

Aircraft	Weight	Hull	Hand.	Max Gr.	Slots	Crew	Cans	Qualities
Combat Helicopter	Heavy	8	3	4	6	2	30	Airborne, Bombs Away, Hover, Mil-Spec
Combat Plane	Heavy	10	4	6	3	1	40	Airborne, Bombs Away, Mil-Spec
Gyrocopter (ultralight)	Middle	4	4	6	1	1	16	Airborne, Bombs Away, Hover
Hovercopter (light duty delicopter)	Heavy	8	3	4	2	2	25	Airborne, Bombs Away, Hover
Spotter Plane	Heavy	10	2	5	4	2	30	Airborne, Bombs Away

Buses	Weight	Hull	Hand.	Max Gr.	Slots	Crew	Cans	Qualities
Bus (city bus, coach, large RV)	Heavy	16	2	3	6	6	30	Piledriver Attack
Double Decker	Heavy	16	2	3	6	8	35	Piledriver Attack
Fire Engine	Heavy	18	2	3	6	4	30	Piledriver Attack

Cars	Weight	Hull	Hand.	Max Gr.	Slots	Crew	Cans	Qualities
Subcompact	Middle	10	3	5	3	1	10	-
Compact	Middle	10	3	5	3	2	11	-
Midsized	Middle	10	3	5	4	2	12	-
Jeep	Middle	10	3	5	3	2	13	Roll Cage
Sedan (luxury car, muscle car)	Middle	10	3	5	4	3	14	-
Station Wagon (hearse, minivan)	Middle	10	3	5	4	4	16	-
Limousine (small RV)	Middle	12	2	4	4	5	21	-

Heavy Duty	Weight	Hull	Hand.	Max Gr.	Slots	Crew	Cans	Qualities
Small Construction Vehicle (farm tractor)	Middle	14	2	4	4	1	12	-
Large Construction Vehicle (combine, earthmover)	Heavy	16	2	4	5	1	25	Piledriver Attack

Large Trucks	Weight	Hull	Hand.	Max Gr.	Slots	Crew	Cans	Qualities
Large Truck (food truck, tow truck, hauler cab without trailer, delivery van)	Heavy	14	2	4	5	2	25	Piledriver Attack
Monster Truck	Heavy	10	3	4	4	2	25	Crush Attack, Off-Road

Motorcycles	Weight	Hull	Hand.	Max Gr.	Slots	Crew	Cans	Qualities
Motorcycle <i>(ATV, street bike)</i>	Light	4	5	6	2	1	5	Full Throttle, Pivot
Racing Motorcycle	Light	4	5	6	2	1	6	Full Throttle, Pivot, Slip Away
Touring Motorcycle <i>(bike with sidecar)</i>	Light	6	4	6	2	2	7	Full Throttle, Pivot

Off-Road Vehicles	Weight	Hull	Hand.	Max Gr.	Slots	Crew	Cans	Qualities
Baja Truck	Middle	12	3	5	4	1	17	Off-Road, Roll Cage
Buggy <i>(UTV)</i>	Light	6	4	6	3	2	7	Off-Road, Roll Cage
Dirt Bike	Light	4	5	5	2	1	4	Full Throttle, Off-Road, Pivot
Rock Bouncer	Light	8	5	5	3	1	9	Off-Road, Roll Cage

Armored Vehicles	Weight	Hull	Hand.	Max Gr.	Slots	Crew	Cans	Qualities
Armored Personnel Carrier	Heavy	16	2	4	5	6	25	Mil-Spec
Tank	Heavy	20	4	3	10	3	40	All Terrain, Crush Attack, Half Pivot, Mil-Spec, Recoil Absorption 2
Mech	Heavy	25	4	2	5	2	40	All Terrain, Crush Attack, Half Pivot, Robotic

Racecars	Weight	Hull	Hand.	Max Gr.	Slots	Crew	Cans	Qualities
Dragster	Middle	6	5	6	2	1	13	-
Formula G Racecar	Middle	8	5	6	3	1	17	Slip Away
Performance Car	Middle	8	4	6	4	1	15	Slip Away
Racing Truck	Middle	10	3	5	4	1	12	Roll Cage

Trucks	Weight	Hull	Hand.	Max Gr.	Slots	Crew	Cans	Qualities
Small Pickup Truck <i>(half-ton pickup, El Camino)</i>	Middle	10	3	5	5	2	13	-
Pickup Truck <i>(one ton pickup)</i>	Middle	12	2	4	6	3	15	-
Van <i>(SUV, extended cab pickup)</i>	Middle	12	2	4	6	4	17	-

War Rigs	Weight	Hull	Hand.	Max Gr.	Slots	Crew	Cans	Qualities
War Rig	Heavy	20	2	4	10	5	40	Piledriver Attack, Special

EQUIPMENT QUALITIES

These rules add to or replace those in the rulebook.

