NEW PERKS

BADASS:

Red and blue lasers *(GI Joe 1983)*
When selecting the combat laser weapon choose red or blue color. Red lasers do 1D6 additional damage, and blue lasers no longer deal damage to vehicles to your team. (2 cans)

"Smurf it!" *(Smurfs 1981)*
This vehicle must be painted with a white bottom, a blue midsection, and a white top. The player starts with +2 audience votes. (2 can, + actual physical represented model).

McGyvered *(McGyver 1985)*
This vehicle gains one random upgrade at the start of the game. This upgrade does not take up a build slot. Roll for results. If you already own the upgrade, roll again. (4 cans)

1	Armor plating
2	Nitro booster
3	Roll cage
4	Tank tracks
5	Ram (front-mounted)
6	Improvised sludge thrower

MILITARY:

Knowing is Half the Battle *(GI Joe 1983)*
When you roll no hits for the first time during an attack step each game, change one of those rolls to a Critical Hit instead (3 Cans)

Real American Hero *(GI Joe 1983)*
This vehicle can only select blast weapons and can no longer use the handgun. All blast weapons deal an additional 2d6 damage. You can no longer gain or spend audience votes. (5 cans)

Wowsers! *(Inspector Gadget 1983)*
You may spend 3 audience votes to gain a turret-mounted rocket launcher with 1 ammo. This weapon disappears at the end of this activation. (3 cans)

DARING:

Most Excellent *(Bill and Ted's 1989)*
If you fail a flip check roll, roll again - may only be used once per game (5 cans)

Where are you? *(Scooby Doo 1969-1985)*
If this vehicle is within long range of one of your other vehicles you may move an additional short straight after your movement step. (3 cans)

Oahu living *(Magnum P.I. 1980)*
Gain 1 audience vote every time you start and end your movement step in treacherous terrain (2 cans)

PRECISION:

Really, Michael...? *(Knight Rider 1982)*
When resolving skid dice during the Movement Step, if this vehicle is in 6th gear, all results that would generate a Hazard token do not. (1 Can)

Be excellent to each other *(Bill and Ted's 1989)*
You no longer gain hazards from colliding with your own team members. (1 can)

You can be my wingman any time *(Top Gun 1986)*
If you are within short range of another vehicle on your team gain 1 shift result of your choosing on your movement step. (2 cans)

TECHNOLOGY:

More than Meets the Eye *(Transformers 1984)*
At the beginning of each gear phase, you may choose to transform between a car or a robot. In car form your stats are unchanged. In robot form your max gear is set to 3 but one weapon is considered turreted for free and in a collision you gain +2 smash attack dice. (5 cans)

He slimed me... *(Ghostbusters 1984)*
On your activation, this vehicle's collisions give opposing vehicles the effects of the glue dropper if they suffered at least 2 points of hull damage from the hit. (4 cans)

Number 5 is alive *(Short Circuit 1986)*
Your RC car bombs have the airborne rule for ground conditions and hitting dropped weapons. They also can activate in gear phase 4. (3 cans)

SPEED:

I feel the need... *(Top Gun 1986)*
When any other player says the word "need" you may roll a skid dice. If its a shift result you may remove 1 hazard from this vehicle. You may also save the result and use two shift results to immediately gear up for free without gaining a hazard. (1 Can)

Let's get out of here! *(Scooby Doo 1969-1985)*
If you did not move this vehicle in the last gear phase, and it can this gear phase, then you may select the long straight template. This movement is considered non-hazardous. (1 can)

Roll out! *(Transformers 1984)*
This vehicle starts the game with a nitro booster that has 1 ammo. This upgrade cannot have ammo restored. This upgrade does not use a slot. (4 cans)

AGGRESSION:

I love it when a plan comes together *(A-team 1983)*
If you have more upgrades than hazards you may gain a shift result to save for another movement step. (2 cans)

Who's the Duke? *(Escape from New York 1981)*
The vehicle with the most hull is the Duke. If you wreck the Duke you gain 2 audience votes. If this car is the Duke gain 2 temporary max hull. If you are no longer the Duke lose this extra hull. (2 cans)

It belongs in a museum! *(Indiana Jones 1981)*
If this vehicle survives to round 2 without being wrecked, during the remainder of the game, on its activation, reduce all damage this vehicle receives by 1 to a minimum of 1. (3 cans)

TUNING:

Wax on, Wax off *(Karate Kid 1984)*
If you are the recipient target of a collision attack, get +2 to your EVADE rolls, brushing aside the attacker. The attacking vehicle, regardless of success or failed attack, may then be oriented in a direction parallel to the intended recipient vehicle. (3 cans)

