

The Charred

25 Cans

Aspergillum			25 Car	
[12] Car		Middleweight	2 BPs	
Max Hull: 10	Max Gear: 4	Handling: 3	Crew: 2	
[2] Highway to Hell		[5] Hell for Leather		
[-] Handgun (∞)		Crew	Medium 1d6	
[2] Magnum		Crew	Double 1d6	Blast
[4/2] Flamethrower		Side	L Burst 6d6	Ammo 3, Fire Splash, Indirect

Sponsor Perks

All vehicles on this team have these perks

Fire Walk With Me: When this vehicle would receive damage from any weapon or effect with the Fire rule, this vehicle may reduce the damage received by up to three, to a minimum of one.

Burning Man: If this vehicle is On Fire it gains +1 to all Evade dice.

Cult of Flame: During this vehicle’s activation, if it sets an enemy vehicle On Fire while it is also On Fire, gain 1 Audience Vote.

Perks

Highway to Hell: At the end of its Movement step, if this vehicle selected a straight template, this vehicle may suffer two damage. This damage counts as having the Fire rule. If any Hull Points are removed by this effect, this vehicle may leave its movement template (ignoring any slide template) in play as a Napalm dropped weapon template. If the vehicle’s Final Position was interrupted, when placing the Napalm, place the next smallest straight template that covers most of the original template without overlapping this vehicle’s interrupted Final Position, instead of the original template.

Hell for Leather: This vehicle considers Long Straight to be permitted in any Gear. The Long Straight is not considered either Hazardous or Trivial in any Gear.