



WEAPONS

WASTELAND UPGRADES



NAME	RANGE	DAMAGE	RULES	SLOTS	CANS
BOLT LAUNCHER	Double	4D6	Ammo 4, Special Rules	2	6
RAIL GUN	Double	6D6	Ammo 1, Electrical, Special Rules	2	6
BOLAS	Medium	(3D6)	Ammo 3, Blast, Special Rules	1	4
FORCE FIELD	Short	4D6	Ammo 2, Electrical, Blast, Fire, Special Rules	2	6
EXPLOSIVE BARREL DROPPER	Dropped	3D6*	Ammo 3, Blast, Small Burst, Special Rules	1	2
GAS BARREL DROPPER	Dropped	3D6*	Ammo 3, Small Burst, Special Rules	1	2
NAPALM BARREL DROPPER	Dropped	3D6*	Ammo 3, Fire, Small Burst, Special Rules	1	2
SNIPER RIFLE	Double	*	Crew Fired, Special Rules	-	5
SCRAP GUN	Medium	2D6*	Special Rules	1	4
SAW-BLADE LAUNCHER	Double	6D6	Ammo 1, Special Rules	2	6
GRENADE LAUNCHER	Double	4D6	Ammo 3, Indirect, Burst	1	5
HWACHA	Double	6D6, 3D6*	Ammo 1, Large burst, Special Rules	2	6
PORCUPINE	Double	1D6	Blitz, Ammo 8, Special Rules	1	4
SPIRIT GUN	Double	4*	Ammo 3*, Otherworldly, Turreted, Special Rules	1	4
SUICIDE PACK	Short	6D6	Ammo 1, Crew Fired, Special Rules	0	2

WEAPON SPECIAL RULES:

BOLT LAUNCHER: A long metal spear fired from a massive ballista. Vehicles hit by this weapon must gear down by 1 if they are in short range of an immovable piece of terrain.

RAIL GUN: A heavy slug of metal propelled by a magnetic field. Vehicles hit with this weapon must move a short straight directly away from the angle of attack. This causes a collision window.

BOLAS: 2 heavy weights connected by a chain, designed to entangle whatever it hits. This weapon doesn't do hull damage. For each uncanceled hit the enemy vehicle gains 1 hazard as per the blast rules. It also treats its next activation as if its gear is 1 less for each uncanceled hit for the purpose of selecting a move template.

FORCE FIELD: A crackling aura of electricity surrounding your vehicle. This weapon does not need to select a facing when purchased. When used all vehicles within short range are hit.

EXPLOSIVE BARREL DROPPER: A volatile barrel of concentrated fuel. This weapon cannot be used with the sludge thrower. This weapon's template cannot be placed on another template already in play. When dropped any amount of ammo can be used (up to 3) to increase the damage of the weapon by 3D6.

GAS BARREL DROPPER: A volatile barrel of concentrated nerve gas. This weapon cannot be used with the sludge thrower. This weapon's template cannot be placed on another template already in play. When dropped any amount of ammo can be used (up to 3) to increase the damage of the weapon by 3D6. Instead of dealing damage, for every uncanceled hit reduce crew value by one until the end of the Gear phase.

NAPALM BARREL DROPPER: A volatile barrel of concentrated tar. This weapon cannot be used with the sludge thrower. This weapon's template cannot be placed on another template already in play. When dropped any amount of ammo can be used (up to 3) to increase the damage of the weapon by 3D6.

SNIPER RIFLE: A long barreled rifle that packs a punch. This weapon does 4D6 damage if the target vehicle is in first or second gear, 3D6 if its in third or fourth, and 2D6 if its in fifth or sixth.

SCRAP GUN: A makeshift cannon filled with anything that isn't nailed down. This weapon deals an additional 1D6 damage for every two hazards the target vehicle has

SAW-BLADE LAUNCHER: An oversized logging blade spec up and launched at high velocity. Very devastating. This uses a very specific engineered piece of ammo, and cannot be restocked by audience votes or upgrades. Once this weapon is fired place a small burst template under the vehicle being attacked. Once your vehicle moves over this template it can retrieve the saw-blade and re-shoot. Other vehicles on your team with saw-blade launchers may pick up the blade if they have room.

GRENADE LAUNCHER: Launches large grenades. What more are you looking for?

