

Jefferson Barracks Old Guard

50 Cans

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

?			22 Cans
[12] Car	Lightweight	2 BPs	
Max Hull: 10 Max Gear: 5	Handling: 3	Crew: 2	
[2] Road Warrior	[2] Loader		
[-] Handgun (∞)	Crew	Medium 1d6	
[5/2] Rockets	Front	Double 6d6	Ammo 4
[1] Caltrop Dropper	Side	Drop --	Ammo 4

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.

Madman: At the end of this vehicle's Movement Step, if it has 4 or more Hazard Tokens, it may remove a Hazard Token and place it on another vehicle within Medium range.

Weapons

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

Caltrop Dropper: The dropped weapon template for this dropped weapon counts as a treacherous surface.

The first vehicle affected by this weapon is attacked with a 2D6 attack, then remove the Caltrops template from play.