

Mishkin

50 Cans

Ampere				25 Cans
[12] Car		Middleweight		2 BPs
Max Hull: 10	Max Gear: 5	Handling: 4		Crew: 2
[4] Eureka!		[2] Loader		
[-] Handgun (∞)		Crew	Medium 1d6	
[5/1] Combat Laser	Front	Double	3d6	Ammo 1, Elec., Splash
[1] Caltrop Dropper	Side	Drop	--	Ammo 3
[1/1] Glue Dropper	Side	Drop	-	Ammo 1, *

Sponsor Perks

All vehicles on this team have these perks

Thumpermonkey: This team may purchase electrical weapons and upgrades.

Dynamo: After activating in Gear Phase 4, 5, or 6, this vehicle may add +1 Ammo Token to a single electrical weapon or electrical upgrade on that vehicle.

All the Toys: Whenever a vehicle in this team attacks with a named electrical, dropped, or crew-fired weapon that has not been attacked with by any vehicle during this game yet, that vehicle's controller gains 1 Audience Vote.

Perks

Eureka!: Once per game, at the start of its Attack Step, this vehicle's controller may declare any weapon that this vehicle has not attacked with yet this game. This vehicle counts as being armed with the declared weapon, on a facing of their choice, for the next attack only.

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.

Weapons

Magnetic Jammer: Mishkin-sponsored teams only. The target vehicle may not discard ammo tokens during its next activation.

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.

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.