

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		
	Front	Double 3d6	Ammo 1, Elec., Splash	
[5/1] Combat Laser			Ammo 3	
[1] Caltrop Dropper	Side	Drop --	Ammo 1, *	
[1/1] Glue Dropper	Side	Drop -		

Volta				25 Cans
[12] Car		Middleweight	2 BPs	
Max Hull: 10	Max Gear: 5	Handling: 4	Crew: 2	
[4] Eureka!				
[-] Handgun (∞)	Crew	Medium 1d6		
	Side	Double 6d6	Ammo 1, elec.	
[6/2] Arc Ligh. Proj.			Electric	
[2] Magnetic Jammer	Side	Double -	Ammo 3	
[1] Smoke Dropper	Side	Drop --		

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

Arc Lightning Projector: Mishkin-sponsored teams only. After damaging a target, this vehicle must immediately attack another target within Short range and 360-degree Arc of Fire of the current target (including this vehicle). This chain-reaction continues until the weapon fails to damage a target, or there are no further viable targets. This vehicle can target friendly vehicles with the Arc Lightning Projector. This vehicle cannot target the same vehicle twice in a single Attack Step with the Arc Lightning Projector.

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.

Smoke Dropper: This dropped weapon template counts as an obstruction for the purposes of determining Cover.

Whilst a vehicle is in contact with this dropped weapon template, that vehicle counts as distracted.

If any part of a vehicle's movement template or Final Position touches this dropped weapon template, the vehicle gains 1 Hazard Token at the end of its Movement Step.