

St. Louis Jeep Owners' Club

25 Cans

Bully			23 Cans	
[12] Car		Middleweight	2 BPs	
Max Hull: 10	Max Gear: 4	Handling: 3	Crew: 2	
[2] Boarding Party		[5] Battlehammer		
[2] Road Warrior				
[-] Handgun (∞)		Crew	Medium 1d6	
[4/2] Flamethrower		Side	L Brst	6d6 Am 3, Splash, Fire, Indirect

Sponsor Perks

All vehicles on this team have these perks

Fireworks: If this vehicle Explodes, its controller gains 1 Audience Vote if it was Middleweight or 2 Audience Votes if it was Heavyweight, in addition to any votes gained for it being Wrecked. Then discard all Ammo Tokens from the wreck

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.

Battlehammer: When making a Smash Attack, this vehicle gains +1 attack die for each Hazard Token it currently has.

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.

Vehicle Special Rules & Upgrades

Roll Cage: When this vehicle suffers a flip, this vehicle may choose to ignore the 2 hits received from the flip.

Ram: When purchasing this upgrade, a facing must be declared for it, as if it was a weapon. A vehicle may only purchase a single Ram on each facing. When involved in a Collision on the declared facing, this vehicle may add 2 attack dice to its Smash Attack, and this vehicle does not gain any Hazard Tokens as a result of the Collision.