HWACHA: salvaged military hardware. 24 barrels loaded with high power rockets ready to rain down doom. This weapon deals 6D6 to a single enemy vehicle. Directly opposite of the line of impact place the large blast template. All vehicles inside it are hit with the shrapnel and take 3D6. The original vehicle is not considered to be inside this template.

PORCUPINE: A re-purposed piece of construction equipment. With the safety disabled this tool can shoot rebar bolts at incredibly fast rates. After 3 attacks in a single activation with this weapon, each additional hit gives the user 1 hazard.

SPIRIT GUN: Otherworldly - Only Beverly team can select with weapon. A twisted visage of flesh and machinery, married to create a weapon of war. This weapon starts with 0 ammo, and cannot be replenished with audience votes or upgrades. Every time a soul is returned to this vehicle with the soul harvest skill you can gain 1 ammo for this weapon. This weapon does not roll damage, it simply does 4 hits. Opponent rolls to defend as usual.

SUICIDE PACK: A backpack filled with makeshift explosives and a lunatic with an itchy trigger finger. In addition to the ammo cost, when this weapon is used you must lower your vehicle's crew value by 1 for the remainder of the event. Only 1 Suicide Pack can be used each activation.

UPGRADES

NAME	DESCRIPTION	SLOTS	CANS
RACING SLICK TIRES	Tires, Vehicle's gear counts as 1 lower when selecting a movement template on a road. +1 additional hazard on rough or treacherous terrain.	0	3
OFF-ROAD TIRES	Tires, No bonus for driving on roads. -1 hazard on rough or treacherous terrain	0	3
SPIKE TIRES	Tires, No bonus for driving on roads. +1 hazard for driving on roads. -2 hazard on rough or treacherous terrain	0	3
HOVER WHEELS	Tires, Electrical, Vehicle gains the Pivot rule	0	1
AMMO BOX	Reload all crew and dropped weapons with +2 ammo. One time use. Cannot make shooting attacks the same turn.	1	4
AMMO CRATE	Reload all weapons with +2 ammo. One time use. Cannot make shooting attacks the same turn.	3	7
WELD POINT	1 additional Build Slot	0	8
SUSPENSION KIT	Minus 3 to your Ramp roll to determine if you tumble	1	4
SAW BLADES	Ram Upgrade, +1 Damage dice	0	2
RAM SPIKES	Ram Upgrade, if both vehicles declare a smash attack, move as if you had the up and over trait moving the opposing vehicle with you to the end of the movement template. This can cause a second collision window.	0	4
RAM PLATING	Ram Upgrade, -1 Damage in collision on this facing	0	2
AUGER	Do not take damage or hazard from colliding with stationary terrain.	2	5

NEW KEYWORDS:

TIRES: A vehicle can only have a single upgrade with the tires keyword

RAM UPGRADE: Can only be purchased if a ram is already equipped. Each upgrade can be purchased only once per ram. Multiple ram upgrades can be used on the same ram.

SPONSOR

THE SCAVENGERS

SPONSOR CATEGORIES: Aggression, Reckless

Outcasts from the remains of civilized society, this group of bandits controls the open wasteland. Those who encounter them in the waste are quickly dealt with, surviving an encounter is lucky. These hardened drivers live off whatever they can find, and will do whatever is needed to survive. Looting, murder, slavery... nothing is too far for them. Recently they have gotten more brazened, forcing their way into race track and televised events in an attempt to make quick salvage of other competitors.

ONE WITH THE ELEMENTS: Vehicles in this team have the "all terrain" trait.

CLOSE THE GAP: After a vehicle on this team completes its movement phase it may move an additional short forward. It may only do so if it will cause a collision with another player's vehicle. If this extra movement is attempted and a collision does not happen then the vehicle must make a wipe-out check.

UP CLOSE AND PERSONAL: If this team destroys an enemy vehicle with a collision they gain 1 audience vote. If they destroy themselves as well they gain 2 votes instead.

DESPERATE TIMES: This team can only have 1 crew member per vehicle, but may re-spawn their vehicles for 2 audience vote.

DUNE DRIVER: If a vehicle on this team is completely on rough or treacherous terrain they may consider their gear as 1 lower than it is for the sake of selecting a movement template.

