

LA Gunk

50 Cans

???	25 Cans			
[12] Car		Middleweight	2 BPs	
Max Hull: 10	Max Gear: 5	Handling: 4	Crew: 2	
[2] Fenderkiss	[2] Delicate Touch			
[-] Handgun (∞)	Crew	Medium 1d6		
[6] Shotgun (x2)	Crew	Long (1-3)d6		
[4/2] Flamethrower	Side	Lg Bst 6d6	Ammo 3,	
			Splash, Fire	

???	12 Cans			
[6] Buggy		Lightweight	2 BPs	
Max Hull: 6	Max Gear: 6	Handling: 4	Crew: 2	
[2] Fenderkiss				
[-] Handgun (∞)	Crew	Medium 1d6		
[3] Shotgun	Crew	Long (1-3)d6		
[1/1] Glue Dropper	Side	Drop -	Ammo 1, *	

???	12 Cans			
[6] Buggy		Lightweight	2 BPs	
Max Hull: 6	Max Gear: 6	Handling: 4	Crew: 2	
[2] Fenderkiss				
[-] Handgun (∞)	Crew	Medium 1d6		
[3] Shotgun	Crew	Long (1-3)d6		
[1/1] Glue Dropper	Side	Drop -	Ammo 1, *	

Sponsor Perks

All vehicles on this team have these perks

Pinball: If this vehicle is involved in a Collision during its Movement Step in which the point of contact on both vehicles is along their side edges, and this vehicle declares a Smash Attack, then choose one:

- This vehicle may immediately resolve another Movement Step after the current Movement Step.
- This vehicle may ignore vehicle it collided with when checking to see if it is Distracted at the beginning of its Attack Step this activation.

Spiked Fist: Every vehicle on this team may equip one free Ram upgrade. This Ram does not require build slots.

Live Fast: During this vehicle's activation, if this vehicle begins the Wipeout Step with more Hazard Tokens than Hull Points, this vehicle's controller gains 1 Audience Vote.

Rear Drive: This vehicle may pivot about the center of its front edge, rather than the center of the vehicle, when resolving Spin results

Perks

Fenderkiss: When this vehicle makes a Smash Attack, this vehicle suffers a penalty of -2 attack dice. Vehicles making a Smash Attack targeting this vehicle suffer a penalty of -2 attack dice.

Delicate Touch: This vehicle ignores the hazard icons on movement templates.

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

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.