Turn it to 11 *(This is Spinal Tap 1984)*
Every time you push it, Gain 1D6 damage to your next shooting attach this activation. (3 cans)

I'll be back! *(Terminator 1984)*
This vehicle can use the donut template in any gear and is considered trivial. (3 cans)

PURSUIT:

Pity the Fool *(A-Team 1983)*
If this vehicle were to be hit in a rear-end collision resolve an attack step with a single heavy machine gun against that vehicle, even if you do not have the weapon purchased. After this bonus attack step resolve the collision as normal. (1 can)

Let's roll Ponch *(CHiPS 1983)*
If a collision happens that your team is not involved in, you may pivot and move this vehicle a short straight toward the collision. (only selectable by Bikes, Bikes with sidecar, or Cars. (3 cans)

Do or do not, there is no try *(Empire Strikes Back 1980)*
This vehicle may roll dice twice for attacking with a PIT maneuver and pick the better result. (2 cans)

BUILT:

Everybody relax, I'm here *(Big Trouble in Little China 1986)*
Do not take damage from light or medium-weight collisions with non-vehicle objects. (can only be taken by heavyweight vehicles) (2 cans)

Gadgetmobile *(Inspector Gadget 1983)*
At the start of each activation, you may choose to have this vehicle be a performance car, or a truck, adopting all their stats. This vehicle must start the game as one of these two options. Vehicles that lose slots with this change must choose what weapons and upgrades are kept before the game starts. (4 cans)

Say hello to my little friend! *(Scarface 1983)*
When not this vehicle's activation, Each vehicle within short range reduces the damage it receives by 1 to a minimum of 1. (4 cans)

HORROR:

Beetlejuice, Beetlejuice, Beetlejuice: *(Beetlejuice 1988)*
Each time one of your vehicles makes a damaging shooting attack gain a "Beetlejuice token" After you have gained 3 tokens your next shooting attack will deal an extra 2D6 damage. (4 cans)

Be afraid, be very afraid! *(The Fly 1986)*
This vehicle may suffer 2 damage to gain the airborne rule until the beginning of its next activation. (3 cans)

I'm fuzzy on the whole good/bad thing (Ghostbusters 1984)
This vehicle gains +1 to hit on shooting attacks but deals 2d6 damage to the closest team member as well. If you have no other team members you take 3D6 damage instead. (4 cans)

RECKLESS:

Go Go Gadget... *(Inspector Gadget 1983)*
If you have more hazard tokens than your maximum at the end of your attack step, remove a number of hazard tokens equal to the number of damage dealt during that step. (3 Cans)

No ticket! *(Indiana Jones 1981)*
On your activation, if you collide with another vehicle, you may permanently remove 1 of your crew to prevent that vehicle from performing shooting attacks until the end of their next turn. (3 cans)

That's a big Twinkie *(Ghostbusters 1984)*
When you use the mine dropper replace the small burst template with the short straight template. Place it horizontally to the rear of your vehicle. Treat this as a glue trap AND a mine in one. (2 cans)

NEW UPGRADES

Lightcycle: *(Tron 1982)*
Only can be selected by Bikes or Bikes with sidecars. +1 handling -1 Max gear. (Electrical) (3 Cans)

Legendary Defender *(Voltron 1986)*
Only usable if 3 or more vehicles on your team all have this upgrade. When all vehicles are in at least gear 3, and within a medium distance from each other you may remove them from play and replace them with a new single model of a giant robot. The robot stats are as follows: (2 cans per vehicle)

Vehicles	Weight	Hull	Handling	Max Gear	Crew	Slots
3	Heavy	20	3	3	3	4
4	Heavy	24	4	3	4	4
5	Heavy	28	5	4	5	5

All perks, upgrades, and weapons from the original vehicles are added to this robot. If you no longer have the slots of the gear, you must discard down to your slots cap. In addition to this transformation, you have a laser sword attack with a range of short and considered turreted. The sword deals 4D6 fire damage and hits all vehicles in range.

Flux Capacitor *(Back to the Future 1985)*
When this vehicle activates in 5th or 6th gear it may treat its rear end as its front for the purpose of moving. Doing so adds 1 hazard to the movement. (3 cans)

NEW WEAPONS

Light Ribbon: *(Tron 1982)*
Dropped Weapon. Ammo 3. 1 Slot. *Damage. Cannot be combined with the Sludge Thrower. After movement Keep the template on the field as the drop template. If another vehicle comes in contact with this template they treat it as a t-bone collision with a medium-weight object. Remove the template after it has been hit. (Electrical) (4 cans)

Mega Speaker *(The Blues Brothers 1980)*
Ammo 1. No damage. Medium range. Vehicles hit with this weapon lose the use of all perks until the end of its next activation. (3 cans)