All Terrain

This vehicle may ignore the penalty for rough and treacherous surfaces, and completely ignores the effects of dropped weapon templates that count as treacherous surfaces. This vehicle has no need for the Off-Road quality.

Airborne

This vehicle ignores surfaces, obstructions, dropped weapons, pedestrians and terrain at all times, except that this vehicle may target pedestrians and vehicles using shooting weapons in its attack step. Pedestrians and other vehicles ignore this vehicle at all times, except that they may target this vehicle using shooting weapons during their attack steps.

This vehicle cannot be involved in collisions, but may have its final position interrupted by other vehicles with the Airborne quality. Vehicles with the Airborne quality may not attack one another if they are touching.

Blitz

When a pedestrian is attacking, it may use the Blitz weapon of any friendly pedestrian within Short range as if that weapon were its own.

Half Pivot

At the start of this vehicle's activation phase, if its current gear is 1 or 2, it may make a single pivot about its center point up to 90 degrees in either direction.

Hover

At the start of this vehicle's activation phase, it may make a single pivot about its center point up to 90 degrees in either direction.

Limit (X)

A vehicle may not carry more than X of this item.

Mil-Spec

This item is only available to teams that have access to Mil-Spec items, such as through a Rutherford sponsorship.

Off-Road

This vehicle may ignore the hazard token penalty from rough surfaces, and takes only a +1 hazard token penalty from treacherous surfaces.

Recoil Absorption (X)

This vehicle vehicle ignores the first +(X) hazard tokens gained when using items with the Recoil quality.

Robotic

These items are only available to teams that have access to Robotic items, such as through a Castle sponsorship.

Unique

A team may not include more than 1 item with this name.

WEAPONS

Smash Weapons	Type	Attack	Range	Slots	Ammo	Qualities	Cans
Crane / Spikes All Over / Wrecking Ball	Smash	+2D6	Smash	4	-	Special	10
<i>When involved in a collision of any orientation, this vehicle may add +2D6 to its smash attack. When involved in a collision during its own activation, this vehicle does not gain any hazard tokens as a result of the collision. This weapon needs no facing.</i>							
Exploding Ram	Smash	+6D6	Smash	2	1	Highly Explosive, Special, Unique	3
<i>See rulebook. Exploding Rams are deactivated along with other weapons during scenarios.</i>							
Ram	Smash	+2D6	Smash	2	-	Special	4
<i>See rulebook.</i>							
Wheel Spikes	Smash	+1D6	Smash	-	-	Special, Limit 1	2
<i>When involved in a collision using this vehicle's left side or right side, it may add +1D6 to its smash attack. If this attack occurs during this vehicle's activation, it does not gain any hazard tokens as a result of the collision. This weapon needs no facing.</i>							

Dropped Weapons	Type	Attack	Range	Slots	Ammo	Qualities	Cans
Caltrop Dropper	Dropped	-	Small	2	1	Special	2
<i>Caltrop templates count as treacherous surfaces. If a vehicle's template or final position overlaps a caltrop template, or if a pedestrian's path or final position overlaps a caltrop template, it becomes the target of a 1D6 attack.</i>							
Glue Dropper	Dropped	-	Large	2	1	Special	2
<i>Glue templates count as treacherous surfaces. If a vehicle's template or final position overlaps a glue template during its activation, it reduces its current gear by 2 at the end of its activation. If a pedestrian's path or final position overlaps a glue template, it may not take another move action during this activation.</i>							
Mine Dropper	Dropped	3D6	Small	2	1	Blast, Special	2
<i>If a vehicle's template or final position overlaps a mines template, it becomes the target of a 3D6 attack with Blast. If a pedestrian's path or final position overlaps a mines template, it becomes the target of a 3D6 attack. After resolving either of those situations, remove the mines template.</i>							
Oil Dropper	Dropped	-	Large	1	3	Special	2
<i>Oil templates count as treacherous surfaces. If a pedestrian's path or final position overlaps an oil template, it may not take another move action during this activation.</i>							
Poison Gas Dropper	Dropped	-	Small	2	1	Special	2
<i>If a vehicle's template or final position overlaps a poison gas template, roll 1D6 and on a roll of 4+ that vehicle must reduce its Crew by -1 (to a minimum of 1). If a pedestrian's path or final position overlaps a poison gas template, roll 1D6 and on a roll of 4+ that pedestrian is knocked out. After resolving either of those situations, remove the poison gas template.</i>							
Smoke Dropper	Dropped	-	Large	1	3	Special	1
<i>See rulebook. If a vehicle's template or final position overlaps a smoke template during its activation, remove the smoke template.</i>							

