

Rusty's Bootleggers

25 Cans

Car			25 Cans	
[12] Car		Middleweight	2 BPs	
Max Hull: 10	Max Gear: 5	Handling: 3	Crew: 2	
[2] Dead Weight				
[4] Lightweight Trailer		[2/1] Imp. Sludge Thrower		
[-] Old Fashioned Corn Liquor				
[-] Handgun (∞)		Crew	Medium 1d6	
[3] Shotgun		Crew	Long (1-3)d6	
[1/1] Napalm Dropper		Side (T) Drop	4d6	Fire, Ammo3
[1] Smoke Dropper		Rear (T) Drop	--	Ammo 3

Sponsor Perks

All vehicles on this team have these perks

Party Hard: At the end of this vehicle's Attack Step, if this vehicle has more Hazard Tokens than the sum of the Hazard Tokens on all other enemy vehicles within Medium range combined, this vehicle's controller gains 1 Audience Vote for each enemy vehicle with one or more Hazard Tokens within Medium range of this vehicle.

Dutch Vourage: Vehicles in this team only Wipeout when they have 8 Hazard Tokens.

As Straight as I'm Able: This vehicle does not gain a Hazard Token from *articulated* if it selects a non-straight template.

Over the Limit: This vehicle never considers any of the Straight movement templates to be permitted. This vehicle considers Veer to be permitted and Trivial in any Gear.

Trailer Trash: This team may purchase Trailers. This team must contain either: one or more Medium or Heavyweight vehicles equipped with a trailer upgrade, or a War Rig.

Haulage: Each vehicle on this team equipped with a trailer upgrade, and each War Rig on this team, may equip a single trailer cargo upgrade for free.

Perks

Dead Weight: During this vehicle's Attack Step, this vehicle may gain 2 Hazard Tokens to count as one weight-class heavier (unless already Heavyweight) until the start of its next activation.

Vehicle Special Rules & Upgrades

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

Old Fashioned Corn Liquor: Whenever a vehicle within Medium range of this vehicle gains one or more Hazard Tokens, it gains one additional Hazard Token.

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

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.

Trailers

Jackknife: If an articulated vehicle suffers a Flip, do not resolved a Flip and instead resolve a Jackknife:

- Swing Trailer: The player to the left hinges the trailer into any position they like, without disconnecting or overlapping the cab and trailer. This creates a COLLISION WINDOW.
- Pivot Vehicle: The player to the left then pivots the articulated vehicle to face any direction. This creates a COLLISION WINDOW.
- Crunch: The articulated vehicle then performs a 4D6 attack against itself that cannot be Evaded.

Ponderous: Ponderous vehicles are inexorable, unable to manoeuvre easily but also hard to shift from their current course once they are rolling.

- Tanker Anchor: At the start of its activation, a Ponderous vehicle may gain 1 Hazard Token to skip its Movement Step. The massive vehicle may then increase its current Gear by 1.

- Slides: When a Ponderous vehicle resolves a Slide result, it must ignore the Slide template: do not place it. Each Slide result provides a Hazard Token as normal.

- Wipeouts: When a Ponderous vehicle suffers a Wipeout, the player to the left does not pivot it during the final step of the Wipeout process. Leave it in its current orientation.

Piledriver Attack: During this vehicle's Movement Step, when this vehicle collides with another vehicle of a lighter weight-class, it may declare a Piledriver Attack as its reaction.

A Piledriver Attack counts as a Smash Attack in all regards, and also includes an additional effect.

If a vehicle is targeted with a Piledriver Attack, after resolving the Collision, the controller of the vehicle that made the Piledriver Attack may place the target vehicle anywhere within Short range of the target vehicle's original position, then pivot the target vehicle to face any direction, such that it does not collide with the active vehicle again during this Movement Step.