

The Charred

50 Cans

Aspergillum			28 Cans
[15] Truck	Middleweight	3 BPs	
Max Hull: 14 Max Gear: 4	Handling: 2	Crew: 3	
[1] Purifying Flame	[1] Hot Start		
[2] Sympathy for the Devil			
[4/1] Armour Plating			
[-] Handgun (∞)	Crew	Medium 1d6	
[4/2] Flamethrower	Side	L Brst 6d6	Am 3, Splash, Fire, Indirect

Thurible			15 Cans
[6] Buggy	Lightweight	2 BPs	
Max Hull: 6 Max Gear: 6	Handling: 4	Crew: 2	
[1] Purifying Flame	[2] Highway to Hell		
[5] Hell for Leather			
[-] Roll Cage			
[-] Handgun (∞)	Crew	Medium 1d6	
[1/1] Napalm Dropper	Side	Drop 4d6	Ammo 3, Fire

Reliquary			8 Cans
[5] Bike	Lightweight	1 BPs	
Max Hull: 4 Max Gear: 6	Handling: 5	Crew: 1	
[2] Highway to Hell	[1] Ecstatic Visions		
[-] Full Throttle	[-] Pivot		
[-] Handgun (∞)	Crew	Medium 1d6	

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

Purifying Flames: Once per activation, at the beginning of this vehicle's Movement Step, this vehicle may suffer up to three damage to select any friendly vehicle. For each point of damage suffered via this effect, repair that number of Hull Points on the target vehicle. This damage may not be reduced. This damage counts as having the Fire rule. This effect may not be used to raise a vehicle above its starting Hull Value.

Ecstatic Visions: Once per activation, at the beginning of this vehicle's Movement Step, this vehicle may gain up to 3 Hazard Tokens to discard 1 Hazard Token from a friendly vehicle for each Hazard Token gained.

Sympathy for the Devil: When any other friendly vehicle Wrecks, this vehicle may repair 2 Hull Points.

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.

Hot Start: Roll a D6 at the start of the game. This vehicle starts the game in that Gear. Re-roll if this would put the current Gear of the vehicle above its max Gear.

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.

Vehicle Special Rules & Upgrades

Roll Cage: When this vehicle suffers a flip, this vehicle may choose to ignore the 2 hits received from the flip.

Full Throttle: This vehicle considers the Long Straight movement template to be permitted in any Gear. The Long Straight is not considered either Hazardous or Trivial in any Gear.

Pivot: At the start of this vehicle's activation, if this vehicle's current Gear is 1, this vehicle may make a pivot about its centre to face any direction. This pivot cannot cause a Collision and cannot leave this vehicle touching an obstruction.

Armour Plating: This vehicle has its Hull Value permanently increased by 2. A single vehicle may be fitted with multiple Armour Plating upgrades for further +2 hull each time.

Weapons

Napalm Dropper: The first vehicle affected by this weapon is attacked with a 4D6 attack with Fire, then remove the Napalm template from play.