Shooting Weapons	Type	Attack	Range	Slots	Ammo	Qualities	Cans
Machine Gun	Shooting	2D6	Double	2	5	-	2
Heavy Machine Gun	Shooting	3D6	Double	2	5	-	4
Mini-Gun (linked MGs)	Shooting	4D6	Double	2	5	-	6
Flak Cannon	Shooting	2D6	Long	2	5	Special	3
<i>Each vehicle in this weapon's arc of fire suffers the number of hits rolled, and may choose to roll to evade this attack separately.</i>							
Harpoon (net, anchor)	Shooting	1D6	Medium	2	1	Special	2
<i>If the target vehicle's weight is equal to or lighter than the attacker's, each uncancelled hit reduces the target vehicle's current gear by 1 (to a minimum of 1).</i>							
Tank Gun	Shooting	8D6	Double	6	3	Mil-Spec, Recoil 2, Special, Unique	6
Rockets	Shooting	6D6	Double	4	3	Blast, Highly Explosive	6
Mega Missile	Shooting	12D6	Double	4	1	Blast, Mil-Spec, Recoil 4	10
<i>This weapon cannot attack targets within Medium range. This vehicle cannot attack with any other weapons during this attack step. Any explosion check made during this attack step automatically fails.</i>							
Paint Sprayer	Shooting	(2D6)	Large	1	1	Special	1
<i>This weapon does not damage its target, but for each uncancelled hit from this weapon, the target vehicle rolls -1 die when evading and attacking until the end of its next activation (to a minimum of 0 dice). A vehicle may be affected by multiple paint sprayers at once time, combining their effects.</i>							
Flamethrower	Shooting	6D6	Large	4	3	Explosive, Fire	6
Mortar (grenade launcher)	Shooting	4D6	Double	2	3	Special	4
<i>This weapon ignores terrain and cover when attacking.</i>							

Electrical Weapons	Type	Attack	Range	Slots	Ammo	Qualities	Cans
Arc Lightning Projector	Shooting	6D6	Double	4	1	Electrical, Special, Unique	6
<i>See rulebook.</i>							
Beam Emitter (laser)	Shooting	3D6	Double	2	3	Electrical, Fire, Special	4
<i>This weapon ignores terrain and cover when attacking.</i>							
Kinetic Super Booster	Shooting	(6D6)	Double	4	1	Electrical, Special, Unique	6
<i>See rulebook.</i>							
Magnetic Jammer	Shooting	-	Double	1	-	Electrical, Special, Unique	2
<i>See rulebook.</i>							
Thumper	Shooting	-	Medium	4	1	Electrical, Special, Unique	4
<i>See rulebook.</i>							

MOUNTING UPGRADES

Some weapons can be mounted in special ways. A weapon may only take one kind of mounting upgrade.

