 4 special rule when purchased.

Might Is Right: This team may not purchase Lightweight vehicles.

Televised Carnage: If this vehicle causes 6 or more hits in a single Attack Step, before Evades, the controller of this vehicle gains 1 Audience Vote

Perks

Loader: At the start of its Attack Step, this vehicle may temporarily reduce its Crew Value by one, once, until the end of the Attack Step, to gain +1 bonus to hit with a single weapon. Critical Hits still occur only on the natural roll of a 6.

Road Warrior: Once per activation, if this vehicle has successfully caused one or more hits on an enemy vehicle at any point during this activation, this vehicle may remove a single Hazard Token at the end of its Attack Step.

Weapons

125mm Cannon: When fired, the active vehicle immediately gains 2 Hazard Tokens if it is not a Tank.