

# Rebar Customs

25 Cans

|                               |              |             |               |  |
|-------------------------------|--------------|-------------|---------------|--|
| Car                           |              |             | 27 Cans       |  |
| [12] Car                      | Middleweight | 2 BPs       |               |  |
| Max Hull: 10                  | Max Gear: 5  | Handling: 3 | Crew: 2       |  |
| [4] Eureka!                   |              |             |               |  |
| [2/1] Improved Sludge Thrower |              |             |               |  |
| [-] Handgun (∞)               | Crew         | Medium 1d6  |               |  |
| [4] SMG                       | Crew         | Medium 3d6  |               |  |
| [1/1] Mine Dropper            | Rear         | Drop 4d6    | Blast, Ammo 3 |  |
| [1] Caltrop Dropper           | Rear         | Drop 2d6    | Ammo 3        |  |
| [1] Smoke Dropper             | Rear         | Drop --     | Ammo 3        |  |

## Sponsor Perks

All vehicles on this team have these perks

**Trunk of Junk:** You may attack with any number of dropped weapons in a single activation.

**Tombstone:** If the shooting template of a shooting attack touches the rear edge of this vehicle, this vehicle gains +1 to its Evade rolls. During this vehicle’s Attack Step, this vehicle may gain 2 Hazard Tokens. If it does, all Collisions involving this vehicle are considered to be Head-on until the start of its next activation.

**That’s Entertainment:** Whenever a dropped weapon template that was placed by this team is removed from play, this team 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.

## Vehicle Special Rules & Upgrades

**Improved Sludge Thrower:** This vehicle may place the Burst templates for its dropped weapons anywhere that is at least partially within Medium range and 360-degree Arc of Fire of this vehicle.

## Weapons

**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.

**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.