Mounting Upgrades	Qualities	Slots	Ammo	Cans
Adjustable Mounting	-	1	-	x2
<i>When purchasing a shooting weapon for a vehicle, a player may double the basic cost of the weapon to make it adjustable-mounted. At the start of this vehicle's attack step, a Crewmember may forfeit their ability to attack or take any other action in order to move this weapon to a different facing. The weapon may then attack using the new facing. This weapon must be set to a facing (front, left, right, or rear) before deploying it for a scenario.</i>				
Pop-Up Mounting	-	1	-	+2
<i>Weapons taking up more than 2 Slots cannot be pop-up mounted. When purchasing a weapon for a vehicle, you may pay +2 additional cans to mount it in a concealed pop-up position. When activating your vehicle you may take an additional attack step before your movement step, during which you may attack with any pop-up mounted weapons that have not already been used in this scenario. Any Crewmember that attacked with pop-up weapons during your first attack step may not attack during your normal attack step.</i>				
Robotic Mounting	Robotic	-	-	x2
<i>When purchasing a shooting weapon for a vehicle, a player may double the basic cost of the weapon to make it robotic-mounted. Robotic-mounted weapons may attack without needing a Crewmember assigned to them, but may only attack at targets that do not have cover.</i>				
Turret Mounting	-	1	-	x3
<i>When purchasing a shooting weapon for a vehicle, a player may triple the basic cost of the weapon to make it turret-mounted. Turret-mounted weapons may fire as though they were mounted to the front, left, right, and rear. Note that this does not provide 360 degree coverage.</i>				

UPGRADES

Upgrade Name	Qualities	Slots	Ammo	Cans
Armor Plating	-	1	-	4
<i>See rulebook.</i>				
Drag Chute	Limit 1	1	1	1
<i>This vehicle may trigger its Drag Chute during a skid check in order to cancel all of the hazard tokens that would be gained from Stick-shifting down.</i>				
Engine Upgrade	Limit 1	1	-	4
<i>This vehicle's Max Gear gains +1 (to a maximum of 6).</i>				
Extra Ammo	-	1	-	1
<i>Double the Ammo value of one of this vehicle's shooting or dropped weapons. This upgrade may be purchased multiple times, once for each of this vehicle's shooting and dropped weapons.</i>				
Extra Crewmember	-	1	-	4
<i>See rulebook.</i>				
Fire Extinguisher	-	1	1	1
<i>If this vehicle is on fire at the start of its activation, it may roll 1D6 and on a roll of 3+ the fire goes out.</i>				
Hovercraft	All Terrain, Hover	3	-	6
<i>This vehicle does not gain hazard tokens from uncancelled Slide results when making skid checks. Aircraft cannot take this upgrade.</i>				

Upgrade Name	Qualities	Slots	Ammo	Cans
Jump Jets (<i>jump jacks</i>)	-	2	1	6
<i>When this vehicle activates, it may choose to trigger its Jump Jets. The vehicle becomes distracted, and must choose a straight template available in its current gear. Immediately raise the vehicle to that height above its position on the surface without changing its orientation. Then place the same straight template in front of the vehicle in open air, and continue this vehicle's movement as if it were performing a jump off of a ramp using that same straight template, starting with step 2 of the Jumping procedure. Heavyweight vehicles and Aircraft cannot take this upgrade.</i>				
Kamikaze Kit	-	1	-	2
<i>This vehicle automatically fails explosion checks and uses the Long template instead of the Medium template to determine the explosion's blast radius.</i>				
Linked Droppers	-	-	-	2
<i>This vehicle may attack once with each of its dropped weapons during a single attack step (instead of being limited to 1 dropped weapon attack per attack step). Each dropped weapon attack requires a Crewmember to activate it as usual.</i>				
Nitro Booster	-	1	1	6
<i>See rulebook. This vehicle is treated as being at its max gear for determining collision damage.</i>				
Off-Road Tires	Off-Road	-	-	-
Recoil Suppressors (X)	Recoil Absorption (X)	(X)	-	(X)
Recording Rig	Limit 1	1	-	4
<i>Each time this vehicle performs a feat that earns audience votes, it gains an additional +1 audience vote.</i>				
Removed Seat	-	(+1)	-	-
<i>This vehicle loses -1 Crew to gain +1 Slot. This upgrade may be purchased multiple times, but a vehicle may not remove its last Crewmember (the driver).</i>				
Roll Cage	Roll Cage	1	-	1
<i>See rulebook. Heavyweight vehicles and Aircraft cannot take this upgrade.</i>				
Tank Tracks (<i>mech legs</i>)	All Terrain, Half Pivot, Limit 1	2	-	4
<i>This upgrade increases the vehicle's Handling by +1, and reduces its Max Gear by -1. Aircraft and vehicles that begin with the All Terrain quality cannot take this upgrade.</i>				