

Volunteer Highway Patrol

25 Cans

Viper Defender				34 Cans
[12] Car	Middleweight	2 BPs		
Max Hull: 10	Max Gear: 5	Handling: 3	Crew: 2	
[2] Louder Siren	[1] Hot Start			
[4/1] Ram (Front)				
[4] Magnum (x2)	Crew	Double	1d6	Blast
[1/1] Glue Dropper	Side	Drop	--	Ammo 1
[1] Caltrop Dropper	Side	Sm Bl	2d6	Ammo 3

Sponsor Perks

All vehicles on this team have these perks

Hot Pursuit: Before the First Gear phase of the game, after deployment, this team must nominate one enemy vehicle as the 'Bogey'. If the bogey is ever Wrecked or disqualified, immediately choose a different enemy vehicle to be the bogey. This team may change the Bogey by spending 2 Audience Votes whenever it would be allowed to spend them.

Bogey at 12 o’Clock: Once per activation, At the end of this vehicle's Movement Step, if the Bogey is in this vehicle's front Arc of Fire, in line of sight, and further than Double range away, this vehicle may immediately resolve another Movement Step.

Siren: At the end of this vehicle's Attack Step, if this vehicle is in the Bogey's rear Arc of Fire and within Double Range, the Bogey must either reduce its Gear by 1 or gain 2 Hazard Tokens.

Steel Justice: If the bogey wipes out, this team gains 1 Audience Votes. If the bogey is Wrecked this team gains 2 Audience Votes

Perks

Louder Siren: Replace “bogey” with “any enemy vehicle” for the purposes of the Siren special rules.

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.

Vehicle Upgrades

Ram: When purchasing this upgrade, a facing must be declared for it, as if it was a weapon. A vehicle may only purchase a single Ram on each facing. When involved in a Collision on the declared facing, this vehicle may add 2 attack dice to its Smash Attack, and this vehicle does not gain any Hazard Tokens as a result of the Collision.

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.

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.