

# Lemp Mansion Coachmen

50 Cans

|                        |             |                      |         |         |
|------------------------|-------------|----------------------|---------|---------|
| ?                      |             |                      |         | 18 Cans |
| [8] Ice-Cream Truck    |             | Middleweight         | 2 BPs   |         |
| Max Hull: 10           | Max Gear: 4 | Handling: 2          | Crew: 2 |         |
| [1] Purifying Flame    |             | [1] Ecstatic Visions |         |         |
| [4] Wall of Amplifiers |             |                      |         |         |
| [4] Magnum (x2)        | Crew        | Double               | 1d6     | Blast   |

|                      |             |                 |         |
|----------------------|-------------|-----------------|---------|
| ?                    |             |                 | 16 Cans |
| [6] Buggy            |             | Lightweight     | 2 BPs   |
| Max Hull: 6          | Max Gear: 6 | Handling: 4     | Crew: 2 |
| [1] Ecstatic Visions |             | [2] Barrel Roll |         |
| [-] Roll Cage        |             |                 |         |
| [4] Submachine Gun   | Crew        | Medium          | 3d6     |
| [3] Shotgun          | Crew        | Special         | (1-3)d6 |

|                      |             |                 |         |
|----------------------|-------------|-----------------|---------|
| ?                    |             |                 | 16 Cans |
| [6] Buggy            |             | Lightweight     | 2 BPs   |
| Max Hull: 6          | Max Gear: 6 | Handling: 4     | Crew: 2 |
| [1] Ecstatic Visions |             | [2] Barrel Roll |         |
| [-] Roll Cage        |             |                 |         |
| [4] Submachine Gun   | Crew        | Medium 3d6      |         |
| [3] Shotgun          | Crew        | Special (1-3)d6 |         |

## Sponsor Perks

*All vehicles on this team have these perks*

**Ritual Invocation:** At the start of each Gear Phase, you may place Possessed token on a vehicle, which gains the Possessed special rule until the end of the Gear Phase or until the vehicle wipes out, whichever happens first, then replace the token with an Exorcised token. The Exorcised vehicle has no additional rules, aside from being ineligible to have the Possessed token next Gear Phase.

**Possessed:** At the beginning of this vehicle's Movement Step, before selecting a template, place this vehicle anywhere within Short Range of its current position, not touching an obstruction or terrain, without altering the vehicle's facing. This does not cause a Collision. This vehicle then begins its Movement Step from this new location. Additionally, the Possessed vehicle ignores the Blast special rule, may not use dropped weapons, and any hits that would cause hull damage to or from the Possessed vehicle instead add Hazard Tokens.

**Scarification:** Vehicles on this team gain one additional Hull Value.

**Devil's Gonna Get You:** When any vehicle on this team suffers 3 or more Hull damage during a single vehicle's activation, without being Wrecked, this team gains an Audience Vote.

## Perks

**Purifying Flames:** Once per activation, at the beginning of this vehicle's Movement Step, this vehicle may suffer up to three damage to select any friendly vehicle. For each point of damage suffered via this effect, repair that number of Hull Points on the target vehicle. This damage may not be reduced. This damage counts as having the Fire rule. This effect may not be used to raise a vehicle above its starting Hull Value.

**Ecstatic Visions:** Once per activation, at the beginning of this vehicle's Movement Step, this vehicle may gain up to 3 Hazard Tokens to discard 1 Hazard Token from a friendly vehicle for each n any Gear.

## 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.

**Wall of Amplifiers:** Enemy vehicles that begin their Movement Step within Medium range of this vehicle gain 1 Hazard Token. Other friendly vehicles that begin their Movement Step within medium range of this vehicle may lose 1 Hazard Token. If a Wall of Amps is mounted to a trailer, the controlling vehicle may also choose to lose 1 Hazard Token at the beginning of its Movement Step

## 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